Usenet Newsgroup Archive: comp.sys.atari.8bit

2004

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2004-01-01 through 2004-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,348

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: 2004 - Happy New Year!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 01:33:37 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FF378F1.78D56608@tiscalinet.it>
Source record: 17808

You too Anders and all Atari's people

Morris (ITALY)

Anders Skelander wrote:

> To all participants in comp.sys.atari.8bit and comp.sys.ti:
>
> Happy new year!
>
> http://hem.passagen.se/xbrabqrstw/2004.gif
>
> Anders "Blocky Pixels" Skelander

2. Re: Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 02:44:37 UTC
From: ravuya@68.225.219.47
Message-ID: <ravuya-3112031949180001@192.168.1.101>
Source record: 17809

If only I could go... ah, maybe I'll get lucky and one will come out to Canada.

3. Re: ATR-8000 Disks Needed

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 02:52:04 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <oXLIb.247134$_M.1131281@attbi_s54>
Source record: 17810

Not sure but there should be some method of copying a disk under cp/m...

I wonder if Kaypro CP/M disks (or another common format) would work since the drives the ATR8K uses are not Atari SIO-format drives... anybody able to give this a try?

Cheers.
Steve

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20031231162628.04004.00002121@mb-m07.aol.com...
> > Anybody out there have a set of disks for the SWP ATR-8000 they would be
> willing to dupe for me? <
>
> Can the CPM disks be copied on an a PC (with a 360K drive), or does one need
> CPM running to copy the disks? What specific disks are needed? (I presume
> that these disks are in one of the CPM formats?)
>
> Larry

4. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 02:57:08 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <80MIb.18857$I07.52325@attbi_s53>
Source record: 17811

I would guess that somewhere between $25 and $45 is about the going rate for a good condition, used 130xe but the values do change from time to time. You do see some wacky prices on websites but notice that they usually remain unsold on the websites for a LONG time.

Just my humble $0.02 cents worth.

"kevin" <nospam@nospam.org> wrote in message
news:2up0vvoefcr9glkubl30ieh1u2i7mtqe3o@4ax.com...
>
> hello, I have many vintage computer products. Just wondering
> if someone could answer this question: What is the value of a 130xe
> with manual, monitor cable, and power supply that is in mint condition
> and has been rarely used? I notice they are selling them at one these
> atari 8-bit stores for over a hundred dollars, but I think that is a
> bit steep. What is a fair price?
>
>
>
>
>
> thanx
> kvn

5. 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 13:54:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040101085419.03823.00002252@mb-m07.aol.com>
Source record: 17812

More and more new devices are powered by very small switching power supplies.
I've seen very "petite" 5V switching supplies up to 5 amps. And as an example,
many powered USB 2.0 hubs come with 5V switchers, rated at 2 to 3 amps. Has
anyone tried using one of these as a replacement for our XL/XE power supplies?
Is there some reason *not* to try this?
Larry

6. Re: 2004 - Happy New Year!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 16:09:13 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bt1glq$1or$1@news1.nivel5.cl>
Source record: 17813
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti

Thanks, the same to you and all Atarians around the world. I feel this year
will be great for everyone, especially The 8-bit Atari. :)

Guillermo (CHILE)

"Anders Skelander" <ansk@hotmail.com> escribi&#65533; en el mensaje
news:1iCIb.2408$pF.1806@nntpserver.swip.net...
>
> To all participants in comp.sys.atari.8bit and comp.sys.ti:
>
> Happy new year!
>
> http://hem.passagen.se/xbrabqrstw/2004.gif
>
> Anders "Blocky Pixels" Skelander
>
>
>

7. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 16:38:36 UTC
From: fige <fige77@rogers.com>
Message-ID: <g2YIb.62942$INs.20847@twister01.bloor.is.net.cable.rogers.com>
Source record: 17814

Hi Larry..

It should not be a problem at all.....
there are sometimes a problems only with high_frequency
devices.... transceivers, receives... an so...
George.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040101085419.03823.00002252@mb-m07.aol.com...
> More and more new devices are powered by very small switching power
supplies.
> I've seen very "petite" 5V switching supplies up to 5 amps. And as an
example,
> many powered USB 2.0 hubs come with 5V switchers, rated at 2 to 3 amps.
Has
> anyone tried using one of these as a replacement for our XL/XE power
supplies?
> Is there some reason *not* to try this?
> Larry

8. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 21:39:42 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FF4939E.10206@math.tu-berlin.de>
Source record: 17815

LarryWhite wrote:

Happy New Year, Larry!

> More and more new devices are powered by very small switching power supplies.
> I've seen very "petite" 5V switching supplies up to 5 amps. And as an example,
> many powered USB 2.0 hubs come with 5V switchers, rated at 2 to 3 amps. Has
> anyone tried using one of these as a replacement for our XL/XE power supplies?
> Is there some reason *not* to try this?

Well yes, maybe. Switching power supplies should *typically* not be used
without any load. However, as a matter of fact, if you switch off the
Atari using its regular power switch, it gets disconnected completely
from the power supply, and this a couple of switching power supplies
cannot stand.

So long,
Thomas

9. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 22:02:35 UTC
From: kevin <nospam@nospam.org>
Message-ID: <f669vvk4mso1o60osilchvvcou91ce2tm0@4ax.com>
Source record: 17816

On Thu, 01 Jan 2004 02:57:08 GMT, "SteveV4V" <stevev4v1@comcast.net>
wrote:

>I would guess that somewhere between $25 and $45 is about the going rate for
>a good condition, used 130xe but the values do change from time to time. You
>do see some wacky prices on websites but notice that they usually remain
>unsold on the websites for a LONG time.
>
>Just my humble $0.02 cents worth.

25 bucks? forget it, that would be too low for a mint condition
130xe. I think 50 bucks is the lowest I would go.

kvn

10. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 23:00:00 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040101180000.01689.00001803@mb-m18.aol.com>
Source record: 17817

Hi Thomas and George-
Likewise, Happy New Year to both of you and thanks for the replies to my question.

> Switching power supplies should *typically* not be used without any load. <

Good point, Thomas. That has always been my understanding, also. But I have seen quite a few of the newer, smaller ones that indicate that there is no minimum load requirement. From what I have seen (mostly in the Jameco catalog) is that the switchers that only supply *one voltage* frequently have no load restriction, while the larger, multi-voltage units still show the 10% load necessary. But it certainly warrants caution -- I might have to add some type of a small dummy load.
Best regards,
Larry

11. Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-01 23:39:20 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <s_KdnXkHYog3MmmiRVn-ig@comcast.com>
Source record: 17818

I picked up a "cheesebox" so I could use my PCs monitor on my 8-bit.
Now, if I could only get it to work.

Has anybody tried this?

Basically, there's a spot on the cheesebox to plug your PC monitor into.
Plus, there's a modern audio/video type port where it looks like your atari
would plug in, as long as you DON'T use the game/tv switchbox.

The problem lies here....

If you recall how to hook-up your atari to your TV:

1. Plug one end of the atari a/v cable into your atari.
2. Plug the other end of the atari a/v cable into the GAME/TV switchbox.
3. Plug the game/tv switchbox into your TV.
The game/tv switchbox has 2 outputs, "Connect to TV VHF" and
"Connect to Antenna"
But these connectors have those 2 "forked" wires coming out of it.

WELL how do I connect that to the cheesebox? The cheesebox has a modern A/V
type input.
I tried going straight from the atari cable to the cheesebox, avoiding use
of the "game/tv switchbox" but that did not work.

Do I need to go to radio shack and buy a cable to convert the connection?

damn cheesebox.

-z-

12. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 00:18:36 UTC
From: oes <oes@deja.com>
Message-ID: <wN2Jb.101053$Dt6.2814137@twister.tampabay.rr.com>
Source record: 17819

You'll need a more modern connection, you could go to radio shack and get a F-adapter that would let you plug your RF cable directly into the cheesebox like you mentioned.

But the better option would be to get a Monitor cable for your Atari. You didn't mention which Atari you have but the common Atari RCA cables provide composite output for the 800XL and 130XE computers. The cables are the same 5pin cables for these Ataris and C64's.

I got some from this ebay seller, very reliable:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3067982150&category=3543

Or you can find some online shops that sell them:

http://www.connectworld.net/cgi-bin/iec/L4134

13. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 01:21:22 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Ot6dnbyJ06AOWmmiRVn-iw@comcast.com>
Source record: 17820

Thanks for the reply.

I think I'll go to Radio Shack and see if they have a cable/converter I can use.
I'm assuming with the cheesebox that I still need the atari's "game/tv" box. Although on the atari 800xl, you have to select which tv station you're using (ch.3 or ch.4 US). I guess that doesn't matter.

I saw your e-bay item but don't understand how I'd use that. It's got 4 RCA plugs on it and the atari monitor jack at the other end. My cheesebox has 1 RCA jack input. And my monitor is a regular 15-pin PC (VGA) monitor.

Well, in the meantime, I came to a realization : I still won't have any AUDIO! I'm annoyed with myself!!

I forgot that in addition to video, the atari-to-tv also passes through audio. My cheesebox and PC monitor sure aren't going to be producing any sound.

I think I'm going to ship the cheesebox back to where I bought it. Ugh.

MAYBE someday I can run my old atari 800xl on the same monitor as my PC i'm using here. That'd be nice! It sounds reasonable, doesn't it?

-take care,
Z

"oes" <oes@deja.com> wrote in message
news:wN2Jb.101053$Dt6.2814137@twister.tampabay.rr.com...
> You'll need a more modern connection, you could go to radio shack and get
a
> F-adapter that would let you plug your RF cable directly into the
cheesebox
> like you mentioned.
>
> But the better option would be to get a Monitor cable for your Atari. You
> didn't mention which Atari you have but the common Atari RCA cables
provide
> composite output for the 800XL and 130XE computers. The cables are the
same
> 5pin cables for these Ataris and C64's.
>
> I got some from this ebay seller, very reliable:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3067982150&category=3543
>

> Or you can find some online shops that sell them:
>
> http://www.connectworld.net/cgi-bin/iec/L4134
>
>
>

14. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 01:41:34 UTC
From: oes <oes@deja.com>
Message-ID: <i%3Jb.101120$Dt6.2827451@twister.tampabay.rr.com>
Source record: 17821

lol, I can understand your frustration. Yes that monitor cable for the 800xl has two composite/rca outputs, one is for the video and one is for the audio. So if you do use your cheesebox, then you have to figure something out for the audio. The most practical thing I can think of is to run it through the line-in port of your PC sound card and use your PC speakers while using the monitor for the Atari. Or you can use a TV or VCR just for the audio part.

If you are going to stick to RF (which you shouldn't ;) , the composite output is so much nicer!) then here's what you need to look for a Radio Shack or elsewhere, this eliminates the need for the Atari switchbox, just plug the RF cable into it and then into a modern TV or cheesebox:

Coaxial (F-type) to Female RCA Adapter
Radio Shack part #278-276

http://www.atariage.com/howto/connect.html

remember all the ataris, 2600 to the computers used the same RF cables/switchboxes so it all applies.

15. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 01:45:33 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <134Jb.589$yW1.511612@news2.news.adelphia.net>
Source record: 17822

LarryWhite wrote:

> Hi Thomas and George-
> Likewise, Happy New Year to both of you and thanks for the replies to my
> question.
>
>>Switching power supplies should *typically* not be used without any load. <
>
> Good point, Thomas. That has always been my understanding, also. But I have
> seen quite a few of the newer, smaller ones that indicate that there is no
> minimum load requirement. From what I have seen (mostly in the Jameco catalog)
> is that the switchers that only supply *one voltage* frequently have no load
> restriction, while the larger, multi-voltage units still show the 10% load
> necessary. But it certainly warrants caution -- I might have to add some type
> of a small dummy load.

Your biggest problem will be noise. While its possible you will find
a switcher brick with a nice clean DC output, its unlikely. Adding a couple
of large filter caps and some smaller ones inside the Atari will take care of
that.

You also wont be able to keep your feet warm on the switcher on those
cold winter nights like you can with the Atari bricks. ;)

Steve

16. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 02:00:17 UTC
From: boojum <someone@micorsoft.com>
Message-ID: <vv9k5f3kcgcvd0@corp.supernews.com>
Source record: 17823

Tim wrote:
> The game is actually called Realm of Impossibility from EA! Do you still
> have this single file EXE? I would like to get a copy. (I own the original

I just noticed that "Realm of Impossibility" and "Zombies" are the
exact same game, just different title screen, and the theme music is
different too!

--Chuck

17. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 02:22:58 UTC
From: oes <oes@deja.com>
Message-ID: <6C4Jb.101135$Dt6.2832376@twister.tampabay.rr.com>
Source record: 17824

```
"boojum" <someone@micorsoft.com> wrote in message
news:vv9k5f3kcgcvd0@corp.supernews.com...
> Tim wrote:
> > The game is actually called Realm of Impossibility from EA! Do you
still
> > have this single file EXE? I would like to get a copy. (I own the
original
>
> I just noticed that "Realm of Impossibility" and "Zombies" are the
> exact same game, just different title screen, and the theme music is
> different too!
>
> --Chuck
>
>

Not the same game ROI is the sequel to Zombies. Different and more maps in
ROI.
```

18. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 02:27:13 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <09WdnZPukP2fSmmi4p2dnA@comcast.com>
Source record: 17825

hey, this is almost as fast as real-time. quick responses!

My whole idea was to use my old atari 8-bit without having to make space for a TV (and run cords, power, etc).
Just use my existing PC setup!
If I had to use a TV, it would irk me and more importantly it would annoy my wife. She can't figure out why I still keep the atari "junk"..... :-)
So I definitely don't want a T.V. involved in the solution.

Because I use the SIO2PC cable & program, I don't need an atari disk drive - - just my PC & serial port. So I figured the final step would be to find a replacement for the TV and use my existing PC monitor. Then the only space and power I'd need would be for the Atari 800xl box itself.....pretty small. Something I could "keep set up" all the time.

I actually read that atari age article today already, believe it or not!
But that assumes you want to hook up to your TV. I can understand with modern TVs people may have questions.
Thr input on the back of a new TV combined with VCRs, cable boxes, etc...make it more difficult.

I'll take a look at the radio shack item you listed. I like the idea of running cables to the "line in" on the audio card.
That would work once I had the video converted over too. [via cheesebox or otherwise]
I probably won't have the free time to figure it all out, buy the parts, and set it up. It's starting to become a lot more complex then I originally thought!!

-regards,
Z
[aka Rob]

"oes" <oes@deja.com> wrote in message
news:i%3Jb.101120$Dt6.2827451@twister.tampabay.rr.com...
> lol, I can understand your frustration. Yes that monitor cable for the
> 800xl has two composite/rca outputs, one is for the video and one is for
the
> audio. So if you do use your cheesebox, then you have to figure something
> out for the audio. The most practical thing I can think of is to run it
> through the line-in port of your PC sound card and use your PC speakers
> while using the monitor for the Atari. Or you can use a TV or VCR just
for
> the audio part.
>
> If you are going to stick to RF (which you shouldn't ;) , the composite

> output is so much nicer!) then here's what you need to look for a Radio
> Shack or elsewhere, this eliminates the need for the Atari switchbox, just
> plug the RF cable into it and then into a modern TV or cheesebox:
>
> Coaxial (F-type) to Female RCA Adapter
> Radio Shack part #278-276
>
> http://www.atariage.com/howto/connect.html
>
>
> remember all the ataris, 2600 to the computers used the same RF
> cables/switchboxes so it all applies.
>
>

19. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 02:58:47 UTC
From: oes <oes@deja.com>
Message-ID: <H75Jb.101144$Dt6.2835714@twister.tampabay.rr.com>
Source record: 17826

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:09WdnZPukP2fSmmi4p2dnA@comcast.com...
> hey, this is almost as fast as real-time. quick responses!

I'm just hanging around the AtariAge forums and checking my email and
newsgroups instead of cleaning the house like my wife wants me to :-)

I don't think it's too complex, if I was in your shoes I would buy that
monitor cable from eBay or find an online vendor. I wouldn't pay more than
$5-10 for one. Once you have that cable you can plug in the video-out to
the Cheesebox and you can plug in the audio-out to the line-in of your PC
soundcard and play it through your speakers. So that's only like two steps
:-)

I wouldn't mind trying out a cheesebox setup someday, maybe if I can find a
used one for cheap, lol ;-)

20. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:03:30 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <6c5Jb.4538007$Of.710340@news.easynews.com>
Source record: 17827

kevin wrote:

>
> hello, I have many vintage computer products. Just wondering
> if someone could answer this question: What is the value of a 130xe
> with manual, monitor cable, and power supply that is in mint condition
> and has been rarely used? I notice they are selling them at one these
> atari 8-bit stores for over a hundred dollars, but I think that is a
> bit steep. What is a fair price?
>
>

I recently bought a new 130XE in box for $50.

21. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:11:17 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <cJmdnRhdZKDLfGmiRVn-tw@comcast.com>
Source record: 17828

Hello yet again-

Doesn't that monitor cable from ebay have 4 RCA jacks on the one end?
If there were 2, then I'd understand the process....1 for audio, 1 for
video.
But what would I do with 4 jacks? (maybe you just don't use them all, I
don't know!)

And I'd still be left with trying to figure out what I need to buy to adapt
the "game/tv" atari switchbox to the cheesebox.
Since the atari "game/tv switchbox" just has the 300ohm flat antenna piece
2-pronged thingy coming off of it.
(I do have that little 75-ohm cable tv plug that can fit onto the end of the
switchbox too, but that doesn't help my progress)

Well, you're making it sound more "do-able". If I can get the cheesebox
working tomorrow after I visit radioshack, maybe I won't give up!

-z-

"oes" <oes@deja.com> wrote in message
news:H75Jb.101144$Dt6.2835714@twister.tampabay.rr.com...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:09WdnZPukP2fSmmi4p2dnA@comcast.com...
> > hey, this is almost as fast as real-time. quick responses!
>
>
> I'm just hanging around the AtariAge forums and checking my email and
> newsgroups instead of cleaning the house like my wife wants me to :-)
>
>
> I don't think it's too complex, if I was in your shoes I would buy that
> monitor cable from eBay or find an online vendor. I wouldn't pay more
than
> $5-10 for one. Once you have that cable you can plug in the video-out to
> the Cheesebox and you can plug in the audio-out to the line-in of your PC
> soundcard and play it through your speakers. So that's only like two
steps
> :-)
>
> I wouldn't mind trying out a cheesebox setup someday, maybe if I can find
a
> used one for cheap, lol ;-)
>
>

22. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:18:02 UTC
From: oes <oes@deja.com>
Message-ID: <Kp5Jb.101146$Dt6.2838374@twister.tampabay.rr.com>
Source record: 17829

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:cJmdnRhdZKDLfGmiRVn-tw@comcast.com...
> Hello yet again-
>
> Doesn't that monitor cable from ebay have 4 RCA jacks on the one end?
> If there were 2, then I'd understand the process....1 for audio, 1 for
> video.
> But what would I do with 4 jacks? (maybe you just don't use them all, I
> don't know!)
>

Yes that monitor cable has 4 jacks, but only 2 of them are used by the Atari. It has 4 because it's a universal cable and also works with C64 and Amiga computers who have different pins with the signals coming out of them. But the picture and sound are great using the two that you are suppossed to use with the Atari. By the way on that cable for Atari computers, you would use the Red for Video and the Yellow for Audio.

> And I'd still be left with trying to figure out what I need to buy to
adapt
> the "game/tv" atari switchbox to the cheesebox.
> Since the atari "game/tv switchbox" just has the 300ohm flat antenna piece
> 2-pronged thingy coming off of it.
> (I do have that little 75-ohm cable tv plug that can fit onto the end of
the
> switchbox too, but that doesn't help my progress)
>

I think you're missing the point of the monitor cable which gives you a new composite video-out. You won't need the RF cable or the TV switchbox after you have a monitor cable. It completely replaces the old RF out and switchbox. Of course, if you don't get the monitor cable then you just get that coaxial F-adapter and get rid of your switchbox.

So in summary, you are either plugging in the video-out of that monitor cable into your Cheesebox or you plug in the coaxial F-adapter into the cheesebox with a RF cable running from your computer. Get rid of that switchbox! :-)

23. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:27:44 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <A-CdnSfZucmseGmiRVn-gw@comcast.com>
Source record: 17830

```
thanks for all of your input!
it's very much appreciated.

I get it now.

I could put the red (video) end into the cheesebox.
Adapt the yellow (audio) to my PC's audio line-in jack.

I think I will give that a shot!

signing off for tonight,
Rob [z]

"oes" <oes@deja.com> wrote in message
news:Kp5Jb.101146$Dt6.2838374@twister.tampabay.rr.com...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:cJmdnRhdZKDLfGmiRVn-tw@comcast.com...
> > Hello yet again-
> >
> > Doesn't that monitor cable from ebay have 4 RCA jacks on the one end?
> > If there were 2, then I'd understand the process....1 for audio, 1 for
> > video.
> > But what would I do with 4 jacks? (maybe you just don't use them all, I
> > don't know!)
> >
>
> Yes that monitor cable has 4 jacks, but only 2 of them are used by the
> Atari. It has 4 because it's a universal cable and also works with C64
and
> Amiga computers who have different pins with the signals coming out of
them.
> But the picture and sound are great using the two that you are suppossed
to
> use with the Atari. By the way on that cable for Atari computers, you
would
> use the Red for Video and the Yellow for Audio.
>
>
>
>
> > And I'd still be left with trying to figure out what I need to buy to
> adapt
> > the "game/tv" atari switchbox to the cheesebox.
> > Since the atari "game/tv switchbox" just has the 300ohm flat antenna
piece
```

> > 2-pronged thingy coming off of it.
> > (I do have that little 75-ohm cable tv plug that can fit onto the end of
> the
> > switchbox too, but that doesn't help my progress)
> >
>
> I think you're missing the point of the monitor cable which gives you a
new
> composite video-out. You won't need the RF cable or the TV switchbox
after
> you have a monitor cable. It completely replaces the old RF out and
> switchbox. Of course, if you don't get the monitor cable then you just
get
> that coaxial F-adapter and get rid of your switchbox.
>
> So in summary, you are either plugging in the video-out of that monitor
> cable into your Cheesebox or you plug in the coaxial F-adapter into the
> cheesebox with a RF cable running from your computer. Get rid of that
> switchbox! :-)
>
>

24. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:31:50 UTC
From: oes <oes@deja.com>
Message-ID: <GC5Jb.101147$Dt6.2840308@twister.tampabay.rr.com>
Source record: 17831

Yep, you got it :-)

Let us know how the Cheesebox works for you, looks like a cool product.

25. Supercobra label

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:46:53 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vv9qdeckeooi2a@corp.supernews.com>
Source record: 17832

I have the game Super Cobra from Parker Bros and the label is gone. I would like to recreate a label for it from the original. Anyone have a scan of the label?

Thanks
Tim

26. Re: Supercobra label

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 03:56:09 UTC
From: oes <oes@deja.com>
Message-ID: <tZ5Jb.101151$Dt6.2842051@twister.tampabay.rr.com>
Source record: 17833

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vv9qdeckeooi2a@corp.supernews.com...
> I have the game Super Cobra from Parker Bros and the label is gone. I
would
> like to recreate a label for it from the original. Anyone have a scan of
the
> label?
>
> Thanks
> Tim
>
>

Here's one but it's not too pretty, maybe you can clean it up in Photoshop:

http://www.atariage.com/cart_page.html?SoftwareLabelID=2578

27. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 08:35:22 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <e3aJb.256715$_M.1180477@attbi_s54>
Source record: 17834

Well, you should realize that there is a difference between what something is worth to you and what the public at large is willing to pay. Here is an example of what I am talking about:

This 130xe came with a LOT of stuff and went for $51.00
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3066301260&category=3537

This 130xe came with over 100 games, a disk drive, 7 books & 2 joysticks for $40.00
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3066479855&category=3528

After seeing these recent auction results, a 130xe by itself for $50 seems a bit steep to me... I'll stand by my original assertion that a good condition, used 130xe is worth between $25-$45 bucks. Of course, mint-in-box examples may fetch a bit more.

Cheers.
Steve

"kevin" <nospam@nospam.org> wrote in message
news:f669vvk4mso1o60osilchvvcou91ce2tm0@4ax.com...
> On Thu, 01 Jan 2004 02:57:08 GMT, "SteveV4V" <stevev4v1@comcast.net>
> wrote:
>
> >I would guess that somewhere between $25 and $45 is about the going rate
for
> >a good condition, used 130xe but the values do change from time to time.
You
> >do see some wacky prices on websites but notice that they usually remain
> >unsold on the websites for a LONG time.
> >
> >Just my humble $0.02 cents worth.
>
>
> 25 bucks? forget it, that would be too low for a mint condition
> 130xe. I think 50 bucks is the lowest I would go.
>
>
>
>
>
> kvn

28. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 11:10:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040102061011.15133.00002364@mb-m04.aol.com>
Source record: 17835

*Here is another link for the cable -- I bought several from this place recently, and they were of excellent quality. Shipping was very reasonable, too.

http://www.universal-radio.com/catalog/parts/dincable.htm

*Check the comp.sys.atari.8bit FAQs. You will find lots of answers there under "video". Linked monthly here under "Welcome to comp.sys.atari.8bit"

* Best Video -- S-Video (Chroma + Lum.)
Mid-level -- Composite
Worst -- RF

* IIRC, there is no RF input on a cheesebox.

*A stock 800XL has no chroma output unless modified. (That means no S-video, unless B/W.)

*Unless you have an 800XL made in Taiwan (maybe 10%), you will still have relatively poor video, unless modified. Don't blame the Cheesebox, blame Atari.

Larry

29. ADV: Atari 20/20 Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 11:36:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401020332300.14889-100000@onyx.spiritone.com>
Source record: 17836
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! And a 20% Discount for my more regular /
preferred Customers covering All Games/SoftWare, Books/References and Most
HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs at
http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!

http://www.aracnet.com/~atari/auctions.html AUCTIONS SUCK! See why.
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

30. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 11:40:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401020336470.14889-100000@onyx.spiritone.com>
Source record: 17837
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

31. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 14:55:44 UTC
From: kevin <nospam@nospam.org>
Message-ID: <cf1bvv0sdm2a4tiujsgdaqt5posl04g0bl@4ax.com>
Source record: 17838

On Fri, 02 Jan 2004 08:35:22 GMT, "SteveV4V" <stevev4v1@comcast.net>
wrote:

>Well, you should realize that there is a difference between what something
>is worth to you and what the public at large is willing to pay. Here is an
>example of what I am talking about:

I have a couple 8-bits and I have decided to keep them. The 130xe
doesnt have the same sentimental value to me that the earlier 8-bits
did, but if you can buy one for $40 with a 1050 drive I can't see
selling it. Like you say, even if it just sits alone in a dusty box
someplace, it is worth more to me than that.

kvn

32. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 15:28:15 UTC
From: boojum <someone@micorsoft.com>
Message-ID: <vvb3geer8sun02@corp.supernews.com>
Source record: 17840

oes wrote:
> Not the same game ROI is the sequel to Zombies. Different and more maps in
> ROI.
>
>

Oh, ok, my bad. When the original post said ROI was a 3D maze game I
had to get it, expecting something like Doom. Then loaded it and
thought, hey this is like Zombies ;)

--Chuck

33. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 16:17:54 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bt420p$o9m$1@news1.nivel5.cl>
Source record: 17839

I think it depends on how much you need/want a new system...
It sounds crazy, but i paid bit more than $100 for a NEW Atari Lynx 2 (Never removed from plastic in box).
Or 8 games for $12.......
it is upon you... if you really like the systems... or you are really drunk
xD

"kevin" <nospam@nospam.org> escribi&#65533; en el mensaje news:cf1bvv0sdm2a4tiujsgdaqt5posl04g0bl@4ax.com...
> On Fri, 02 Jan 2004 08:35:22 GMT, "SteveV4V" <stevev4v1@comcast.net>
> wrote:
>
> >Well, you should realize that there is a difference between what something
> >is worth to you and what the public at large is willing to pay. Here is an
> >example of what I am talking about:
>
> I have a couple 8-bits and I have decided to keep them. The 130xe
> doesnt have the same sentimental value to me that the earlier 8-bits
> did, but if you can buy one for $40 with a 1050 drive I can't see
> selling it. Like you say, even if it just sits alone in a dusty box
> someplace, it is worth more to me than that.
>
>
>
>
>
>
> kvn

34. Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 16:53:22 UTC
From: jharmon@us.net
Message-ID: <9a8ae930.0401020853.47f0ab64@posting.google.com>
Source record: 17841

Hello,

I am using Action! to develop some small apps for my 8-bit Ataris. However, I do not have the Runtime or library disks, which I would like to get.

I've seen two public domain Action! runtime packages available, and may try those to develop standalone apps, however, I have not seen any PD libraries to add some important missing features like floating point operations.

First question.. do the PD runtime packages work as well as the original commercial package, and are there any PD libraries which have most of the functionality of the original? If not, are there any sources of the originals and their docs?

Thanks.

Jason Harmon

35. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 17:33:39 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Q6qdnd_Cr5DpNmiiRVn-ug@comcast.com>
Source record: 17842

Thanks Larry -

The only Atari 800xl video I've ever seen is RF to a plain old television
set...and that was just fine with me.
So, I likely won't be unhappy with the results of trying some other methods!

-take care,
Z

p.s. your "l" is missing in your link below. (dincable.html)

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040102061011.15133.00002364@mb-m04.aol.com...
> *Here is another link for the cable -- I bought several from this place
> recently, and they were of excellent quality. Shipping was very
reasonable,
> too.
>
> http://www.universal-radio.com/catalog/parts/dincable.htm
>
> *Check the comp.sys.atari.8bit FAQs. You will find lots of answers there
under
> "video". Linked monthly here under "Welcome to comp.sys.atari.8bit"
>
> * Best Video -- S-Video (Chroma + Lum.)
> Mid-level -- Composite
> Worst -- RF
>
> * IIRC, there is no RF input on a cheesebox.
>
> *A stock 800XL has no chroma output unless modified. (That means no
S-video,
> unless B/W.)
>
> *Unless you have an 800XL made in Taiwan (maybe 10%), you will still have
> relatively poor video, unless modified. Don't blame the Cheesebox, blame
> Atari.
>
> Larry
>
>
>
>

36. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 17:34:47 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <YpqdnQGJL60nNmiiRVn-hw@comcast.com>
Source record: 17843

That's a question I also want to know the answer to!

OK people, we're waiting.....

-z-

"Jason Harmon" <jharmon@us.net> wrote in message
news:9a8ae930.0401020853.47f0ab64@posting.google.com...
> Hello,
>
> I am using Action! to develop some small apps for my 8-bit Ataris.
> However, I do not have the Runtime or library disks, which I would
> like to get.
>
> I've seen two public domain Action! runtime packages available, and
> may try those to develop standalone apps, however, I have not seen any
> PD libraries to add some important missing features like floating
> point operations.
>
> First question.. do the PD runtime packages work as well as the
> original commercial package, and are there any PD libraries which have
> most of the functionality of the original? If not, are there any
> sources of the originals and their docs?
>
> Thanks.
>
> Jason Harmon

37. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 18:30:02 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ff5b862_2@corp.newsgroups.com>
Source record: 17844

"Jason Harmon" <jharmon@us.net> wrote
> Hello,
>
> I am using Action! to develop some small apps for my 8-bit Ataris.
> However, I do not have the Runtime or library disks, which I would
> like to get.
>
> I've seen two public domain Action! runtime packages available, and
> may try those to develop standalone apps, however, I have not seen any
> PD libraries to add some important missing features like floating
> point operations.

Its been many years since I've looked into it, but I thought the RT
packages did support floating point. I know I used to create my
own routines for the things that usually required the cartridge, like
setting up graphics modes, and disk access.

If you want a quick type-in program just to play around with,
you can check out this link, looking for Larry's Action Tutorial
section:
http://home.earthlink.net/~spaceclub/news9602.html

That is #19 of a 21-part tutorial you could probably read in an
afternoon:

http://home.earthlink.net/~spaceclub/

It may be too simplistic for your current level, but it does have
some simple routines (printing to the screen, adding large numbers)
with examples of how to use ML in your programs, plus what to
watch out for when trying to run without the cartridge....

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

38. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 22:31:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <UimJb.31711$Pg1.26052@newsread1.news.pas.earthlink.net>
Source record: 17845

"Jason Harmon" <jharmon@us.net> wrote in message
news:9a8ae930.0401020853.47f0ab64@posting.google.com...
> Hello,
>
> I am using Action! to develop some small apps for my 8-bit Ataris.
> However, I do not have the Runtime or library disks, which I would
> like to get.
>
> I've seen two public domain Action! runtime packages available, and
> may try those to develop standalone apps, however, I have not seen any
> PD libraries to add some important missing features like floating
> point operations.

The FP routine demos were in The Action! Toolkit. You may be able to find it around if you do a search.

The toolkit was not that great, just a demo of how to use FP IIRC. The procedure for using it is a lot like assembly language: Reserve 6 bytes for storage of each FP, assign pointers in the OS FP area to your 6 byte area, use the ASCII to FP routine in ROM to convert your string i.e. "1234" into its FP representation, etcetera.
>
> First question.. do the PD runtime packages work as well as the
> original commercial package, and are there any PD libraries which have
> most of the functionality of the original? If not, are there any
> sources of the originals and their docs?

I think I got the PD runtime package off of Compuserve. It did come with a some source code. It has the same functionality as the commercial RT pack. The only problem I noticed with the PD runtime was the Moveblock()<?> routine was slower then the commercial one. I rewrote that at any rate and couldn't tell the difference in performance.

IMHO: There are also some utilities you should pick up. There is one that will automatically give you a list of routines you use. This is useful since you can edit the ~7k RT that compiles to 4k of added code to your "Hello World" demo down to just a couple of extra bytes.

Another one you run while using Action! from the monitor to increase your symbol table size. IIRC there is only ~2k reserved by default, and if you use the PD RT pack w/o editing it down, it will eat it all up before you start to program.

39. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-02 23:02:03 UTC
From: mo <momo@atariland.com>
Message-ID: <LLmJb.29722$xU1.5769@fe1.texas.rr.com>
Source record: 17846

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:134Jb.589$yW1.511612@news2.news.adelphia.net...
> LarryWhite wrote:
>
> You also wont be able to keep your feet warm on the switcher on those
> cold winter nights like you can with the Atari bricks. ;)
>
> Steve

Yeah, live by the Atari, Die by the Atari!
Something about bare feet and power bricks sounds dangerous! It'd be my luck, my dog would casually raise his leg at just the right angle while I'm getting toasty with my Atari and BZZZT! 8-)

Mo

40. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 00:26:56 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <WqidnSzOP_TdkWuiRVn-tw@comcast.com>
Source record: 17747

Hi -

My order went through for the monitor cable you suggested.
I'll see how that works for me.

In the meantime, I did buy a small adapter at radio shack, but it didn't get me video from my 8bit thru the cheesebox. I thought it would, but no dice.

Physically, I got the adapter(s) i needed to connect, but maybe there's more to it.

I used the atari game/tv switchbox, and connected the flat 300ohm wires to a 75ohm cable style adapter (I also did that back in the day when TVs came with the cable tv connector built in).

THEN (and this is the bit I got as Radio.S.) I stuck an adapter on the end of the 75ohm connector that converts it to a male RCA video jack. So, that plugs into the cheesebox!

As I said, physically, it all connects up but my PC screen doesn't change at all. Boooo!!!!!!!!!

I'll wait for the adapter I ordered to arrive.

-z-

" <oes@deja.com> wrote in message
news:GC5Jb.101147$Dt6.2840308@twister.tampabay.rr.com...
> Yep, you got it :-)
>
> Let us know how the Cheesebox works for you, looks like a cool product.
>
>

41. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e3@comcast.net>
Source record: 17748

>
> hello, I have many vintage computer products. Just wondering
>if someone could answer this question: What is the value of a 130xe
>with manual, monitor cable, and power supply that is in mint condition
>and has been rarely used? I notice they are selling them at one these
>atari 8-bit stores for over a hundred dollars, but I think that is a
>bit steep. What is a fair price?

Personally, I think $100-$200 is a fair price since they are hard
to come by, but I suppose $50 would be the going rate....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

42. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e2@comcast.net>
Source record: 17749

>I assume you mean that you used the ST. As far as I know, the Atari 8-bit
>only went as far as Ultima IV. I know Ultima V was on the ST, but I am not
>sure of what more. I quit playing after Ultima 5 because the layout changed
>dramatically, and I did not like it.
>
>Also, I think the author of Ultima ended up with Ultima Online, which is
>still in effect.
>
>Also... more importantly, I found an very interesting online Ultima game
>which goes off of the Ultima V format. I have found it quite interesting so
>far, and it is 100% free. I recommend trying it, if you played Ultima V,
>the game will be very easy and familiar to learn....
>
>http://swut.net/euo/

Actually I played 1-3 on the Atari 8-bit and 4-6 on the ST. Ultim
4 was probably the best out of the six. Five was ok and six was
darn right SLOW on the ST, but I was able to finish it. I will
have to give Ultima Online a try, but I would love to be able to
play it using my Hades060 instead of my wife's PC, but I am sure
if that will be ever possible.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

43. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e4@comcast.net>
Source record: 17750

>I picked up a "cheesebox" so I could use my PCs monitor on my 8-bit.
>Now, if I could only get it to work.
>
>Has anybody tried this?
>
>Basically, there's a spot on the cheesebox to plug your PC monitor into.
>Plus, there's a modern audio/video type port where it looks like your atari
>would plug in, as long as you DON'T use the game/tv switchbox.
>
>The problem lies here....
>
>If you recall how to hook-up your atari to your TV:
>
>1. Plug one end of the atari a/v cable into your atari.
>2. Plug the other end of the atari a/v cable into the GAME/TV switchbox.
>3. Plug the game/tv switchbox into your TV.
> The game/tv switchbox has 2 outputs, "Connect to TV VHF" and
>"Connect to Antenna"
> But these connectors have those 2 "forked" wires coming out of it.
>
>WELL how do I connect that to the cheesebox? The cheesebox has a modern A/V
>type input.
>I tried going straight from the atari cable to the cheesebox, avoiding use
>of the "game/tv switchbox" but that did not work.
>
>Do I need to go to radio shack and buy a cable to convert the connection?
>
>damn cheesebox.
>
>-z-

The best thing to do is what I do. Get a video converter. This
will have RCA ports (video in) and a monitor PC port (video out).
Connect the monitor cable from the XE to the RCA in-ports on the
converter and then hook the monitor to the video-out monitor port.
Works for me. Oh, for sound just run the black wire on the monitor
cable (from the 8-bit) to a speaker.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,

Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

44. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e6@comcast.net>
Source record: 17751

>Have you guys seen this game yet? Pretty fascinating... Seems that someone
>really liked Ultima V and as a result, made a game based directly off of it.
>It is 100% free and if you liked Ultima V, you will like this one too....
>no registration, no payment, nothing....
>
>
>http://swut.net/euo/

Thanks I will give it a try. I loved the Ultima series and played
1-6 on my Atari computers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

45. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e7@comcast.net>
Source record: 17753

```
>Ed -
>
>You never did say what product or piece of hardware you use to connect your
>8-bit to your PC's monitor. Well?
>
>-z-

Well the once I use is by a company called Matco. The address is
below. It really does not matter which video converter you use.
There are plenty out there. You just have to make sure that it has
RCA video-in ports and a VGA-PC monitor out port.

http://www.mat-co.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

46. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 12:44:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e8@comcast.net>
Source record: 17752

```
>Despite all prevention efforts, "Z.Beeblebrox" <the.z.guy@comcast.net>
>wrote in news:ccWdnW52H-BATHGiRVn-uw@comcast.com:
>
>> Ed -
>>
>> You never did say what product or piece of hardware you use to connect
>> your 8-bit to your PC's monitor. Well?
>>
>
>Don't know about Ed, but I have mine on an AVToolbox AVT-3340 from
>http://www.avtoolbox.com/upconverters.htm, and it looks decent. I wouldn't
>call it perfect, but it's nice if you want to consolidate to a single
>monitor and KVM switch (like me).
>

That one looks good. Should work fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

47. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 18:06:25 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <g96dnVJwvYoNmWqiRVn-iQ@comcast.com>
Source record: 17754

thanks for your input!

-z-

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3ff664867666e4@comcast.net...
> >I picked up a "cheesebox" so I could use my PCs monitor on my 8-bit.
> >Now, if I could only get it to work.
> >
> >Has anybody tried this?
> >
> >Basically, there's a spot on the cheesebox to plug your PC monitor into.
> >Plus, there's a modern audio/video type port where it looks like your
atari
> >would plug in, as long as you DON'T use the game/tv switchbox.
> >
> >The problem lies here....
> >
> >If you recall how to hook-up your atari to your TV:
> >
> >1. Plug one end of the atari a/v cable into your atari.
> >2. Plug the other end of the atari a/v cable into the GAME/TV switchbox.
> >3. Plug the game/tv switchbox into your TV.
> > The game/tv switchbox has 2 outputs, "Connect to TV VHF" and
> >"Connect to Antenna"
> > But these connectors have those 2 "forked" wires coming out of
it.
> >
> >WELL how do I connect that to the cheesebox? The cheesebox has a modern
A/V
> >type input.
> >I tried going straight from the atari cable to the cheesebox, avoiding
use
> >of the "game/tv switchbox" but that did not work.
> >
> >Do I need to go to radio shack and buy a cable to convert the connection?
> >
> >damn cheesebox.
> >
> >-z-
>
> The best thing to do is what I do. Get a video converter. This
> will have RCA ports (video in) and a monitor PC port (video out).
> Connect the monitor cable from the XE to the RCA in-ports on the
> converter and then hook the monitor to the video-out monitor port.

> Works for me. Oh, for sound just run the black wire on the monitor
> cable (from the 8-bit) to a speaker.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

48. Cartridge storage system

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 21:50:04 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401031641110.18706@shell1>
Source record: 17755

On Tue, 30 Dec 2003 at 21:14:47 -0500, "Mike Tennyson" scribbled:
->Does anybody have any advice of where to purchase storage cases or
->some other good means to store them.

Back in the heyday of the 8-bits there were cartridge storage
cases on sale in the stores. Once, 20-some years ago, I found one
in which Atari 8-bit cartridges fit perfectly. It holds 18 carts.
However, holders like that long since disappeared from the market.

->I am thinking about building a case.

That's about all one can do.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

49. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 22:50:31 UTC
From: Roy G Biv <8-bitter@8-bit.atari.world>
Message-ID: <Pine.GSO.4.56.0401031651560.18706@shell1>
Source record: 17756

In reply to this from an earlier poster:
->What is the value of a 130xe with manual, monitor cable, and power
->supply that is in mint condition and has been rarely used? I no-
->tice they are selling them at one these atari 8-bit stores for over
->a hundred dollars, but I think that is a bit steep. What is a fair
->price?

On Sat, 03 Jan 2004 at 12:44:20 GMT, "Edward S. Baiz Jr." scrib-
bled:
->I think $100-$200 is a fair price since they are hard to come by,
->but I suppose $50 would be the going rate....

First, a small quibble: There's at least a tiny contradiction between the term "mint condition" and the description of being "rarely used." In my view, mint condition should mean never used at all. A rarely-used computer would be better described as "near-mint" or "like-new" or "almost mint," etc., etc.

Secondly, I'll pass over commenting on which dealer the poster was referring to. Has anybody really seen any actual "store" (with physical "storefront" location) selling Atari 8-bit computer equipment anywhere in North America for more than a decade? I suppose the poster was referring to some mail-order or online vendor: somebody, somewhere out there in the ether. A high-priced vendor, it seems, but let's not probe further into that vendor's identity.

As for the price, $100 seems rather high in my opinion. I suppose 130XEs have attained a certain premium by now as a result of rarity value, if nothing else. However, the internal membranes for the keyboards and the daisy-chain cable connection are so notoriously delicate, and the "feel" of the keys for actual typing is so inferior to the older computers, that I much prefer the 800XL. Many other actual 8-bit users back in the '80s felt the same. I've had an 800XL plugged in for nearly a decade; all my 130XEs are back in the boxes.

I can see a little premium being warranted for a like-new 130XE having with it a box, a P.S., a cable, and the owner's manual book. (132 pages, spiral-bound, copyright 1985, says the one I've got handy.) Perhaps that would warrant an extra $15 to $20 being tacked on -- which is what those items would probably add up to if bought separately from users or advertisers who participate on this newsgroup.

Like-new 130XEs, of course, can be obtained for free if somebody simply watches this newsgroup long enough and waits for somebody to

post an announcement about an old collection being discarded. But on a "must-have-it-right-now" basis, I figure the going rate for a 130XE should be in the $20 to $40 range. (Am I figuring too low? It would be nice to think that 130XEs are retaining more market pricing power than that. If so, then my 8-bit collection would be worth a lot more than the zero I figure it is! <grin>)

If somebody posted a want-ad on several Usenet newsgroups, including this one, looking for somebody who had a 130XE lying around that they'd be willing to part with, the odds are a price in that range could be easily found. Add on the $15 to $20 premium for the package of the other three or four items, and that brings the total to anywhere from $35 to $60. So I come to the same conclusion Ed Baiz came to: $50 would probably be the going rate.

--

>>>---<<<

>>> david moeser -- erasmus39 on yahoo <<<

>>> Censornati, Ohio - USA <<<

>>>---<<<

* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

50. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 23:12:25 UTC
From: Roy G Biv <8-bitter@Atari.8-bit.World>
Message-ID: <Pine.GSO.4.56.0401031753540.18706@shell1>
Source record: 17757

On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
->I've just blown 3 Atari 8bit power supplies hooking each in turn
->to an Indus Drive. I guess I'm wrong, but before I blow another;
->Indus has it's on power supply correct?

This has probably been answered already, but it won't hurt to
repeat this again. (And again, and again, and again!)

I dunno why people insist on plugging Induses into Atari (mean-
ing probably 1050) power supplies. There was a guy at one of the
MIST shows in Indianapolis in the early '90s who swore up and down
that Induses worked on the same current as Atari Company equip-
ment. He blew out two or three Induses before I walked away from
that table in disgust. "Guess that one's no good," he said. Then,
"Guess that one's no good, either!" And on and on and on. It was
a self-fulfilling prophecy.

So one more time: Indus voltage is 11.5 volts DC.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" (but only at 11.5V DC!) *

(Headers munged to foil spammers; real info in taglines)

51. Atari 65816 (was: accelerated 8bit)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 23:33:09 UTC
From: Roy G Biv <8-bitter@Atari.8-bit.spectrum>
Message-ID: <Pine.GSO.4.56.0401031815450.18706@shell1>
Source record: 17758

On 14 Dec 2003 at 00:52:07 GMT, Larry White scribbled:
->I should mention that there was a *real* 65816 custom Atari ma-
->chine that was sold mainly for cable TV operators. I *saw* this
->at the "World of Atari" in 1998. It was in a small PC case --
->about the size of a PS2 case. Had a 65816, a built-in Black Box,
->3-1/2" drive, and had the ability to run at 3.52 (?) MHz when run-
->ning in the 65816 mode outside of the normal 64K.

Now the story can be told: In the early '80s, when the chip came
out that Apple later used for the Apple II-GS, my original computer
mentor got the details from the manufacturer (Intel, or was it Motor-
ola?). He called the Atari Company to try to convince them to put
out an "8-16" version of the 8-bit computers, but they were stone
cold to the idea. So they had the chance, but they blew it!

The above post is the first I've ever heard of any 8-16 mod of
the Atari 8-bit that supposedly was done in any quantity (or so the
poster implies). Even if so, the quantity was presumably on the
small side.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

52. Diskey

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-03 23:56:44 UTC
From: Roy G Biv <8-bitter@Atari.8-bit.spectrum>
Message-ID: <Pine.GSO.4.56.0401031851390.24931@shell1>
Source record: 17759

On Sat, 20 Dec 2003 at 16:58:08 GMT, "rolaid" scribbled:
->I have the docs for Diskey but not the floppy. If anyone has a
->copy that wants to sell or trade let me know.

Rolaid's address bounced so I'll ask this question here: Remind
me again -- what is Diskey? Is that a program for inventorying the
files on one's floppy disk library? Or am I thinking of some other
program?
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

53. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 00:42:21 UTC
From: kevin <nospam@nospam.org>
Message-ID: <t6nevv4odhpjd1n8kucoa5vnrctacs2f6d@4ax.com>
Source record: 17760

On Sat, 3 Jan 2004 17:50:31 -0500, Roy G Biv
<8-bitter@8-bit.atari.world> wrote:
>
> Secondly, I'll pass over commenting on which dealer the poster
>was referring to. Has anybody really seen any actual "store" (with
>physical "storefront" location) selling Atari 8-bit computer equip-
>ment anywhere in North America for more than a decade? I suppose
>the poster was referring to some mail-order or online vendor: some-
>body, somewhere out there in the ether. A high-priced vendor, it
>seems, but let's not probe further into that vendor's identity.
>

your message sounds like you are trying to imply that I was dishonest
in some way, and trying to mislead people. Yes there is a dealer and
there is no need for you to "not probe further" because here is the
link :

http://www.best-electronics-ca.com/130xe.htm

They are called Best Electronics and they sell refurbed NTSC 130xe
(except mine is in mint condition and includes a monitor cable) for
$175 + shipping.

kvn

54. Re: Cartridge storage system

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 00:46:21 UTC
From: mo <momo@atariland.com>
Message-ID: <xnJJb.42019$DC4.40943@fe2.texas.rr.com>
Source record: 17761

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0401031641110.18706@shell1...
> On Tue, 30 Dec 2003 at 21:14:47 -0500, "Mike Tennyson" scribbled:
> ->Does anybody have any advice of where to purchase storage cases or
> ->some other good means to store them.

Or you can buy an assortment of battered and mismatched ones off Ebay Like I
did. It's a major effort to unstack them all to get to the cart I'm looking
for. I might build one myself.
Mo

55. Re: Diskey

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 00:47:56 UTC
From: mo <momo@atariland.com>
Message-ID: <0pJJb.42028$DC4.35017@fe2.texas.rr.com>
Source record: 17762

Its a single density sector editor. Very handy for quick editing. I have the docs and disk image if anyone needs them. BTW it's a bootable disk that requires BASIC.

Mo

"Roy G Biv" <8-bitter@Atari.8-bit.spectrum> wrote in message news:Pine.GSO.4.56.0401031851390.24931@shell1...
> On Sat, 20 Dec 2003 at 16:58:08 GMT, "rolaid" scribbled:
> ->I have the docs for Diskey but not the floppy. If anyone has a
> ->copy that wants to sell or trade let me know.
>
> Rolaid's address bounced so I'll ask this question here: Remind
> me again -- what is Diskey? Is that a program for inventorying the
> files on one's floppy disk library? Or am I thinking of some other
> program?
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
> (Headers munged to foil spammers; real info in taglines)

56. 2600 to 800 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 00:50:37 UTC
From: mo <momo@atariland.com>
Message-ID: <xrJJb.42042$DC4.21479@fe2.texas.rr.com>
Source record: 17763

Somebody posted a while back wanting to know if there was a 2600 to 800 interface. I found one in Joystick magazine, dec 1983. There's a small review saying that for $795 you can have a 2600 development system that uses the 800 to write and edit programs and the 2600 for on the fly testing. It also has an adapter for VIC20 development, but that seems pointless really.
Mo

57. Re: Cartridge storage system

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 02:39:35 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0401031839.7d57671b@posting.google.com>
Source record: 17764

"Mike Tennyson" <miketennyson@hotmail.com> wrote in message
news:<2hqIb.49677$uh1.25527@bignews6.bellsouth.net>...
> I recently got back into collecting carts for the 400/800 XL/XE computers.
> Does anybody have any advice of where to purchase storage cases or some
> other good means to store them. I am thinking about building a case.
> Any advice is appreciated. How do you guys store your carts?
>
> Mike

I picked up some old 8-track storage cases from a thrift store for my
TI cartridges. Not a perfect fit, because of the shape of the
cartridges at the top, so some "arrangement" is necessary.
I don't have my Atari cartridges at hand, but perhaps that would work?

Ben

58. Re: Diskey

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 03:04:07 UTC
From: rolaid <rolaid@satx.rr.com>
Message-ID: <007c7206073d8dfa4cc041e50eccf7af@news.teranews.com>
Source record: 17765

Hi Mo,

I'm very interested in getting another copy of Diskey, so I've sent you an email - in case my email setup is messed up I also wanted to post here. Sorry for the repeats.

/mike
rolaid@satx.rr.com

"mo" <momo@atariland.com> wrote in message
news:0pJJb.42028$DC4.35017@fe2.texas.rr.com...
> Its a single density sector editor. Very handy for quick editing. I have
the
> docs and disk image if anyone needs them. BTW it's a bootable disk that
> requires BASIC.
>
> Mo
>
> "Roy G Biv" <8-bitter@Atari.8-bit.spectrum> wrote in message
> news:Pine.GSO.4.56.0401031851390.24931@shell1...
> > On Sat, 20 Dec 2003 at 16:58:08 GMT, "rolaid" scribbled:
> > ->I have the docs for Diskey but not the floppy. If anyone has a
> > ->copy that wants to sell or trade let me know.
> >
> > Rolaid's address bounced so I'll ask this question here: Remind
> > me again -- what is Diskey? Is that a program for inventorying the
> > files on one's floppy disk library? Or am I thinking of some other
> > program?
> > --
> > >>>---<<<
> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>---<<<
> > * ATARI -- Love it or leave it! *
> >
> > (Headers munged to foil spammers; real info in taglines)
>
>

59. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 03:30:01 UTC
From: rolaid <rolaid@satx.rr.com>
Message-ID: <70d3d75ef5d80465e1d713903ed62e73@news.teranews.com>
Source record: 17766

David,

No. You walked away too soon. He blew the Atari power supplies. The reason I know is I took one of the Atari ps apart. Mine had two fuses. The one on the drive side was blown. Thinking as you I replaced the Indus drive but then checked just to see if I had indeed blown the Indus drive. Nope, after plugging in an Indus ps it came up like a champ formatting single and double density and no problems to date. Now the reason I tried an Atari ps on the Indus is the plug was the same, and I had looked and looked for the Indus ps knowing I had worked with the Indus before. Then thinking I could have used an Atari ps I tried one just to see,..then another etc.

FAQ are like docs to me, but I think I've learned a lesson.

/mike
rolaid@satx.rr.com

"Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
news:Pine.GSO.4.56.0401031753540.18706@shell1...
> On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
> ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> ->Indus has it's on power supply correct?
>
> This has probably been answered already, but it won't hurt to
> repeat this again. (And again, and again, and again!)
>
> I dunno why people insist on plugging Induses into Atari (mean-
> ing probably 1050) power supplies. There was a guy at one of the
> MIST shows in Indianapolis in the early '90s who swore up and down
> that Induses worked on the same current as Atari Company equip-
> ment. He blew out two or three Induses before I walked away from
> that table in disgust. "Guess that one's no good," he said. Then,
> "Guess that one's no good, either!" And on and on and on. It was
> a self-fulfilling prophecy.
>
> So one more time: Indus voltage is 11.5 volts DC.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" (but only at 11.5V DC!) *
>
> (Headers munged to foil spammers; real info in taglines)

>

60. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 04:45:41 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <XTMJb.36$Xa5.148885@news.abs.net>
Source record: 17767

I noticed that the cheesebox also has S-Video input. It would be
interesting to see what the video quality is like when going from Atari
Chroma+Luma to SVideo to cheesebox to VGA monitor. If anyone has a chance
to compare this to using the composite input on the box, I'd be interested
to know the difference.

-Jason Harmon

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:s_KdnXkHYog3MmmiRVn-ig@comcast.com...
> I picked up a "cheesebox" so I could use my PCs monitor on my 8-bit.
> Now, if I could only get it to work.
>
> Has anybody tried this?
>
> Basically, there's a spot on the cheesebox to plug your PC monitor into.
> Plus, there's a modern audio/video type port where it looks like your
atari
> would plug in, as long as you DON'T use the game/tv switchbox.
>
> The problem lies here....
>
> If you recall how to hook-up your atari to your TV:
>
> 1. Plug one end of the atari a/v cable into your atari.
> 2. Plug the other end of the atari a/v cable into the GAME/TV switchbox.
> 3. Plug the game/tv switchbox into your TV.
> The game/tv switchbox has 2 outputs, "Connect to TV VHF" and
> "Connect to Antenna"
> But these connectors have those 2 "forked" wires coming out of it.
>
> WELL how do I connect that to the cheesebox? The cheesebox has a modern
A/V
> type input.
> I tried going straight from the atari cable to the cheesebox, avoiding use
> of the "game/tv switchbox" but that did not work.
>
> Do I need to go to radio shack and buy a cable to convert the connection?
>
> damn cheesebox.
>
> -z-
>
>
>

61. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 06:12:44 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <5hbfvvo9hqgnhgr3iluccrj6lkok923kre@4ax.com>
Source record: 17768

```
Okay, I'm seriously addicted.
I've started two characters:

"Learjet" and "everklear" - the common thread is the "lear" part.
Both are character names I've used for a couple of decades now.... ;)

On Sun, 28 Dec 2003 14:39:00 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>If any of you guys are playing, I'd like to know your player names...
>
>"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...
>> thanks -
>> I didn't know that existed.
>> Somebody obviously REALLY REALLY liked Ultima!
>>
>> -z-
>>
>> "Steve S" <j70141@hotmail.com> wrote in message
>> news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
>> > Have you guys seen this game yet? Pretty fascinating... Seems that
>> someone
>> > really liked Ultima V and as a result, made a game based directly off of
>> it.
>> > It is 100% free and if you liked Ultima V, you will like this one
>too....
>> > no registration, no payment, nothing....
>> >
>> >
>> > http://swut.net/euo/
>> >
>> >
>>
>>
>
```

62. Re: 2600 to 800 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 09:51:17 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzew11pm.fsf@legolas.mdh.se>
Source record: 17769

"mo" <momo@atariland.com> writes:

> There's a small review saying that for $795 you can have a 2600
> development system that uses the 800 to write and edit programs
> and the 2600 for on the fly testing.

Is that a review or an advertisment?

> It also has an adapter for VIC20 development, but that seems
> pointless really.

Is that Atari 800 -> VIC-20 or VIC-20 -> Atari 2600? The latter is
something known to have been advertised, but never seen working in
real life AFAIK.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

63. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 12:23:42 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040104072342.14410.00002332@mb-m28.aol.com>
Source record: 17770

Hi Richard-

> There are also some utilities you should pick up. There is one that will automatically give you a list of routines you use. <

Sounds very useful. By any chance do you recall its name? (since there are bunches of Action! utilities.)
Thanks,
Larry

64. Re: 2600 to 800 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 15:21:33 UTC
From: mo <momo@atariland.com>
Message-ID: <1cWJb.790$4z.374@fe2.texas.rr.com>
Source record: 17771

I forgot to say the name, it's called the Reads 2600. It's one of those
small reviews in the new products department, about 3 or 4 paragraphs long.
It connects a small interface box via cables and cart conectors from the 800
to 2600 or from the 800 to vic20.
Mo

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gfzew11pm.fsf@legolas.mdh.se...
> "mo" <momo@atariland.com> writes:
>
> > There's a small review saying that for $795 you can have a 2600
> > development system that uses the 800 to write and edit programs
> > and the 2600 for on the fly testing.
>
> Is that a review or an advertisment?
scissors.

65. Atari 800 -> VIC-20 or Atari 2600 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 16:47:43 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gn093u0cw.fsf_-_@legolas.mdh.se>
Source record: 17772
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"mo" <momo@atariland.com> wrote in c.s.atari.8bit:

> Somebody posted a while back wanting to know if there was a 2600 to
> [Atari] 800 interface. I found one in Joystick magazine, dec 1983.
> There's a small review saying that for $795 you can have a 2600
> development system that uses the 800 to write and edit programs and
> the 2600 for on the fly testing. It also has an adapter for VIC20
> development, but that seems pointless really.
>
> It's called the Reads 2600. It's one of those small reviews in the
> new products department, about 3 or 4 paragraphs long. It connects
> a small interface box via cables and cart conectors from the 800
> to 2600 or from the 800 to vic20.

[cross-posted to c.s.cbm]

Does anyone of the CBM people know about this as a Atari 800 -> VIC-20
development system? I know there was a VIC-20 -> Atari 2600 system
advertised, but AFAIK nobody can remember seeing a working system.

Even if the interface only makes a host computer work like a storage
device feeding the target with data instead of getting it from tape,
disk or ROM, it sounds a little cool at that time. It would be even
more amazing if the host itself can run the target software, but I
assume this was not the case?

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

66. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 19:21:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ff867d3$0$200$75868355@news.frii.net>
Source record: 17773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry for the late reply, but it's been
> On Tue, 15 Jul 2003, Tim wrote:
>
>
>>I am sick of ID10Ts on eBay. People trying to scam every cent off their
>>vintage gear. I am glad there are still Atari dealers where I can spend
>>decent money on quality gear at a fair price. One thing I hate is when
>>people sell their crap for more than you can get it at the dealers!
>>Especially with an opening bid! It's one thing to start the bid low and see
>>where it ends...
>>
>>Unbelievable!!!

Also consider the fact that virtually everyone knows about Ebay. Does virtually everyone know where the nearest Atari dealer is?

And if you are a seller, wouldn't you want to maximize your potential buying market? Wouldn't you do that with your house or your car?

Ken

67. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 19:55:42 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ff86f7c_2@corp.newsgroups.com>
Source record: 17774
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Ken Springer" <wordworks@greeleynet.com> wrote
>
> Also consider the fact that virtually everyone knows about Ebay. Does virtually
> everyone know where the nearest Atari dealer is?

www.atarisales.com ???

he he
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

68. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 20:58:26 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <S7%Jb.3128$uF6.1387712@news1.news.adelphia.net>
Source record: 17777

```
> My order went through for the monitor cable you suggested.
> I'll see how that works for me.
>
> In the meantime, I did buy a small adapter at radio shack, but it didn't
get
> me video from my 8bit thru the cheesebox. I thought it would, but no dice.
>
> Physically, I got the adapter(s) i needed to connect, but maybe there's
more
> to it.
>

I have a cheesebox and it worked fine for me. The image was somewhat
cropped but it worked fine
with my 800XL. I barely use it though now that I have a TV up here.
```

69. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 21:14:32 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bt9s51$g8b$1@news1.nivel5.cl>
Source record: 17775
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Personally..
For me, it is cheaper and faster to buy over eBay than anyplace else..
(I'm from chile)
```

"Larry Serflaten" <Abuse@SpamBusters.com> escribi&#65533; en el mensaje
news:3ff86f7c_2@corp.newsgroups.com...
> "Ken Springer" <wordworks@greeleynet.com> wrote
> >
> > Also consider the fact that virtually everyone knows about Ebay. Does
virtually
> > everyone know where the nearest Atari dealer is?
>
> www.atarisales.com ???
>
> he he
> LFS
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

70. Atari Sales Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 21:19:24 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bt9se2$ga6$1@news1.nivel5.cl>
Source record: 17776

Hi
Wanted to know which Stores are in US that have Atari Systems on Sale.
(Atari 8Bit, Atari ST, Atari Lynx, etc)

i'm from chile, and these stores doesnt exists here.
Now i've a HUGE atari collection, and need to complete some pieces! repair
some of them, buy some games to the Lynx, etc.
eBay has been a great store for me.. But sometimes i need some thing that
arent on those sites.
Actually, ive been buying overseas (telegames UK). But shipping costs, make
thing expensive. (Either to Chile, or mailbox in Miami)

Any info, would be appreciated.

Thanks in advance

--

Ivan Barrera
Ivn Systems/Software

71. Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 21:51:20 UTC
From: "Mr. Lee" <garyfranks2@cox.net>
Message-ID: <hV%Jb.7607$6I1.6420@okepread03>
Source record: 17778

```
Ikari Warriors $35.00
Fatal Run $35.00
Alien Brigade $60.00
Planet Smashers $45.00
Basketbrawl $30.00
Xenophobe $35.00
Motor Psycho $45.00

Shipping by USPS 2 Day Air

Cash, Money Orders, or Cashier Check Only!

gfranks@spambrightok.net

removed the word spam
```

72. CAS files

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 21:54:28 UTC
From: ian <cker@SPAMOFF.co.uk>
Message-ID: <3ff88b22$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 17779

Could any1 please give me a link to where i could download cas files please

Cheers

im

73. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 22:49:35 UTC
From: mo <momo@atariland.com>
Message-ID: <3M0Kb.2331$4z.323@fe2.texas.rr.com>
Source record: 17780

You're out of your mind right? Take those prices and cut them in half then multiply the result by .5 and we might have a deal. 8-).
Mo

"Mr. Lee" <garyfranks2@cox.net> wrote in message news:hV%Jb.7607$6l1.6420@okepread03...
> Ikari Warriors $35.00
> Fatal Run $35.00
> Alien Brigade $60.00
> Planet Smashers $45.00
> Basketbrawl $30.00
> Xenophobe $35.00
> Motor Psycho $45.00
>
> Shipping by USPS 2 Day Air
>
> Cash, Money Orders, or Cashier Check Only!
>
> gfranks@spambrightok.net
>
> removed the word spam
>
>

74. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 23:16:32 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <0K6dnQfSy-xMA2WiRVn-hw@comcast.com>
Source record: 17782

What's your setup chief?
Tell me what you use to connect up please!
I was just using the RF output, but I'm awaiting a monitor cable so I can
use the 800xl's monitor port.

-z-

"Brian Sturk" <bsturk@adelphia.net> wrote in message
news:S7%Jb.3128$uF6.1387712@news1.news.adelphia.net...
> > My order went through for the monitor cable you suggested.
> > I'll see how that works for me.
> >
> > In the meantime, I did buy a small adapter at radio shack, but it didn't
> get
> > me video from my 8bit thru the cheesebox. I thought it would, but no
dice.
> >
> > Physically, I got the adapter(s) i needed to connect, but maybe there's
> more
> > to it.
> >
>
> I have a cheesebox and it worked fine for me. The image was somewhat
> cropped but it worked fine
> with my 800XL. I barely use it though now that I have a TV up here.
>
>

75. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-04 23:54:19 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <LI1Kb.20789$lo3.4597@newsread2.news.pas.earthlink.net>
Source record: 17783

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040104072342.14410.00002332@mb-m28.aol.com...
> Hi Richard-
>
> > There are also some utilities you should pick up. There is one that will
> automatically give you a list of routines you use. <
>
> Sounds very useful. By any chance do you recall its name? (since there
are
> bunches of Action! utilities.)

I think the univ.mich archive is gone now so it may be a bit tough to find.

I will set up an 8bit system and see if I can find it.

76. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 00:03:28 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <kR1Kb.48913$E17.30343@nwrddc02.gnilink.net>
Source record: 17785

"The Atari 5200 PS is a direct replacement for the Indus PS. You can still get them at http://www.best-electronics-ca.com/

Paul

77. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 00:09:08 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bta6cb$j3l$1@news1.nivel5.cl>
Source record: 17781

Damn!!!! with that prices i could buy hundreds of 7800 games !

"mo" <momo@atariland.com> escribi&#65533; en el mensaje
news:3M0Kb.2331$4z.323@fe2.texas.rr.com...
> You're out of your mind right? Take those prices and cut them in half then
> multiply the result by .5 and we might have a deal. 8-).
> Mo
>
> "Mr. Lee" <garyfranks2@cox.net> wrote in message
> news:hV%Jb.7607$6l1.6420@okepread03...
> > Ikari Warriors $35.00
> > Fatal Run $35.00
> > Alien Brigade $60.00
> > Planet Smashers $45.00
> > Basketbrawl $30.00
> > Xenophobe $35.00
> > Motor Psycho $45.00
> >
> > Shipping by USPS 2 Day Air
> >
> > Cash, Money Orders, or Cashier Check Only!
> >
> > gfranks@spambrightok.net
> >
> > removed the word spam
> >
> >
>
>

78. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 00:09:16 UTC
From: Diskwiz <djperuski@comcast.net>
Message-ID: <3ff8ab4f_2@news.utk.edu>
Source record: 17784

I just bought a used 130XE for $26 off Ebay. It doesn't look "new" but is in good shape and everything works. I thought it was well worth it.

"Kenneth Heffington" <kheffington@hotmail.com> wrote in message news:6c5Jb.4538007$Of.710340@news.easynews.com...
> kevin wrote:
>
> >
> > hello, I have many vintage computer products. Just wondering
> > if someone could answer this question: What is the value of a 130xe
> > with manual, monitor cable, and power supply that is in mint condition
> > and has been rarely used? I notice they are selling them at one these
> > atari 8-bit stores for over a hundred dollars, but I think that is a
> > bit steep. What is a fair price?

79. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 00:25:00 UTC
From: "Mr. Lee" <garyfranks2@cox.net>
Message-ID: <l92Kb.7626$6l1.2688@okepread03>
Source record: 17786

don't like it go away lossers
"Bruce" <No-Spam@lvn.cl> wrote in message
news:bta6cb$j3l$1@news1.nivel5.cl...
> Damn!!!! with that prices i could buy hundreds of 7800 games !
>
>
> "mo" <momo@atariland.com> escribi&#65533; en el mensaje
> news:3M0Kb.2331$4z.323@fe2.texas.rr.com...
> > You're out of your mind right? Take those prices and cut them in half
then
> > multiply the result by .5 and we might have a deal. 8-).
> > Mo
> >
> > "Mr. Lee" <garyfranks2@cox.net> wrote in message
> > news:hV%Jb.7607$6l1.6420@okepread03...
> > > Ikari Warriors $35.00
> > > Fatal Run $35.00
> > > Alien Brigade $60.00
> > > Planet Smashers $45.00
> > > Basketbrawl $30.00
> > > Xenophobe $35.00
> > > Motor Psycho $45.00
> > >
> > > Shipping by USPS 2 Day Air
> > >
> > > Cash, Money Orders, or Cashier Check Only!
> > >
> > > gfranks@spambrightok.net
> > >
> > > removed the word spam
> > >
> > >
> >
> >
>
>

80. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 00:25:46 UTC
From: "Mr. Lee" <garyfranks2@cox.net>
Message-ID: <3a2Kb.7627$6l1.4861@okepread03>
Source record: 17787

you think!

"mo" <momo@atariland.com> wrote in message
news:3M0Kb.2331$4z.323@fe2.texas.rr.com...
> You're out of your mind right? Take those prices and cut them in half then
> multiply the result by .5 and we might have a deal. 8-).
> Mo
>
> "Mr. Lee" <garyfranks2@cox.net> wrote in message
> news:hV%Jb.7607$6l1.6420@okepread03...
> > Ikari Warriors $35.00
> > Fatal Run $35.00
> > Alien Brigade $60.00
> > Planet Smashers $45.00
> > Basketbrawl $30.00
> > Xenophobe $35.00
> > Motor Psycho $45.00
> >
> > Shipping by USPS 2 Day Air
> >
> > Cash, Money Orders, or Cashier Check Only!
> >
> > gfranks@spambrightok.net
> >
> > removed the word spam
> >
> >
>
>

81. Re: Atari 65816 (was: accelerated 8bit)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 01:23:41 UTC
From: Bill K <dev@null.net>
Message-ID: <x03Kb.20034$_q5.4511@fe2.columbus.rr.com>
Source record: 17788

"Roy G Biv" <8-bitter@Atari.8-bit.spectrum> wrote in message
news:Pine.GSO.4.56.0401031815450.18706@shell1...
> Now the story can be told: In the early '80s, when the chip came
> out that Apple later used for the Apple II-GS, my original computer
> mentor got the details from the manufacturer (Intel, or was it Motor-
> ola?). He called the Atari Company to try to convince them to put
> out an "8-16" version of the 8-bit computers, but they were stone
> cold to the idea. So they had the chance, but they blew it!
>
> The above post is the first I've ever heard of any 8-16 mod of
> the Atari 8-bit that supposedly was done in any quantity (or so the
> poster implies). Even if so, the quantity was presumably on the
> small side.

While on this topic (again), I ran across the following on Yahoo groups:
Yahoo group name: 65GZ032

"The 65GZ032 is the 32-bits version of the well known 6502 (Commodore,
Atari, Apple, etc.), 6510 (C64) and 8502 (C128). It has a built-in MMU-,
cache- and SDRAM-controller. All is realized in FPGA."

Anybody play with this thing yet?

W.

82. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:02:35 UTC
From: landon-usenet@fyyff.com
Message-ID: <%A3Kb.51364$vn.126059@sea-read.news.verio.net>
Source record: 17790

Roy G Biv <8-bitter@atari.8-bit.spectrum> wrote:
:> Now the story can be told: In the early '80s, when the chip came
:>out that Apple later used for the Apple II-GS, my original computer
:>mentor got the details from the manufacturer (Intel, or was it Motor-
:>ola?). He called the Atari Company to try to convince them to put
:>out an "8-16" version of the 8-bit computers, but they were stone
:>cold to the idea. So they had the chance, but they blew it!

The 65816 was announced (by Western Design Center; essentially Bill Mensch) in 1984 -- I don't know what time of year it was, but it hardly mattered by then. If it was in the first half of 1984 then things were falling apart, people were confused at all the management changes, and there were tons of layoffs happening. If it was after July, things *had* fallen apart, most of the layoffs had happened, and Atari's focus had completely changed.

The Tramiels were interested in getting the ST done. I'll hazard that the 65816 didn't seem like it had enough head-room; there were future versions (and obvious extensions) of the Motorola 68K and the National 32K architectures in the pipe, while the 65816 didn't have much going for it besides being a better 6502. Betting the company on something that probably wasn't ever going to have an MMU or floating point, for instance, wouldn't have been smart. While the 68000-based STs didn't have these, it was certainly talked about (and there were certainly high-end 68K workstations being shipped by other companies; at one point the Tramiels had a Unix binary license for $10 a machine).

Any interest in 8-bitters that the Tramiels had was purely based on what could be done with existing chips and perhaps minor tweaks to the OS. There were no 8-bit chip designers left. The OS folks were no longer around. There *were* unshipped designs, and non-architectural things like new plastics, board layouts, cost reductions and so forth were relatively easy to do. With essentially no 8-bit staff to work with, it's not surprising that pleas for basing a system on the 65816 fell on deaf ears. It's just not where people thought the future was going to be.

Personally I think it was a mistake for Apple to do the IIgs (its development cost a *ton* of money). They should have concentrated on getting Macs better development tools, for instance, rather than sink tens of millions an architecture with a dim future.

Just my opinions. :-)

-landon

83. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:21:20 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btae46lgp1@news1.nivel5.cl>
Source record: 17789

Why the agressive mood!!!!!

Take it like a joke :o)

"Mr. Lee" <garyfranks2@cox.net> escribi&#65533; en el mensaje
news:l92Kb.7626$6l1.2688@okepread03...
> don't like it go away lossers
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bta6cb$j3l$1@news1.nivel5.cl...
> > Damn!!!! with that prices i could buy hundreds of 7800 games !
> >
> >
> > "mo" <momo@atariland.com> escribi&#65533; en el mensaje
> > news:3M0Kb.2331$4z.323@fe2.texas.rr.com...
> > > You're out of your mind right? Take those prices and cut them in half
> then
> > > multiply the result by .5 and we might have a deal. 8-).
> > > Mo
> > >
> > > "Mr. Lee" <garyfranks2@cox.net> wrote in message
> > > news:hV%Jb.7607$6l1.6420@okepread03...
> > > > Ikari Warriors $35.00
> > > > Fatal Run $35.00
> > > > Alien Brigade $60.00
> > > > Planet Smashers $45.00
> > > > Basketbrawl $30.00
> > > > Xenophobe $35.00
> > > > Motor Psycho $45.00
> > > >
> > > > Shipping by USPS 2 Day Air
> > > >
> > > > Cash, Money Orders, or Cashier Check Only!
> > > >
> > > > gfranks@spambrightok.net
> > > >
> > > > removed the word spam
> > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

84. Atari 1200xl keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:23:30 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <kU3Kb.50610$BQ5.7596@fed1read03>
Source record: 17791

Hi gang,

Just dragged out my 1200xl 1050 disk drive, 1010 tape and 1030 modem
after about 15 years in storage.

The good news: Most everything seems to be working well, including my
floppy diskettes (absolutely amazing!)

The bad news: I'm having keyboard problems. Start / Select work
intermittently, and the only other keys that work are: Inverse Video,
3, 6, and B.

Any ideas on how to troubleshoot, or where I can get a keyboard for a
reasonable price?

Thank you in advance,

Jerry

j_trickey@cox.net
To reply directly - remove underscore from email address

85. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:33:09 UTC
From: Roy G Biv <8-bitter@8-bit.land>
Message-ID: <Pine.GSO.4.56.0401042034050.10044@shell1>
Source record: 17793

On Sat, 03 Jan 2004 at 19:42:21 -0500, kevin scribbled:
->your message sounds like you are trying to imply that I was dis-
->honest in some way, and trying to mislead people.

Not at all!

The report that a "store" -- meaning a gen-u-wine bricks-and-
mortar, walk-in, physical building, storefront, retail business
location -- exists somewhere which is selling Atari 8-bit computer
equipment was newsworthy. What I said was that you probably were
referring to a "vendor" or "dealer" rather than to what commonly
would be called a "store," but in any case I felt no need to delve
into the identity of that dealer. So I devoted my comments to the
matter of the price.

->Yes there is a dealer ...

That was never in doubt. (Note this time you said "dealer.")

->... and there is no need for you to "not probe further" ...

Thanks! I'm greatly relieved that I won't have to *not* probe
further! <grin!>

->They are called Best Electronics and they sell refurbed NTSC 130xe
->(except mine is in mint condition and includes a monitor cable)
->for $175 + shipping.

WHEW! Before we were talking about a mere $100. Now the price
tag is up to $175! Wow!!

Incidentally, Best Electronics is well-known to regulars on this
newsgroup. In fairness it might be noted that often they've been
mentioned in the context of reasonable or low prices.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

86. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:35:22 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <e959b79b52e0241f904cbe9ea0e93edd@news.teranews.com>
Source record: 17792

Hi Richard, nope the univ.mich archive is still here!

http://www.umich.edu/~archive/
--
Andrew Mcintosh
ASIIndustries = As i in does tries!
----
richard cortese <ricortes@earthlink.net> wrote in article
<LI1Kb.20789$lo3.4597@newsread2.news.pas.earthlink.net>...
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040104072342.14410.00002332@mb-m28.aol.com...
> Hi Richard-
>
> > There are also some utilities you should pick up. There is one that
will
> automatically give you a list of routines you use. <
>
> Sounds very useful. By any chance do you recall its name? (since there
are
> bunches of Action! utilities.)

I think the univ.mich archive is gone now so it may be a bit tough to find.

I will set up an 8bit system and see if I can find it.

87. buying on EBay (was: eBay idiots)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:45:00 UTC
From: Roy G Biv <8-bitter@8-bit.land>
Message-ID: <Pine.GSO.4.56.0401042133410.10044@shell1>
Source record: 17794

In a posting by Ken Springer on Sun, 04 Jan 2004 at 12:21:53
-0700, this sub-quote appeared:
->>>One thing I hate is when people sell their crap for more than
->>>you can get it at the dealers! Especially with an opening bid!
->>>It's one thing to start the bid low and see where it ends...

I'm told that E-Bay's programming automatically inserts a lower
bid if the winning bid is higher than it needed to be. So it would
seem that if something sells for a high price, that means that two
or more bidders have bid up the price. Assuming that all bidders
are legitimate (and not shills), then that high price has been
reached as a fair reflection of market forces. If there had been
only one bidder who was trying to lock in success by bidding sky-
high, E-Bay's program would've knocked that amount down to a lower
figure. At least that's what I'm told.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Is this the Information Backwoods Dirt Road?! *

(Headers munged to foil spammers; real info in taglines)

88. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 02:52:48 UTC
From: Roy G Biv <8-bitter@8-bit.land>
Message-ID: <Pine.GSO.4.56.0401042147290.10044@shell1>
Source record: 17795

On Sun, 04 Jan 2004 at 03:30:01 GMT, "rolaid" scribbled:
->You walked away too soon. He blew the Atari power supplies.

Over the years other people on this NG have reported blowing out
the Indus -- or so they thought.

->I took one of the Atari ps apart. Mine had two fuses.

Yeah, it's always a good idea to check for those fuses!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

89. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 03:53:54 UTC
From: kevin <nospam@nospam.org>
Message-ID: <0nnhvv0ldvc1aolu3t0d3515nn4cro1ivk@4ax.com>
Source record: 17796

On Sun, 4 Jan 2004 21:33:09 -0500, Roy G Biv <8-bitter@8-bit.land>
wrote:

> Thanks! I'm greatly relieved that I won't have to *not* probe
>further! <grin!>

yes, well, your welcome. actually I orig. said over $100. I think
the price has gone up since I posted. 170 is actually 10 dollars more
than a refurbed amiga 1200 which came out in 92 and features a 68020
14mhz, with pretty good graphics etc... so I think the price is
definetly over the top.

One thing I noticed that seems wierd, a 65xe is $100, so they actually
think 64k of memory wrrants the extra $70 or is the 130xe rare?

kvn

90. Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 04:51:08 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0401042051.35e3471e@posting.google.com>
Source record: 17697

I have finally managed to convert all my old Atari 800XL floppy disks to disk images that I can use with an emulator. Most of them work fine, but a few of them are kind of scrambled -- when I try to view the disk directory, I'll get part of a file instead. I'm pretty sure these problems have nothing to do with the transfer to my modern computer, because I remember having the same problems on the actual Atari. So anyway, my question is, are there any Mac or PC utilities that I could use to repair my disk images? I do have an Atari program called Sherlock that I've been using, but I think something that would run natively on my computer would be more helpful.

I'm using a Macintosh, but I do have Virtual PC, if there's nothing available for Mac.

jeremy

91. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 05:01:38 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0401042101.3cb6c910@posting.google.com>
Source record: 17698

Looks great -- too bad I use a Mac. Has anyone had any luck playing
this on Virtual PC?

jeremy

"Steve S" <j70141@hotmail.com> wrote in message
news:<992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com>...
> Have you guys seen this game yet? Pretty fascinating... Seems that someone
> really liked Ultima V and as a result, made a game based directly off of it.
> It is 100% free and if you liked Ultima V, you will like this one too....
> no registration, no payment, nothing....
>
>
> http://swut.net/euo/

92. Re: CAS files

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 05:32:20 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvhtnhi105d92e@corp.supernews.com>
Source record: 17699

There are some Cas Files here:

ftp://atari.xs4all.nl
usesername: atari8
password: atari4ever
port: 21
Sometimes I can get on just using Outlook with windows box. Othertimes I have to use FTP client.. I don't think it is passive mode anymore. Good luck

RoyE

"ian" <cker@SPAMOFF.co.uk> wrote in message news:3ff88b22$1_1@mk-nntp-2.news.uk.tiscali.com...
> Could any1 please give me a link to where i could download cas files please
>
>
> Cheers
>
> im
>
>

93. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 05:51:50 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvhurngv9i5r60@corp.supernews.com>
Source record: 17700

Not all disks have a directory to view.. Some are boot disks and just use what the boot sectors 1,2,&3 tell the Atari to load and run. Other disks have there directories stored in non standard directory locations, Magazine disks will do this. Different DOS types also change the normal Atari directory location and structure, and can only be read by the correct DOS ala.. SpartaDOS, CP/M, IBM, etc...

Thanks for archiving your disks and try to identify the disk before trying to repair the original. I am sure there are several emulators for the Atari 8bits that run on the Macintosh, Rainbow for sure.. and now Freeware..

RoyE

"Jeremy Bell" <iquitted@collegeclub.com> wrote in message news:bba8af7b.0401042051.35e3471e@posting.google.com...
> I have finally managed to convert all my old Atari 800XL floppy disks
> to disk images that I can use with an emulator. Most of them work
> fine, but a few of them are kind of scrambled -- when I try to view
> the disk directory, I'll get part of a file instead. I'm pretty sure
> these problems have nothing to do with the transfer to my modern
> computer, because I remember having the same problems on the actual
> Atari. So anyway, my question is, are there any Mac or PC utilities
> that I could use to repair my disk images? I do have an Atari program
> called Sherlock that I've been using, but I think something that would
> run natively on my computer would be more helpful.
>
> I'm using a Macintosh, but I do have Virtual PC, if there's nothing
> available for Mac.
>
> jeremy

94. Re: Atari 1200xl keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 09:51:39 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <LsaKb.51419$E17.6150@nwrddc02.gnilink.net>
Source record: 17701

>
> Any ideas on how to troubleshoot, or where I can get a keyboard for a
> reasonable price?
>
>
If you remove the keyboard & take out all those little screws holding the back plate on, you will see a sheet of mylar with the contacts on it. Can't remember if it is folded or covered by a separate sheet of plastic. VERY very carefully lift the mylar to separate it from the rest of the keyboard. It tends to really get stuck down with age which is why it's not working. DO NOT tear it because the traces are on the mylar sheet. If any are broken or rotted away redraw them with a conductive pen. Wipe it with a dry cloth and put it all back together. You may have to use a drop of isopropyl alcohol on the cloth if there is any fungus built up.That should do it.

Paul

95. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 10:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040105102542.30407A@ilaskey.cix.co.uk>
Source record: 17702

In article <3a2Kb.7627$6l1.4861@okepread03>, garyfranks2@cox.net (Mr. Lee) wrote:

> you think!
And everyone else. In UK sealed 7800 carts go for maybe GBP3-5 each (USD4-7 maybe?). You've also managed to alienate mostof your possible customers with your attitude. Be honest with yourself, you are way over priced. Good luck though, there is always someone willing to pay well over the odds so you may be lucky.

96. Atari 800 complete schematic 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 11:56:53 UTC
From: Mike <m614fs@yahoo.com>
Message-ID: <btbje3pso1@charm.magnus.acs.ohio-state.edu>
Source record: 17704

```
Hi, these were ordered to build custom memory modules
and are no longer needed since selling the system. Paid
$15, asking $10 OBO email mike at m614fs@nospam.com
nospam = yahoo
```

97. Re: Atari 800 -> VIC-20 or Atari 2600 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 12:41:53 UTC
From: Moon Man <MoonMan@backatya.bounce>
Message-ID: <3ZcKb.6571$xm.309604@nasal.pacific.net.au>
Source record: 17705
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

There's a VIC20 -> 2600 doodad in this mag:

http://www.devili.iki.fi/pub/Commodore/docs/magazines/discovery/issue2.txt

Funkq!

Anders Carlsson wrote:

> "mo" <momo@atariland.com> wrote in c.s.atari.8bit:
>
>
>>Somebody posted a while back wanting to know if there was a 2600 to
>>[Atari] 800 interface. I found one in Joystick magazine, dec 1983.
>>There's a small review saying that for $795 you can have a 2600
>>development system that uses the 800 to write and edit programs and
>>the 2600 for on the fly testing. It also has an adapter for VIC20
>>development, but that seems pointless really.
>>
>>It's called the Reads 2600. It's one of those small reviews in the
>>new products department, about 3 or 4 paragraphs long. It connects
>>a small interface box via cables and cart conectors from the 800
>>to 2600 or from the 800 to vic20.
>
>
> [cross-posted to c.s.cbm]
>
> Does anyone of the CBM people know about this as a Atari 800 -> VIC-20
> development system? I know there was a VIC-20 -> Atari 2600 system
> advertised, but AFAIK nobody can remember seeing a working system.
>
> Even if the interface only makes a host computer work like a storage
> device feeding the target with data instead of getting it from tape,
> disk or ROM, it sounds a little cool at that time. It would be even
> more amazing if the host itself can run the target software, but I
> assume this was not the case?
>

98. Re: buying on EBay (was: eBay idiots)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 12:52:18 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btbj38uvh1@news1.nivel5.cl>
Source record: 17703

at least on my experience,
When you set a bid for (example, $50) and the actual price is $25
You'll be winning the auction by $25.. If anyone bids higger (but lower than
$50), you still keep winning the auction by the next price. (example : if
other guy bids $34, you are bidding at $35 (auto))

Hope anyone understand what i tried to say :o)
I'm restless xD

"Roy G Biv" <8-bitter@8-bit.land> escribi&#65533; en el mensaje
news:Pine.GSO.4.56.0401042133410.10044@shell1...
> In a posting by Ken Springer on Sun, 04 Jan 2004 at 12:21:53
> -0700, this sub-quote appeared:
> ->>>One thing I hate is when people sell their crap for more than
> ->>>you can get it at the dealers! Especially with an opening bid!
> ->>>It's one thing to start the bid low and see where it ends...
>
> I'm told that E-Bay's programming automatically inserts a lower
> bid if the winning bid is higher than it needed to be. So it would
> seem that if something sells for a high price, that means that two
> or more bidders have bid up the price. Assuming that all bidders
> are legitimate (and not shills), then that high price has been
> reached as a fair reflection of market forces. If there had been
> only one bidder who was trying to lock in success by bidding sky-
> high, E-Bay's program would've knocked that amount down to a lower
> figure. At least that's what I'm told.
> --
> >>>----------<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>----------<<<
> * Is this the Information Backwoods Dirt Road?! *
>
> (Headers munged to foil spammers; real info in taglines)
>

99. Light pen/gun on a VGA monitor (was Re: Cheesebox / Using a VGA monitor on your 8bit.)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 13:36:37 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <FLdKb.21550$lo3.667@newsread2.news.pas.earthlink.net>
Source record: 17706

```
"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:s_KdnXkHYog3MmmiRVn-ig@comcast.com...
> I picked up a "cheesebox" so I could use my PCs monitor on my 8-bit.
> Now, if I could only get it to work.
>
> Has anybody tried this?
>
> Basically, there's a spot on the cheesebox to plug your PC monitor into.
> Plus, there's a modern audio/video type port where it looks like your
atari
> would plug in, as long as you DON'T use the game/tv switchbox.
>
> The problem lies here....
>
> If you recall how to hook-up your atari to your TV:
>
> 1. Plug one end of the atari a/v cable into your atari.
> 2. Plug the other end of the atari a/v cable into the GAME/TV switchbox.
> 3. Plug the game/tv switchbox into your TV.
> The game/tv switchbox has 2 outputs, "Connect to TV VHF" and
> "Connect to Antenna"
> But these connectors have those 2 "forked" wires coming out of it.
>
> WELL how do I connect that to the cheesebox? The cheesebox has a modern
A/V
> type input.
> I tried going straight from the atari cable to the cheesebox, avoiding use
> of the "game/tv switchbox" but that did not work.
>
> Do I need to go to radio shack and buy a cable to convert the connection?
>
> damn cheesebox.

Ok. I have a question here. I know this is an old thread, but my server has
low retention and I havn't checked the group in a couple of days...

It's been quite some time since I dusted off my 130 XE and played around
with it, but, if memory serves...

Using that method of getting the signal to the cheesebox would yield you the
worst possible quality video on a VGA monitor with a worthless audio signal
going to it as well. The monitor output is a much better choice. But if you
want uber-quality, hack up an S-video cable for it since the cheesebox has
the input for it.
```

Now, down to my question...

Using this method, would I still be able to use my light gun/pen with a VGA monitor? I would think not due to the monitor having a zillion more color clocks & scan lines to it than a standard TV, plus the cheesebox adapting the signal would probably stop any chances of the Atari being able to figure out where the electron beam was at any given time anyways...

Also, with that thought in mind, wouldn't that screw up programs/games that used artifacting?

Maybe I'm wrong. Just a question I felt like asking...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

100. Re: Looking for a "flexible" sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 14:35:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FF9762E.882450A8@students.uni-mainz.de>
Source record: 17707

hmm,
there is a sector copier written by ABBUC Floppydoc Erhard Puetz, it requires a) min. 48k RAM (it does not need nor support any extra RAM!), b) Sparta DOS and c) at least two floppy drives (with or without speeders). The two floppy drives can also be harddrive partitions of up to 16 Megabytes. I never tested this program since it merely works under Sparta DOS, but it has been reported to work ok... where to get ?!? send e-mail to erhard puetz (if you find his e-mail adress) for the newest version or e-mail me for an older version (that has been published in ABBUC magazine some time ago)...

Second there is a sector copier by Carsten Strotmann (I do not own it!) it was programmed with Carsten`s own Forth language (yes, he developed his own Forth interpreter for the A8), meaning it will only work under this interpreter. Afaik you can get both things from Carsten directly (e-mail: Carsten<nospam!>@abbuc.de). the program is similar to Erhards program, meaning it requires at least 48k Ram, two diskdrives (or partitions or ...) and should copy any density from 90kbytes up to 16 mbytes - but I never tested this...

Last not least there is a sector copier for 720kbytes (80 tracks, DD, 18 sectors), I have it in my collection, tested it and it worked ok with all densities up to 720k. alas, this program does not support any floppy speeder. e-mail me, if you are still interested: amp<no spam!>@abbuc.de

Greetings and a happy new year - Andreas.
P.S.: Remove the <no spam!> note from the e-mail adresses...

LarryWhite schrieb:
>
> Hi All-
> Perhaps a solution to my (1.44 HD -> ATR) archiving issues would be a to find a
> two-drive sector copier that will do more than 2880 sectors. I need to do at
> least 5760 DD sectors, but I've never seen one that would go that high. (80
> tracks, by 36 sctors/track, two-sides, DD.) Or perhaps one whose author has
> graciously included the source code, so it could be modified fairly easily.
> Anyone know of one that might fit my needs?
> Thanks,
> Larry
>

101. Re: Floppy Board HD Disk Errors

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 14:45:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FF97892.2BF9E0B5@students.uni-mainz.de>
Source record: 17708

well,
afaik MyDOS can be or has to be patched for High density (1,44
Megabytes). I think a short info was published in an old ABBUC magazine
a long long time ago (around 1990 or so, when the HDI - High Density
Interface from Erhard Puetz was up to date)...

Besides there are also separate tools available to format a disk in high
density, one is called PERCOM.COM it will format any density 90k up to
1440k (but not write any DOS or Boot sectors), the second program comes
from the Black Box and is called FMTDIR.COM, this one will write a
Directory on nearly any disk or harddisk density in MyDOS or Sparta-DOS
format...

Alas, you can format a disk with 1440k (with Percom.COM), write the Dir.
sectors in MyDOs format (with FMTDIR.com) and finally write MyDOs to
this disk, but if you boot it then, MyDOS will refuse to boot/load from
this disk - thus you must patch MyDOS to work with 1440k (and at the
moment I don`t know how its done)... with Sparta DOs, 1440k is no
problem... greetings, Andreas.

LarryWhite schrieb:
>
> > What version of MyDOS are you using? Does the 'sidedness' indicator for the
> 1.4 drive you are using show it to be double sided? eg '='? I've got the
> Floppy board but as yet haven't installed it so I'm not much good for trying it
> here... <
>
> Hi Lee-
> Congrats on getting your FB. The BB/FB is really a great combo! I hadn't
> thought of this being a MyDos version problem, but I'll try that. I am using
> 4.50, but I'll try 4.53 and see. In order to use 1.44 HD disks with MyDos, you
> have to tell it that it is a Hard Drive. Otherwise, MyDos's max sectors per
> track is 26. All-in-all, I would probably have been better of using that
> configuration, since 36 sectors/track is evidently "pushing the envelope" of
> reliability.
> FWIW, a FB also has problems with the Windows-format 1.44 disks with 512-byte
> sectors. But no problems at all with 720K Win Disks, so if I need to move just
> a file or two to the PC or back, I normally use BBXFER19.COM with 720K PC
> format disks, but formatted by the FB. Win pauses for a second when it sees
> the format, but reads them well.
> Thanks for the ideas, and (everyone) have a great holiday with lots of "toys!"
> Larry
>
>

102. Re: Light pen/gun on a VGA monitor (was Re: Cheesebox / Using a VGA monitor on your 8bit.)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 14:56:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <btbtu4$qp1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17709

Hi,

> Using this method, would I still be able to use my light gun/pen with a VGA
> monitor?

Unlikely, at least the horizontal position of the pen will be unusable, the vertical position *might* work. The VGA monitor has a 31Khz horizontal scan frequency, twice that of the regular Atari output. Since the light pen input just captures the the beam counters at the time the electron beam passes by, but that happens at a different time with the VGA due to higher frequency, the correspondence between beam counter and position is lost.

> I would think not due to the monitor having a zillion more color
> clocks & scan lines to it than a standard TV, plus the cheesebox adapting
> the signal would probably stop any chances of the Atari being able to figure
> out where the electron beam was at any given time anyways...

That's correct. The number of color clocks is less the problem, it would work if the monitor would operate at 15Khz horizontal - but that's out of the HSync range of VGA.

> Also, with that thought in mind, wouldn't that screw up programs/games that
> used artifacting?

Hmm, not necessarely. The color artefacting is a side-effect of the limited bandwidth of the color information encoding for the NTSC system. Now, the "cheesebox" has the same signal available as the TV, just not modulated on an HF carrier. Thus, it is not too unlikely that some artefacts are visible.

Here on the PAL system, the effect is less visible anyhow since the color clock is 5/4th of the base frequency.

So long,
Thomas

103. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 15:06:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FF97D92.660E0713@students.uni-mainz.de>
Source record: 17710

Well,
I made this big list of programs that a) support (like alternate reality) or b) require (like some demos) extra Ram or ramdisk. the info can be found in michael current`s A8FAQ.TXT (Frequently Asked Questions) that is published here bi-monthly. take a look at 8.10, 8.11 and 8.12...

Besides Russ Gilbert has already described the bank control of a 130XE. On a 64k Atari there are still some programs that use more than 48k RAM, these are programs that use the RAM under the OS ROM (programs like Sparta DOs, Turbo Basic XL, TB Runtime, the 64k version of Mercenary, Thomahawk, and many many more). Of course these programs can only be loaded without Basic (hold down Option at boot-up) and with a program (most probably a Gamedos loader) that does not use this RAM under the OS for its own purposes...

Believe it or not, on a 64k Atari one can "turn off" the OS and then make up to 62k memory available (48k RAM plus 14k RAM under the OS) for his own program. Of course it is not possible to just turn off the OS - one has to install a new OS then (but this new OS can be much shorter)... So whenever a Commodore user says that Ataris merely have 48k RAM, I call them bastards - I don`t think that a C64 can use more than 62k RAM (it also has some kind of OS that wastes some RAM space)... greetings and no flame-wars again - Andreas.

russg schrieb:
>
> the 130xe uses bank switching to access the extra 64k.
> The bits in PORTB control which bank is visible.
> There are 4 16k banks that get visible at $4000 when activated.
> Somebody made an extensive list of games/demos that use
> extended memory, but I can't remember who.
> There are very few 'old' ie. commercial, or even magazine
> programs that use extra RAM. A few programs, like Bob
> Puff's Disk Communicator, can use the extra RAM or not
> if it isn't present.
> Some cartridges do banking also, but not the $4000 kind.
> I think 'Gator' used a 128k cart, and OSS Action! also did
> cart bank switching, different control bits in the $Dxxx area
> if I recall.

104. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 15:16:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FF97FB7.14E9C572@students.uni-mainz.de>
Source record: 17711

Well,
Mercenary (hold down Select for 48k/fast version, hold down option for
64k/slow version; the 64k version uses RAM under the OS ROM!) and
thomahawk also use more than 48kbytes RAM, the SAP player for the A8
makes a lot of free memory available: $0200-$CFFF and $Dxxx-$FFFF (so it
can play most SAP files). of course there are also a lot of programs
that merely use the RAM under the OS ROM (TB XL, Basic XL, Basic XE,
Sparta DOS for example). but afaik there once was also a tape-copier
that gave you 60-62 kbytes free/copy memory on a 64k machine (it only
copied from tape to tape, but anyway)... I also remember some demos that
used 56-60 kbytes and worked ok on a 64k machine... -andreas.

Thomas Richter schrieb:
>
> MStepansky wrote:
>
> > But I don't understand how memory are accessed: how can 130XE access memory up
> > to 128K?
>
> It uses two (in the 800XL) unused pins of the PIA-PortB to map in four
> additional RAM banks of 16K size each in the area $4000 to $7fff. IIRC,
> these were bits 2 and 3.
>
> > Finally, which 130XE's games that use "extra" memory of 64K ? Also, are there
> > any game that uses 320K memory in a modified XE, if any?
>
> DOS 2.5 provided a RAM disk in the extended memory area.
>
> > I remember seeing a rare single pirated game like "MULE" using
> > ridiculously high, like 412 sector, about 52k - wont work on my 800xl.
> >
> > Maybe 130XE will work? Not sure....
>
> Unlikely.
> These long games are often "autoloaders" in the sense that they provide
> their own loading routines, bypassing the loading from DOS/game DOS and
> expecting a certain DOS format. The DOS then loads the first couple of
> sectors and then runs an INIT routine that continues loading the game,
> expecting a specific sector format (typically DOS 2.0S like).
>
> Just try to copy it to a plain 2.0S/2.5 disk and try loading it from
> there with a game dos (e.g. NDOS), that might work better.
>
> > So is it possible to run a binary game of say, 468 sector (about 60K) in XE's

> > second memory bank (64k)?
>
> Well, if the game is cleverly written, then yes. It would take some INIT
> routines that would switch the banks while loading the game, or an
> autoloader to do that. Clearly all possible, but I've never seen it done.
>
> So long,
> Thomas

105. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 15:17:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FF98019.C64FE611@students.uni-mainz.de>
Source record: 17712

Well,
thats just a small "snippet" - the whole list is much much longer !!
I know - because I wrote it... -andreas.

Mark Bedingfield schrieb:
>
> "MStepansky" <mstepansky@aol.com> wrote in message
> news:20031230044310.16022.00001131@mb-m21.aol.com...
> > I still have the Atari 800xl w/ 64k (normal) but my ex-roommate in my
> college
> > days used to have 130XE (64k+64k) in 1985.
> >
> > But I don't understand how memory are accessed: how can 130XE access
> memory up
> > to 128K?
> >
> > I mean does it allow you to access like this:
> >
> > 64K (bank1, normal memory like in 65XE or my 800XL)
> > 64K (separate bank2, special memory area as in 130XE) via RAMDISK
> >
> > or...
> >
> > 64K bank1 (normal) plus a full chunk of "64k memory" bank2 (ramdisk)- to
> get
> > total of 128K?
> >
> > Finally, which 130XE's games that use "extra" memory of 64K ? Also, are
> there
> > any game that uses 320K memory in a modified XE, if any?
> >
> >
> > BTW, "Mission of Impossibility", a nice 3D maze game, is the only game
> that I
> > was able to load in and run about 382 sector long, or about 48k max in my
> > 800xl. Next largest game I remember is the "AgentUSA", 322 sector long,
> about
> > 41k. Both games are in a single "hacked" file binary format, rather the
> whole
> > disk. I remember seeing a rare single pirated game like "MULE" using
> > ridiculously high, like 412 sector, about 52k - wont work on my 800xl.
> >
> > Maybe 130XE will work? Not sure....
> >

> > So is it possible to run a binary game of say, 468 sector (about 60K) in
> XE's
> > second memory bank (64k)?
>
> From Welcome to comp.sys.atari.8bit Quick Faq
>
> Non-DOS programs:
>
> a) Name(s) b) Author(s)
> c) supported memory d) RD-type(s)
>
> - Adalmar (GAME) F.Buettner (PPP);
> 64k, 128k 130XE-Ramdisk;
>
> - A.R.-The Dungeon (GAME) P.Price/Datasoft;
> 48k, 64k, 128k 130XE-RD;
>
> - Bop N'Wrestle (GAME) (Mindscape)
> 64k, 128k 130XE-RD
> (on 64k Ataris the floppy will never stand still!)
>
> - [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
> 64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
> (merely copies the levels into the RD and loads them from there;
> if you don't want to play all 100 levels at once, 64k is enough!)
>
> - Human Torch & The Thing Questprobe (SAGA+Marvel);
> 48k/64k, 128k RAM 130XE-Ramdisk
> (The main program or some pics will be copied to the Ramdisk)
>
> - I.K. Plus Demo (GameDEMO) ??? (authors unknown)
> a) 64k RAM only graphics;
> b) 128k RAM graphics + sound;
>
> - Megablast 1 (GAME) Thorsten Karwoth;
> 64k, 128k 130XE-Ramdisk;
>
> - Questprobe featuring Spiderman - see: Spiderman;
> (afaik, THE HULK does not support 128k RAM);
>
> - Questprobe featuring Human Torch and Thing - see Human Torch;
>
> - Spiderman Questprobe (SAGA+Marvel);
> 48k/64k, 128k RAM 130XE-Ramdisk;
> (The main program or some pics will be copied to the Ramdisk)
>
> Mark

106. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 15:24:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <btbvjk$s5d$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17713

Hi Andreas,

> Believe it or not, on a 64k Atari one can "turn off" the OS and then
> make up to 62k memory available (48k RAM plus 14k RAM under the OS) for
> his own program. Of course it is not possible to just turn off the OS -
> one has to install a new OS then (but this new OS can be much
> shorter)... So whenever a Commodore user says that Ataris merely have
> 48k RAM, I call them bastards - I don`t think that a C64 can use more
> than 62k RAM (it also has some kind of OS that wastes some RAM
> space)...

I'm not at all an expert in the C64 bank switching possibilities, but
if I remember correctly, the C64 could really make all 64K (minus two bytes)
available to the CPU, even masking out the memory mapped I/O. How to map
then without I/O space? Well, simple enough: The C64 used the 6510 CPU
(or rather, microcontroller) with two built-in I/O ports mapped at addresses
$0 and $1. Thus, it doesn't take additional hardware to bankswitch.

So long,
Thomas

107. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 16:01:09 UTC
From: russg <russg@en.com>
Message-ID: <vvj2gm3u614b51@corp.supernews.com>
Source record: 17715

(deja vu)
(When you try to view a directory, you get part of a file instead.)
I think that's what you said, and that you had the same problem
with a real atari.
It almost sounds like you're trying to get a directory of a SpartaDOS
disk with MyDOS or DOS 2/2.5.
Could you be more specific in describing what is happening?
I know of no utilities that will repair a bad disk image, especially
if you don't know what's wrong with it.
Maybe you could describe how you made the images.
Did you use an interface cable and sector copy disks to an
image on the PC? Or did you use some disk2atr utility?
Russg

108. Re: Light pen/gun on a VGA monitor (was Re: Cheesebox / Using a VGA monitor on your 8bit.)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 16:51:35 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btc13v$2u7$1@news1.nivel5.cl>
Source record: 17714

What is a "cheesebox" ???

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:btbtu4$qp1$1@mamenchi.zrz.TU-Berlin.DE...
>
> Hi,
>
> > Using this method, would I still be able to use my light gun/pen with a
VGA
> > monitor?
>
> Unlikely, at least the horizontal position of the pen will be unusable,
the
> vertical position *might* work. The VGA monitor has a 31Khz horizontal
> scan frequency, twice that of the regular Atari output. Since the light
pen
> input just captures the the beam counters at the time the electron beam
passes
> by, but that happens at a different time with the VGA due to higher
frequency,
> the correspondence between beam counter and position is lost.
>
> > I would think not due to the monitor having a zillion more color
> > clocks & scan lines to it than a standard TV, plus the cheesebox
adapting
> > the signal would probably stop any chances of the Atari being able to
figure
> > out where the electron beam was at any given time anyways...
>
> That's correct. The number of color clocks is less the problem, it would
work
> if the monitor would operate at 15Khz horizontal - but that's out of the
> HSync range of VGA.
>
> > Also, with that thought in mind, wouldn't that screw up programs/games
that
> > used artifacting?
>
> Hmm, not necessarely. The color artefacting is a side-effect of the
limited
> bandwidth of the color information encoding for the NTSC system. Now, the
> "cheesebox" has the same signal available as the TV, just not modulated on

> an HF carrier. Thus, it is not too unlikely that some artefacts are
visible.
>
> Here on the PAL system, the effect is less visible anyhow since the color
> clock is 5/4th of the base frequency.
>
> So long,
> Thomas
>

109. Re: 2600 to 800 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 17:50:26 UTC
From: fosterjoshuag@yahoo.com
Message-ID: <1b9a55dd.0401050950.20b1930d@posting.google.com>
Source record: 17716

I used to have an adaptor & board connector that allowed most 2600 games to be played on an 800XL. It was a homebrew project that I had somehow acquired. I remember it had a great deal of difficulty with the Activision carts though. I didn't use it very much. All my 8-bit stuff is still in boxes and I don't know if I still have it, but I'll take a look first chance I get.

110. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 18:25:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <S_hKb.38620$Pg1.19058@newsread1.news.pas.earthlink.net>
Source record: 17717

"ASI Industries" <ASIIndustries@usa.net> wrote in message
news:e959b79b52e0241f904cbe9ea0e93edd@news.teranews.com...
> Hi Richard, nope the univ.mich archive is still here!
>
> http://www.umich.edu/~archive/
> --
> Andrew Mcintosh
> ASIIndustries = As i in does tries!

Thanks!

I was doing something dumb, like using .com vs. .edu

The big symbol table is at
http://www.umich.edu/~archive/atari/8bit/Languages/Action/bigst.act

Like the blurb says, it doubles your symbol table size so you don't run out
of space when using the unedited RT package.

The RT package I preferred to use was Jeff Reister's, it is listed as
actrun.arc in the file section of
http://www.umich.edu/~archive/atari/8bit/Languages/Action/

I *couldn't* find the utility programs
RTSCAN.COM
RTWRITE.COM

If nobody else knows where they are, I will look for them around the house.
Most of my 8 bit disks kind of went for a swim while in storage and were
destroyed. I my still have a copy on a hard drive somewhere.

111. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 19:31:49 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <VXiKb.717$Mb5.13613@news2.e.nsc.no>
Source record: 17718

> And everyone else. In UK sealed 7800 carts go for maybe GBP3-5 each
> (USD4-7 maybe?). You've also managed to alienate mostof your possible
> customers with your attitude. Be honest with yourself, you are way over
> priced. Good luck though, there is always someone willing to pay well over
> the odds so you may be lucky.

Well, I think that his games are a bit more rare than the .99 games from
O'Shea (? or do I remember incorrectly). If you can get me Motor Psycho,
Alien Brigade for 3-5 pounds, I take 5 of each, please!

But, I do agree that they are a bit overpriced. I got my Motor Psycho for
USD 20 and Alien Bridgade for USD 30 I think.

The attitude is a bigger deal to me, though!

Take Atarian care

112. Re: Seven RARE Factory Seal Atari 7800 Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 20:43:10 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btcem4$6sj$1@news1.nivel5.cl>
Source record: 17719

http://www.webmad.co.uk/gamelist/7800/7800.htm

"Vidar Olavesen" <olavese@online.no> escribi&#65533; en el mensaje
news:VXiKb.717$Mb5.13613@news2.e.nsc.no...
> > And everyone else. In UK sealed 7800 carts go for maybe GBP3-5 each
> > (USD4-7 maybe?). You've also managed to alienate mostof your possible
> > customers with your attitude. Be honest with yourself, you are way over
> > priced. Good luck though, there is always someone willing to pay well
over
> > the odds so you may be lucky.
>
> Well, I think that his games are a bit more rare than the .99 games from
> O'Shea (? or do I remember incorrectly). If you can get me Motor Psycho,
> Alien Brigade for 3-5 pounds, I take 5 of each, please!
>
> But, I do agree that they are a bit overpriced. I got my Motor Psycho for
> USD 20 and Alien Bridgade for USD 30 I think.
>
> The attitude is a bigger deal to me, though!
>
> Take Atarian care
>
>

113. Re: Atari 800 -> VIC-20 or Atari 2600 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 23:45:53 UTC
From: mo <momo@atariland.com>
Message-ID: <RGmKb.67526$xU1.24175@fe1.texas.rr.com>
Source record: 17720
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

That would be cool if done for an 800, I know I have hundreds of 2600 roms
I'd love to play on a real VCS. Plus it'd give the ability for further game
development without supercharger tape hassles. Not the same thing I found
though, I'll post a scan when I get a chance.
Mo

"Moon Man" <MoonMan@backatya.bounce> wrote in message
news:3ZcKb.6571$xm.309604@nasal.pacific.net.au...
> There's a VIC20 -> 2600 doodad in this mag:
>
> http://www.devili.iki.fi/pub/Commodore/docs/magazines/discovery/issue2.txt
>
> Funkq!
>
> Anders Carlsson wrote:
>
> > "mo" <momo@atariland.com> wrote in c.s.atari.8bit:
> > >
> > >
> > >>Somebody posted a while back wanting to know if there was a 2600 to
> > >>[Atari] 800 interface. I found one in Joystick magazine, dec 1983.
> > >>There's a small review saying that for $795 you can have a 2600
> > >>development system that uses the 800 to write and edit programs and
> > >>the 2600 for on the fly testing. It also has an adapter for VIC20
> > >>development, but that seems pointless really.
> > >>
> > >>It's called the Reads 2600. It's one of those small reviews in the
> > >>new products department, about 3 or 4 paragraphs long. It connects
> > >>a small interface box via cables and cart conectors from the 800
> > >>to 2600 or from the 800 to vic20.
> > >
> > >
> > > [cross-posted to c.s.cbm]
> > >
> > > Does anyone of the CBM people know about this as a Atari 800 -> VIC-20
> > > development system? I know there was a VIC-20 -> Atari 2600 system
> > > advertised, but AFAIK nobody can remember seeing a working system.
> > >
> > > Even if the interface only makes a host computer work like a storage
> > > device feeding the target with data instead of getting it from tape,
> > > disk or ROM, it sounds a little cool at that time. It would be even
> > > more amazing if the host itself can run the target software, but I
> > > assume this was not the case?

> >
>

114. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-05 23:49:57 UTC
From: mo <momo@atariland.com>
Message-ID: <FKmKb.67558$xU1.49433@fe1.texas.rr.com>
Source record: 17721

"russg" <russg@en.com> wrote in message
news:vvj2gm3u614b51@corp.supernews.com...
> (deja vu)
> (When you try to view a directory, you get part of a file instead.)
> I think that's what you said, and that you had the same problem
> with a real atari.

I know alot of disk images are programs that were converted to disk images. What was it? EXE2ATR something like that. Alot of images are short a bunch of sectors and when you try to copy them or transmit them they error out and fail. My solution when that happens is to use a sector copier like Diskey to copy the image from one to another, the result is a real image that will copy over or transmit 1050toPC. Not sure if that was the problem or not.
Mo

115. For Sale. Indus GT Power Supply. Also used for 5200 system.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 00:53:12 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <QEnKb.10739$zr3.4346@bignews4.bellsouth.net>
Source record: 17722

Please see details at:

Rare Atari Power Supply CO18187 9.3 VDC 1.95A

and contact me thru Ebay if you are interested.

Mike

116. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 01:11:41 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0401051711.134ea4fb@posting.google.com>
Source record: 17723

The disks I'm referring to are all disks that worked at one time, but
then became unusable because their directories got corrupted. They
contained Atariwriter (word processor) files. I know my Atariwriter
files are still on there, because when I use Sherlock (the Atari
program I mentioned before) I can view indivitual sectors and see my
files. But this is the only way I can get to them, and I really don't
want to go through every sector and write everything out by hand.

What I really need is some program that will let me specify a start
and end sector and then convert all the sectors into a text file.

jeremy

"russg" <russg@en.com> wrote in message news:<vvj2gm3u614b51@corp.supernews.com>...
> (deja vu)
> (When you try to view a directory, you get part of a file instead.)
> I think that's what you said, and that you had the same problem
> with a real atari.
> It almost sounds like you're trying to get a directory of a SpartaDOS
> disk with MyDOS or DOS 2/2.5.
> Could you be more specific in describing what is happening?
> I know of no utilities that will repair a bad disk image, especially
> if you don't know what's wrong with it.
> Maybe you could describe how you made the images.
> Did you use an interface cable and sector copy disks to an
> image on the PC? Or did you use some disk2atr utility?
> Russg

117. Re: Cartridge storage system

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 01:20:49 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <s0oKb.13499$Pn5.11807@bignews5.bellsouth.net>
Source record: 17724

Went to Office Max and found an almost perfect storage unit. It has six drawers that are 3" tall (same as an Atari PC cart), 9 1/2 " wide by 13 1/2 long. I can store 50 carts per drawer so storage of 300 carts no prob. They have on sale for $13.99, $16 bucks off the regular price!

I plan to put each cart into a sandwich baggie for extra protection.

Thanks for your feedback.

"Mike Tennyson" <miketennyson@hotmail.com> wrote in message news:2hqIb.49677$uh1.25527@bignews6.bellsouth.net...
> I recently got back into collecting carts for the 400/800 XL/XE computers.
> Does anybody have any advice of where to purchase storage cases or some
> other good means to store them. I am thinking about building a case.
> Any advice is appreciated. How do you guys store your carts?
>
> Mike
>
>

118. Re: Happy New Year ..... 50 Years Research On Herbs !

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 01:25:46 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <x4oKb.43070$yA6.10424@bignews1.bellsouth.net>
Source record: 17725

You are in the wrong newsgroup with this spam. Or do you think everyone with an interest in video games has acne? I am 48. Your post belongs in alt. health!

Mike

"Mustafa Arif" <herbmasters004@yahoo.com> wrote in message news:040105171218805@208.234.59.139...
>
> HAPPY NEW YEAR .....
>
> Here at ARK CORPORATION, we just want to wish you a
> HAPPY NEW YEAR !!!
> Please be safe and enjoy the blessings that surround you !
>
> ----------------- About Ark Corporation -----------------
> We are conducting research on herbs and herbal medicines from last 50 years. A few products are available online with 100% money back guarantee at http://neobax.com
> --
> ACNE-R :
> Most Effective Herbal Remedy For Acne Removal !
> Removes pimples, cyst, blackheads, whiteheads and
> other types of acne !
> http://acne-treatment.neobax.com
>
>
> NINOPILLS :
> The Best Natural Way Of Premature Ejaculation Treatment
> Increases The Sexual playing Time Of Normal A Normal Man.
> Now You Can Make Love All Night Long !!!
> http://ninopills.neobax.com
>
> NAVADEX :
> An Amazing Herbal Formulation, Cures Impotence & ED
> GET ROCK HARD ERECTIONS WITH NAVADEX !!!
> http://neobax.com/navadex.html
> --
>
>

119. Re: Atari 1200xl keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 02:21:08 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <_XoKb.423296$J77.111200@fed1read07>
Source record: 17726

Paul Alhart wrote:

>>Any ideas on how to troubleshoot, or where I can get a keyboard for a
>>reasonable price?
>>
>>
>
> If you remove the keyboard & take out all those little screws holding the
> back plate on, you will see a sheet of mylar with the contacts on it. Can't
> remember if it is folded or covered by a separate sheet of plastic. VERY
> very carefully lift the mylar to separate it from the rest of the keyboard.
> It tends to really get stuck down with age which is why it's not working. DO
> NOT tear it because the traces are on the mylar sheet. If any are broken or
> rotted away redraw them with a conductive pen. Wipe it with a dry cloth and
> put it all back together. You may have to use a drop of isopropyl alcohol on
> the cloth if there is any fungus built up.That should do it.
>
> Paul
>
>

Paul:

I can't thank you enough! That did the trick - carefully cleaning the
mylar and the circuit board and now it's good for another 20 years. :)

There were a couple of spots that "ripped" as I was pulling it off, but
they were small and did not have any tracings on them (insulating
material).

Thank you again,

Jerry

120. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 03:38:14 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <G4qKb.5814$uF6.1767989@news1.news.adelphia.net>
Source record: 17728

> What's your setup chief?
> Tell me what you use to connect up please!
> I was just using the RF output, but I'm awaiting a monitor cable so I can
> use the 800xl's monitor port.

I did not use the RF output, I used a monitor cable. There is composite in
which I plugged that into.
It's been a while since I've used it (probably 1+ years). I was thinking of
selling it. The colors look too pastel-like on a VGA monitor.

HTH,
~brian

121. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 07:26:44 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vvkopkd4cfm8f3@corp.supernews.com>
Source record: 17727

"kevin" <nospam@nospam.org> wrote in message
news:0nnhvv0ldvc1aolu3t0d3515nn4cro1ivk@4ax.com...
> On Sun, 4 Jan 2004 21:33:09 -0500, Roy G Biv <8-bitter@8-bit.land>
> wrote:
>
> > Thanks! I'm greatly relieved that I won't have to *not* probe
> >further! <grin!>
>
> yes, well, your welcome. actually I orig. said over $100. I think
> the price has gone up since I posted. 170 is actually 10 dollars more
> than a refurbed amiga 1200 which came out in 92 and features a 68020
> 14mhz, with pretty good graphics etc... so I think the price is
> definetly over the top.
>
Where can one get reburn Amiga 1200s from???

I have seen Atari 130XEs go for $70 to $150 on eBay. I myself am in search
of a MINT/NEW 130XE complete in the box (To compliment my BRAND NEW XF551
drive!) ;)

Tim

122. Re: Atari 1200xl keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 08:52:29 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <hHuKb.517$Dt4.65@nwrddc02.gnilink.net>
Source record: 17729

> I can't thank you enough! That did the trick - carefully cleaning the
> mylar and the circuit board and now it's good for another 20 years. :)
>
> Thank you again,
>
> Jerry
>

Good job Jerry. Let's keep those Ataris alive & working forever.!!

123. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 16:28:16 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <vvlofem9v2ar91@corp.supernews.com>
Source record: 17730

You have some disks, but the directory is corrupted.
What are you using to get the directory? I guess you are using
DOS. What DOS are you using? For instance, if you are
using DOS 2/2.5 or MyDOS to read the directory of a SpartaDOS
disk, it won't work.
There are programs to edit sectors on a disk, such as Diskey
or Disk Wizard II. Even programs to dump sectors to a file.
You need to tell us more about what you have, what DOS you're
using, what emulator you're using to access disk images on
your Mac, exactly what you're doing.
If it is a DOS 2/2.5 disk, you might be able to restore the directory,
but it isn't easy.
I forget the directory structure. It starts at sector 360 for DOS 2/2.5.
Has a VTOC, then the directory entries in 360+ sectors.
SpartaDOS has a completely different directory structure.

124. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 16:54:18 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <XKBKb.16$2n.90904@news.abs.net>
Source record: 17731

Sounds like the best step would be for me to use one of the PD runtime libs,
and write my own Action! FP functions to wrap the ROM functions. If I do so
I'll share the code with anyone who wants it.

-Jason Harmon

"richard cortese" <ricortes@earthlink.net> wrote in message
news:UimJb.31711$Pg1.26052@newsread1.news.pas.earthlink.net...
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:9a8ae930.0401020853.47f0ab64@posting.google.com...
> > Hello,
> >
> > I am using Action! to develop some small apps for my 8-bit Ataris.
> > However, I do not have the Runtime or library disks, which I would
> > like to get.
> >
> > I've seen two public domain Action! runtime packages available, and
> > may try those to develop standalone apps, however, I have not seen any
> > PD libraries to add some important missing features like floating
> > point operations.
>
> The FP routine demos were in The Action! Toolkit. You may be able to find
it
> around if you do a search.
>
> The toolkit was not that great, just a demo of how to use FP IIRC. The
> procedure for using it is a lot like assembly language: Reserve 6 bytes
for
> storage of each FP, assign pointers in the OS FP area to your 6 byte area,
> use the ASCII to FP routine in ROM to convert your string i.e. "1234" into
> its FP representation, etcetera.
> >
> > First question.. do the PD runtime packages work as well as the
> > original commercial package, and are there any PD libraries which have
> > most of the functionality of the original? If not, are there any
> > sources of the originals and their docs?
>
> I think I got the PD runtime package off of Compuserve. It did come with a
> some source code. It has the same functionality as the commercial RT pack.
> The only problem I noticed with the PD runtime was the Moveblock()<?>
> routine was slower then the commercial one. I rewrote that at any rate and
> couldn't tell the difference in performance.
>
> IMHO: There are also some utilities you should pick up. There is one that
> will automatically give you a list of routines you use. This is useful

since
> you can edit the ~7k RT that compiles to 4k of added code to your "Hello
> World" demo down to just a couple of extra bytes.
>
> Another one you run while using Action! from the monitor to increase your
> symbol table size. IIRC there is only ~2k reserved by default, and if you
> use the PD RT pack w/o editing it down, it will eat it all up before you
> start to program.
>
>

125. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 17:04:21 UTC
From: kevin <nospam@nospam.org>
Message-ID: <tgqlvvk8cafp8kv1irfcf5ih22otiskf9t@4ax.com>
Source record: 17732

On Mon, 5 Jan 2004 23:26:44 -0800, "Tim" <TjLaZer@NOSPAM.Mail.com>
wrote:

>
>"kevin" <nospam@nospam.org> wrote in message
>news:0nnhvv0ldvc1aolu3t0d3515nn4cro1ivk@4ax.com...
>> On Sun, 4 Jan 2004 21:33:09 -0500, Roy G Biv <8-bitter@8-bit.land>
>> wrote:
>>
>> > Thanks! I'm greatly relieved that I won't have to *not* probe
>> >further! <grin!>
>>
>> yes, well, your welcome. actually I orig. said over $100. I think
>> the price has gone up since I posted. 170 is actually 10 dollars more
>> than a refurbed amiga 1200 which came out in 92 and features a 68020
>> 14mhz, with pretty good graphics etc... so I think the price is
>> definetly over the top.
>>
>Where can one get reburn Amiga 1200s from???
>
>I have seen Atari 130XEs go for $70 to $150 on eBay. I myself am in search
>of a MINT/NEW 130XE complete in the box (To compliment my BRAND NEW XF551
>drive!) ;)
>
>Tim
>

I have a mint condition 130xe, but no box. It comes with a monitor
cable/manual/and power supply.

if you are interested contact kevinsaunders@operamail.com

ps. I will try to get back to you on the store (which I do remember
was in california) that has the 165 A1200's.

kvn

126. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 17:27:08 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <vvlrtrifc4f7a0@corp.supernews.com>
Source record: 17733

There's another possibilty.
You could send me a copy of the image and I could take a look at
it.

remove MUNGE to reply

127. *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-06 21:38:22 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0401061338.7a1bdb7a@posting.google.com>
Source record: 17734

thx.

128. Re: *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 00:27:23 UTC
From: mo <momo@atariland.com>
Message-ID: <LnIKb.1837$Jb4.197@fe2.texas.rr.com>
Source record: 17735

Nope, I've been wondering myself. I know he's an older guy (how much, I don't know). I hope he's okay, it's been a while since I've heard from him.
Mo

"status@rtdos.info" <rtdos@juno.com> wrote in message news:f927c019.0401061338.7a1bdb7a@posting.google.com...
> thx.

129. Re: 5V Switching PS

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 04:21:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040106232155.11149.00002471@mb-m11.aol.com>
Source record: 17736

Hi Steve-

> Your biggest problem will be noise. While its possible you will find a switcher brick with a nice clean DC output, its unlikely. <

Hmm, I hadn't thought of that one... I'll put one on my 'scope and see what it looks like. They are different applications, but wouldn't the devices these power (especially USB hubs) be subject to noise, also?
Larry

130. "Disk Emulator Routine"?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 05:37:26 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040107003726.11149.00002476@mb-m11.aol.com>
Source record: 17737

Anyone recall this item and/or what it does? I don't remember ever seeing this advertised in the 80's.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3069697756&category=3528

Larry

131. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 05:40:49 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FFB9C32.A379DBE4@rogers.com>
Source record: 17738
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hiya

Impmon wrote:

> "Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
> news:k2gwu8fu7ho.fsf@legolas.mdh.se...
> > "Impmon" <Impmon@digi.mon> writes:
> >
> > > Or maybe a VIC 20 would be easier (6502A)?
> >
> > There once was an Atari 2600 adapter system announced for the VIC-20,
> > but to my knowledge it still only exists as hand-drawn images and
> > vapor. It would connect externally to the VIC, but I don't know to
> > what extent it would take advantage of the computer.
>
> Looks like another vaporware for me to investigate. I've been looking for
> another: Spartan system that adds to C64 and makes it Apple II. (Apple II
> also uses the 6500 series CPU)

The spartan wasnt a fake or vapour, it did exist, one of the dealers on queen street in toronto, who's name I've long forgotton (is also long gone) had 100 of these when mimic systems went bust. Active surplus across the street also had several hundred that they sold off as well, most of them being sold as scrap parts despite all of them being in working condition. Since I also had one for a while I can say for sure they did exist.

132. 5200 and Indus GT AC/DC Adapter For Sale on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 12:40:51 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <Q5TKb.30$pk6.29@bignews6.bellsouth.net>
Source record: 17739

Copy this link to your address bar for details.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3070099117

133. Re: Atari 1050 disk drive help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 12:49:53 UTC
From: Bill <bab5@eircom.net>
Message-ID: <xjTKb.3663$HR.7963@news.indigo.ie>
Source record: 17740

Oliver,

the diagram I'm looking for is the internal mechanical layout of the 1050 as I need to put the internal components of the disk drive back together.

Bill

134. Re: Atari 1050 disk drive help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 14:53:15 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bth2u2$eg8$1@news1.nivel5.cl>
Source record: 17741

A picture of a opened 1050 work for you ???

"Bill" <bab5@eircom.net> escribi&#65533; en el mensaje
news:xjTKb.3663$HR.7963@news.indigo.ie...
> Oliver,
>
> the diagram I'm looking for is the internal mechanical layout of the
> 1050 as I need to put the internal components of the disk drive back
> together.
>
>
> Bill
>
>
>

135. US trip -- 8bits anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 16:17:37 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0401070817.3647a1c2@posting.google.com>
Source record: 17742

Hi all

I'm making a trip to the US soon (from the UK) which starts in New York, then flying to San Francisco and then to Los Angeles.

As a lifelong (well, almost...!) devotee of Atari 8bits I wonder if there's anywhere I can go in any of these cities that I might find bits of kit or software? Obviously I realise that each place is pretty big but what do you think? Thrift shops? Second-hand computer stores and the like?

Thanks for any advice
Jerry

136. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 19:01:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FFC5798.55D5417B@students.uni-mainz.de>
Source record: 17650

Well,
if the disks are in DOS 2 format you can use Turbo DOS by (german)
Reitershan. This DOs has a built-in Diskfix program that will not only
repair "Error 164" disks, it will also repair most DOS 2 disks with a
bad and a partly destroyed/overwritten VTOC and/or Directory. The
function in this diskfix utility is called recover directory - the
program then scans the whole disks and marks start and end sectors. it
can also automatically find out if a file is Basic (*.BAS), ML (*.COM),
listed (*.LST) or text (*.TXT) format. when finished "scanning" the
program will report the number of files, their start + end sectors,
their extenders (it uses *.REC if the program source is unknown) and
other information. You are then asked to write a new Directory
(Filenames will be File01.*, File02.* File03.*, etc.) and VTOC (confirm
with Y or Return) and voila you have repaired and rescued a DOS 2
disk...

I already used this utility a dozen of times and it worked great !! One
can also use it to search for any files on a disk that otherwise appears
as a bootdisk (no dir entries) and sometimes it turns out that some
"bootdisks" really contain disk-files... Since Turbo-DOS works only in
DOS 2.x format, this utility can only find DOS 2 files (no DOS 3, DOS 4,
DOS XE or Sparta DOS files)... But therefore it also contains at least a
DOS 3 and DOS 4 converter... However the max. disk density for Turbo DOS
is 360kbytes - the same counts for the diskfix utility. E-Mail me at
amp<no-spam>@abbuc<no-spam>.de or simply use the e-mail adress that
appears in the header of this posting... greetings, Andreas.

Jeremy Bell schrieb:
>
> The disks I'm referring to are all disks that worked at one time, but
> then became unusable because their directories got corrupted. They
> contained Atariwriter (word processor) files. I know my Atariwriter
> files are still on there, because when I use Sherlock (the Atari
> program I mentioned before) I can view indivitual sectors and see my
> files. But this is the only way I can get to them, and I really don't
> want to go through every sector and write everything out by hand.
>
> What I really need is some program that will let me specify a start
> and end sector and then convert all the sectors into a text file.
>
> jeremy
>
> "russg" <russg@en.com> wrote in message news:<vvj2gm3u614b51@corp.supernews.com>...
> > (deja vu)
> > (When you try to view a directory, you get part of a file instead.)

> > I think that's what you said, and that you had the same problem
> > with a real atari.
> > It almost sounds like you're trying to get a directory of a SpartaDOS
> > disk with MyDOS or DOS 2/2.5.
> > Could you be more specific in describing what is happening?
> > I know of no utilities that will repair a bad disk image, especially
> > if you don't know what's wrong with it.
> > Maybe you could describe how you made the images.
> > Did you use an interface cable and sector copy disks to an
> > image on the PC? Or did you use some disk2atr utility?
> > Russg

137. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 19:28:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FFC5DC8.F4FCFBBF@students.uni-mainz.de>
Source record: 17651

Well,
maybe if you have some bad luck with old emulators or old converters, it could be, that the images are DD and do have the DD-image bug (e.g. 183,952 bytes versus 184,336 Bytes in 180kbyte format). In double density format *normally* only the data sectors are double density, whereas the boot, vtoc, directory sectors are *normally* only single density (alas, there are exceptions - some DOSses use DD directory sectors for 128 file entries). Meaning, the Atari (its OS!) will only accept the boot sectors in single density - and thus the floppy drive or emulator has to send the first 3 sectors with 128 bytes each (3x 128 = 384 Bytes, the exact difference between 183,952 and 184,336 Bytes), otherwise you will get a boot error. If the emulator sends 256 Bytes for each boot sector, the disk will not boot and furthermore it might also happen (if you copy this disk onto a real Atari 5,25" disk) that data/VTOC/Directory sectors get corrupted...

Yes, emulators are a little wierd/weird (?) with double density Atari formats. Sio2PC saves DD/180k with 184,336 Bytes but luckily sends each boot sector in single density (so DD images will boot fine with SIo2PC). Some older versions of Atari 800 merely acceppted the shorter 183,952 Bytes DD/180k disks and refused to boot or load any SIO2PC created images - but newer versions of Atari 800 accept both formats...

There might also occur problems with Ataridsk and WriteATR (both by HiasSoft!). When you copy some files with Ataridsk from PC to Atari disk, it does not count the number of files - and if you are really lucky, and all your files are extremely short, it might happen that you select more than 64 files and the program also copies more than 64 files to the Atari disk, therefore destroying data sectors. With WriteATR you can read Atari disks in 180k, 360k and 720k in many different floppy modes and then create ATR images on your PC. If I remember correctly, the program will (always) only read up to 64 files per Directory. But, in Turbo-DOS, Bibo-DOS (and some other DOSses) it is legal to use the Directory of a 360k disk with double density and thus store up to 128 files on such a disk. WriteATR will not be able to read all these 128 files, since it assumes, that the dir sectors are only single density... Just some wierd thoughts... greetings, Andreas Magenheimer.

russg schrieb:
>
> There's another possibilty.
> You could send me a copy of the image and I could take a look at
> it.
>
> remove MUNGE to reply

138. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-07 23:47:48 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <yU0Lb.151765$VB2.585867@attbi_s51>
Source record: 17743
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> >>I am glad there are still Atari dealers where I can spend
> >>decent money on quality gear at a fair price.

Just a question.. who are these dealers that sell at a "fair price?". Most dealers I see around are priced much higher than what you can buy stuff for on ebay. :(

Cheers.

139. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 00:22:07 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <Po1Lb.82737$I07.411417@attbi_s53>
Source record: 17744

$175 + shipping... LOL... wow... I don't think I would have paid that much
for it brand new back in the day..

What exactly does refurbished mean anyway? Cleaned up? Components replaced?
Etc... just wondering.

> http://www.best-electronics-ca.com/130xe.htm
>
> They are called Best Electronics and they sell refurbed NTSC 130xe
> (except mine is in mint condition and includes a monitor cable) for
> $175 + shipping.
>
>
>
>
>
> kvn

140. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 00:36:13 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffcd04a$1@news.greennet.net>
Source record: 17745
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bt9s51$g8b$1@news1.nivel5.cl...
> Personally..
> For me, it is cheaper and faster to buy over eBay than anyplace else..
> (I'm from chile)

Nice one !! here in the UK we are short on folk from Chile, we do have
many from other countries but woud like to enritch our culture even more
with a smattering from your country , I do hope when you come you will all
work for 40 years and die in poverty like british pensioners

141. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 01:00:40 UTC
From: mo <momo@atariland.com>
Message-ID: <YY1Lb.435$1F4.340@fe2.texas.rr.com>
Source record: 17746
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:yU0Lb.151765$VB2.585867@attbi_s51...
> > >>I am glad there are still Atari dealers where I can spend
> > >>decent money on quality gear at a fair price.
>
> Just a question.. who are these dealers that sell at a "fair price?". Most
> dealers I see around are priced much higher than what you can buy stuff
for
> on ebay. :(
>
> Cheers.
>

Thats because they buy their stuff off of Ebay and resell it at a mark-up. I
try to skip the middle man as much as possible.
Mo
```

142. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 02:19:46 UTC
From: kevin <nospam@nospam.org>
Message-ID: <affpvvcrb9uf1lntv7quest2lui1sqnvqc@4ax.com>
Source record: 17647

On Thu, 08 Jan 2004 00:22:07 GMT, "SteveV4V" <stevev4v1@comcast.net>
wrote:

>$175 + shipping... LOL... wow... I don't think I would have paid that much
>for it brand new back in the day..
>
>What exactly does refurbished mean anyway? Cleaned up? Components replaced?
>Etc... just wondering.

you know what, now that I think of it... I didnt pay 175 for it back
in the day... You've gotta wonder who IS paying that price?

refurbishing generally means restoring to like new condition.

kvn

143. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 03:21:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <pajpvv8p5k9e1sso4spki4or3jcpku8htt@4ax.com>
Source record: 17648

Hi Jason,

With my 130XE,

monitor port->chroma/luma cables->S-video->CheeseBox->VGA

was WAY better than

monitor port->composite video->CheeseBox->VGA

which also also very good.

I admit, I'm not sure I'd seen the Atari's separate chroma/luma signal before this, but really, it blew me away how sharp the VGA picture was when connected via s-video through the CheeseBox.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

On Sat, 3 Jan 2004 23:45:41 -0500, "Jason Harmon" <jharmon@us.net> wrote:

>I noticed that the cheesebox also has S-Video input. It would be
>interesting to see what the video quality is like when going from Atari
>Chroma+Luma to SVideo to cheesebox to VGA monitor. If anyone has a chance
>to compare this to using the composite input on the box, I'd be interested
>to know the difference.
>
>-Jason Harmon
>

144. Re: "Disk Emulator Routine"?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 03:31:53 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ctjpvvol8a7064b0p6i2uer235s2qaeb26@4ax.com>
Source record: 17649

On 07 Jan 2004 05:37:26 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Anyone recall this item and/or what it does? I don't remember ever seeing this
>advertised in the 80's.
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3069697756&category=3528
>
>Larry

Hi Larry,

Looks like the answer is here:

http://www.atarimagazines.com/v7n7/8BitToolhouse.html

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

145. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 03:57:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <Cy4Lb.7303$XF6.159214@typhoon.sonic.net>
Source record: 17652

Slor <slor@comcast.net> wrote:
> Sounds like a place I need to work for! I can't imagine much more fun than
> being paid to recreate 80s-ish games...

Heh... In some ways, the little Atari is more powerful than some of these phones. Not that I've gotten into raw assembly or anything (probably not possible due to certification issues), but I'm using C and some things are still VERY slow. I can't use neat tricks like DLIs and VBIs. :^(

But, the horsepower of the CPU _usually_ makes up for it. I think most developers working on these phones have the same issues, so at least my games don't end up looking _too_ slow or lame, compared to what else is already on the market. ;^)

My latest game will probably be the first to be published. Hopefully by February!

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

146. Re: Marathon & Maths For Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 04:00:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <9B4Lb.7304$XF6.159194@typhoon.sonic.net>
Source record: 17653

yishyosh <yishyosh@hotmail.com> wrote:
> Does anyone have an image for one of my all time favourites, Marathon &
> Maths For Fun (by English Software Company)?
> http://www.ozkan.co.uk/atari/marathon2.jpg

That looks like a neat, simple little game. I'm going to suggest to my
friends at Tux4Kids that a remake be done (as Open Source) for kids today. :^)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

147. Re: US trip -- 8bits anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 04:09:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <eK4Lb.7305$XF6.159405@typhoon.sonic.net>
Source record: 17654

Jerry <jerry_glenwright@hotmail.com> wrote:
> Hi all

> I'm making a trip to the US soon (from the UK) which starts in New
> York, then flying to San Francisco and then to Los Angeles.

> As a lifelong (well, almost...!) devotee of Atari 8bits I wonder if
> there's anywhere I can go in any of these cities that I might find
> bits of kit or software? Obviously I realise that each place is pretty
> big but what do you think? Thrift shops? Second-hand computer stores
> and the like?

You might wanna drop by the San Leandro Computer Club, in the SF Bay Area:

http://william_george.tripod.com/slcc/

B&C Computer Vision is (admittedly, quite a bit) east of the SF Bay Area:

http://www.myatari.com/

And Best Electronics is down in San Jose (south of SF):

http://www.best-electronics-ca.com/

Enjoy! :^)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

148. Re: Action! Runtime and Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 04:13:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <NN4Lb.7307$XF6.159469@typhoon.sonic.net>
Source record: 17655

richard cortese <ricortes@earthlink.net> wrote:
> I think the univ.mich archive is gone now so it may be a bit tough to find.

Seems to be alive. Not updated any more, though <:^(

http://www.umich.edu/~archive/atari/8bit/

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

149. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 07:17:15 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <3FFD03FB.A597209C@a8maestro.com>
Source record: 17656

Michael Gale wrote:

> Just to follow up my first post. I managed to get the cable working. The
> problem, of course, was a silly thing indeed. The cable colour coding was
> based on a system several years old, when monitors that accepted chrominance
> and luminance as input were fairly common. The red and white cables were
> the chroma and luma cables (not audio!), and the yellow cable was the
> mono-audio signal. Still haven't figured out what the black cable is used
> for (maybe for stereo sound?)
> --Michael

The Black should be standard composite video.

This same cable was used for the Commodore 64, but different color plugs were used.

Rick D.

150. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 10:23:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040108052304.08030.00002421@mb-m16.aol.com>
Source record: 17657

Hi Andreas-

> ...if the disks are in DOS 2 format you can use Turbo DOS... <

Hey, that's neat! I didn't know that Turbo Dos could do that. Thanks for the tip.

Larry

151. Re: US trip -- 8bits anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 10:29:09 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0401080229.49156568@posting.google.com>
Source record: 17658

bill@newbreedsoftware.com (William Kendrick) wrote in message news:<
>
> You might wanna drop by the San Leandro Computer Club, in the SF Bay Area:
>
> http://william_george.tripod.com/slcc/
>
>
> B&C Computer Vision is (admittedly, quite a bit) east of the SF Bay Area:
>
> http://www.myatari.com/
>
>
> And Best Electronics is down in San Jose (south of SF):
>
> http://www.best-electronics-ca.com/
>
>
> Enjoy! :^)
>
> -bill!

(At risk of wasting bandwidth) thanks for that Billï¿½
Jerry

152. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 10:49:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040108104950.41469A@ilaskey.cix.co.uk>
Source record: 17659

In article <3ffcd04a$1@news.greennet.net>, No@noklshfgdsghh.ie (Annie)
wrote:

>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bt9s51$g8b$1@news1.nivel5.cl...
> > Personally..
> > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > (I'm from chile)
>
> Nice one !! here in the UK we are short on folk from Chile, we do have
> many from other countries but woud like to enritch our culture even
> more with a smattering from your country , I do hope when you come you
> will all work for 40 years and die in poverty like british pensioners
Someone got out of bed the wrong side...

153. Re: "Disk Emulator Routine"?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 11:04:28 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040108060428.08030.00002423@mb-m16.aol.com>
Source record: 17660

Hi Michael-

Thanks very much for the info/link. After I read the article, I Googled the "Disk Emulator Routine" and got several links. I never thought to use Google or Yahoo to find something that obscure. Amazing how much Atari stuff one can find with a conventional search engine.

Regards,
Larry

154. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 11:51:11 UTC
From: Bob Trabucco <bobtrabucco@NOSPAMyahoo.com>
Message-ID: <PubLb.138683$Dt6.3742949@twister.tampabay.rr.com>
Source record: 17661

The Atari's did have "soul". They were just plain fun too. Simple enough
that you could understand and know EVERYTHING about them yet powerful enough
to be interesting.

Funny thing too is that since the Atari days the only game to really capture
my attention and make me love to play was Halo on my XBox....

"Nearl J Icarus" <nj_toothenbecker@hotmail.com> wrote in message
news:QJRHb.22848$ti2.17423@lakeread03...
> In article <Y9KdnSDjbeVzwk6i4p2dnA@comcast.com>, the.z.guy@comcast.net
says...
>
> >My first computer was an Atari 400 with a cassette drive.
> >God I despised that keyboard! What's the technical term for that? crappy?
> >bubble-something-or-another?
>
> I didn't mind the membrane keyboard that much. Since it was the first
computer
> I ever had, I didn't have much to compare it to. The one I had a little
more
> sensitive than what others had (I bought it in '82). A guy I knew on the
BBSs
> who had a 400 said that he had to use ball peen hammers to type on his.
8-)
>
> >And the cassette drive, don't get me started.
>
> Like the 15 minutes it took to load Zaxxon. All the copy protection they
used
> and all it took was two cassette players to make a copy. (and they still
> haven't learned any lessons about copy protection).
>
> >>"kev" <kevin@kevin.net> wrote in message
> >> Do you feel the same way? I have a theory that since atari really
> >> never made a sequel to the atari 800, we just kind of never "let go".
> >> The Atari ST was a different beast altogether and while the Amiga was
> >> definetly created with the same spirit hardware wise it's OS was not
> >> like the 8-bit at all and it was very expensive.
>
> The Atari had soul. It was fun to play with. I didn't get into clones
until
> '95 when my A2000 finally crashed. I pity all the people who had to use
> clones. The Atari 8-bits, ST, and Amigas were so much easier to use.
>
>

155. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 12:13:29 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040108071329.07934.00002695@mb-m16.aol.com>
Source record: 17662

Here's a related comment and question about ATR's.

First, I have found that some "ATR's" are actually XFD's, which naturally offsets everything by 16 bytes. Easy to diagnose though, by looking at the start of the directory sectors. And APE will not accept an "ATR" that is really an XFD, although some emulators accept either and don't care about the suffix.

Second, I presume there is a format or protocol for "short ATR's"? Those being the ones that have a lot of blank disk space that has been removed. Any info on how those are created?

Larry

156. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 13:52:21 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btjjns$6al$1@news1.nivel5.cl>
Source record: 17663
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
i don't get it...
What's going on ?
```

"Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
news:3ffcd04a$1@news.greennet.net...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bt9s51$g8b$1@news1.nivel5.cl...
> > Personally..
> > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > (I'm from chile)
>
> Nice one !! here in the UK we are short on folk from Chile, we do have
> many from other countries but woud like to enritch our culture even more
> with a smattering from your country , I do hope when you come you will all
> work for 40 years and die in poverty like british pensioners
>
>

157. any1 got xex2cas ...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 14:32:26 UTC
From: ian <cker@SPAMOFF.co.uk>
Message-ID: <3ffd6986$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 17664

any1 got xex2cas converted xex files to work with atari800win emulator only
i cant get them do anything but come up with a error or if i try and boot
them the tape stops and nothing happends.

cheers
ian

158. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 15:24:49 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffda090@news.greennet.net>
Source record: 17665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
It doesn't have to be spelt out!
```

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:btjjns$6al$1@news1.nivel5.cl...
> i don't get it...
> What's going on ?
>
>
> "Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
> news:3ffcd04a$1@news.greennet.net...
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > Personally..
> > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > (I'm from chile)
> >
> > Nice one !! here in the UK we are short on folk from Chile, we do have
> > many from other countries but woud like to enritch our culture even
more
> > with a smattering from your country , I do hope when you come you will
all
> > work for 40 years and die in poverty like british pensioners
> >
> >
>
>

159. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 15:39:06 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <btjtob$62i$1@reader10.wxs.nl>
Source record: 17666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Annie wrote:

> Nice one !! here in the UK we are short on folk from Chile, we do have
> many from other countries but woud like to enritch our culture even more
> with a smattering from your country , I do hope when you come you will all
> work for 40 years and die in poverty like british pensioners

Yes and a big Sieg Heil to you too.

I don't know what brought on this rant, but I don't think Bruce had any
intention of emigrating to the UK.

I already knew racists were stupid enough to blame all foreigners for
their own problems, but even jumping on someone when he says "I'm in
Chile" is even more stupid than I'd ever imagine people like you to be. :)

What I fail to see is what your nazi talk has to do with eBay or Atari.

Have you got one final excuse before I post a complaint to v21?

Maurits.

160. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 19:06:01 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ffda9b6_4@corp.newsgroups.com>
Source record: 17667
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bruce" <No-Spam@Ivn.cl> wrote
> i don't get it...
> What's going on ?

Good question! You'd think someone has pissed in his coffee or
something by the response he posted. Then again, if that is how he
he treats people, I hope somebody does piss in his coffee!

<g>
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

161. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 19:20:03 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvrbavnnspjc9f@corp.supernews.com>
Source record: 17668

Try this site for information and source codes to making kboot images 'ATR'
http://home.earthlink.net/~atari8bit/a8emulators.html
Basicly the boot sectors point to the only file stored on the disk, and all
other sectors are removed from image.

RoyE

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040108071329.07934.00002695@mb-m16.aol.com...
> Here's a related comment and question about ATR's.
>
> First, I have found that some "ATR's" are actually XFD's, which naturally
> offsets everything by 16 bytes. Easy to diagnose though, by looking at
the
> start of the directory sectors. And APE will not accept an "ATR" that is
> really an XFD, although some emulators accept either and don't care about
the
> suffix.
>
> Second, I presume there is a format or protocol for "short ATR's"? Those
being
> the ones that have a lot of blank disk space that has been removed. Any
info
> on how those are created?
>
> Larry
>
>

162. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 19:37:13 UTC
From: drojo1@lycos.co.uk
Message-ID: <fa3f7acf.0401081137.aa3fa3e@posting.google.com>
Source record: 17669
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Annie: You better explain, otherwise you sound just like a bigot.

Daniel.

---------
| * | |
---------
|\\\\\\\\\|
---------

"Annie" <No@noklshfgdsghh.ie> wrote in message news:<3ffda090@news.greennet.net>...
> It doesn't have to be spelt out!
>
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:btjjns$6al$1@news1.nivel5.cl...
> > i don't get it...
> > What's going on ?
> >
> >
> > "Annie" <No@noklshfgdsghh.ie> escribii¿½ en el mensaje
> > news:3ffcd04a$1@news.greennet.net...
> > >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > > Personally..
> > > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > > (I'm from chile)
> > >
> > > Nice one !! here in the UK we are short on folk from Chile, we do have
> > > many from other countries but woud like to enritch our culture even
> more
> > > with a smattering from your country , I do hope when you come you will
> all
> > > work for 40 years and die in poverty like british pensioners
> > >
> > >
> >
> >
```

163. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 21:07:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040108160710.26239.00002949@mb-m06.aol.com>
Source record: 17670

Thanks, Roy, but I don't find anything there that relates to the short type of ATR. I downloaded several utilities and launched them, but no luck. Do you perhaps remember what app or utility you saw this in?
Thanks,
Larry

164. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 21:08:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040108210855.16801C@ilaskey.compulink.co.uk>
Source record: 17671

In article <btjtob$62i$1@reader10.wxs.nl>,
james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:
> Yes and a big Sieg Heil to you too.
If you read it, they were having a dig at the UK way of life, not Chile.
That's how I read it anyway.

165. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 22:15:36 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvrlk3sgqn1ub0@corp.supernews.com>
Source record: 17672

This page tells about the header for ATR format. To change an XFD to ATR
add this header.

http://www2.asw.cz/~kubecj/afmtatr.htm

This old thread on Google groups is about the K-boot and Makeatr stuff

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=ef53b03c.0202130851.7f04050b%40posting.google.com&rnum=1&prev=/groups%3Fq%3Dkboot%2Batr%2Bgroup:comp.sys.atari.8bit%26hl%3Den%26lr%3D%26ie%3DUTF-8%26group%3Dcomp.sys.atari.8bit%26selm%3Def53b03c.0202130851.7f04050b%2540posting.google.com%26rnum%3D1

This xlsearch for makeatr might help also

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=makeatr&sortby=Name

The previous post about this process is on Ken Siders web page seems to be a
broken link.
There also other utilities that help you do this process.

Regards
RoyE
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040108160710.26239.00002949@mb-m06.aol.com...
> Thanks, Roy, but I don't find anything there that relates to the short
type of
> ATR. I downloaded several utilities and launched them, but no luck. Do
you
> perhaps remember what app or utility you saw this in?
> Thanks,
> Larry

166. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-08 22:26:37 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffe036e$1@news.greennet.net>
Source record: 17673
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what I really ment is that the Morris Minor was probably the best car ever made

"Daniel" <drojo1@lycos.co.uk> wrote in message news:fa3f7acf.0401081137.aa3fa3e@posting.google.com...
> Annie: You better explain, otherwise you sound just like a bigot.
>
> Daniel.
>
> ---------
> | * | |
> ---------
> |\\\\\\\\\|
> ---------
>
>
>
>
>
> "Annie" <No@noklshfgdsghh.ie> wrote in message news:<3ffda090@news.greennet.net>...
> > It doesn't have to be spelt out!
> >
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:btjjns$6al$1@news1.nivel5.cl...
> > > i don't get it...
> > > What's going on ?
> > >
> > >
> > > "Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
> > > news:3ffcd04a$1@news.greennet.net...
> > > >
> > > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > > > Personally..
> > > > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > > > (I'm from chile)
> > > > >
> > > > Nice one !! here in the UK we are short on folk from Chile, we do have
> > > > many from other countries but woud like to enritch our culture even

> > more
> > > > with a smattering from your country , I do hope when you come you
will
> > all
> > > > work for 40 years and die in poverty like british pensioners
> > > >
> > > >
> > >
> > >

167. My success with 800xl on my PCs monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 01:52:02 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <fNWdneE5MvHdlGOi4p2dnA@comcast.com>
Source record: 17674

Thanks to all of those who gave me input on this topic.
I now have my 800xl hooked up to my PCs monitor.
Combine that with the sio2pc cable, and I don't need the atari disk drive either.

So, it works pretty well.

I picked up a cable for the 800xl that goes to its monitor port.
On the other end of the cable are RCA-style plugs. The sound one I run to speaker.
The video one I plug into my new "cheesebox" which then runs to my PC's VGA monitor.
The cheesebox is like a video switchbox. Like an "A" or "B" input device that shares the same output (pc monitor). a=my ibm PC, b = 800xl.

-z-

168. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 01:54:02 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <OvudnSraat8mlGOiRVn-vg@comcast.com>
Source record: 17675

hey gang -

Is there a version of SIO2PC that you can run in Windows? If I don't boot from a DOS disk then this program won't work for me. I'd love to stay in Windows!

Or maybe there's another program I can use to emulate the atari disk drive???

-z-

169. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 02:34:02 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com>
Source record: 17676

Z.Beeblebrox wrote:
> hey gang -
>
> Is there a version of SIO2PC that you can run in Windows? If I don't boot
> from a DOS disk then this program won't work for me. I'd love to stay in
> Windows!
>
> Or maybe there's another program I can use to emulate the atari disk
> drive???
>
> -z-

Your two best options are either Atari810
(http://retrobits.net/atari810.html) or APE (http://www.atarimax.com/).
I personally use Atari810 for two reasons:

1) I've never been able to get APE to work.

2) Atari810 is free.

Although my experience hasn't been too good with APE so far, I know that
plenty of people in the A8 community swear by it. I'd suggest looking
into both of those options and see what works best for you.

Tim

170. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 03:05:25 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvs6jgegi2nc43@corp.supernews.com>
Source record: 17677

APE and the PC mirror option is amazing. I set D2: as PC mirror. I have
been able to fine tune my hard drive for Atari and Blackbox. One directory
mirror for SpartaDOS and another directory for Mydos and AtariDOS 2.5..
Atari810 is awesome also now that I have all my ATR's in a row..
I have recently found another SIO2PC program called ARFD 1.91 that I am
still working with not much luck tho ..... Too many options. This is
bundled with a nice Monitor program for windows, Im still tring to figure
this out also.

RoyE

"Tim Wilson" <timkel@swbell.net> wrote in message
news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> Z.Beeblebrox wrote:
> > hey gang -
> >
> > Is there a version of SIO2PC that you can run in Windows? If I don't
boot
> > from a DOS disk then this program won't work for me. I'd love to stay in
> > Windows!
> >
> > Or maybe there's another program I can use to emulate the atari disk
> > drive???
> >
> > -z-
>
> Your two best options are either Atari810
> (http://retrobits.net/atari810.html) or APE (http://www.atarimax.com/).
> I personally use Atari810 for two reasons:
>
> 1) I've never been able to get APE to work.
>
> 2) Atari810 is free.
>
> Although my experience hasn't been too good with APE so far, I know that
> plenty of people in the A8 community swear by it. I'd suggest looking
> into both of those options and see what works best for you.
>
> Tim

171. Re: US trip -- 8bits anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 05:17:33 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401090014410.20904@shell1>
Source record: 17678

On Wed, 7 Jan 2004, Jerry wrote:

> I'm making a trip to the US soon (from the UK) which starts in New
> York, then flying to San Francisco and then to Los Angeles.
>
> As a lifelong (well, almost...!) devotee of Atari 8bits I wonder if
> there's anywhere I can go in any of these cities that I might find
> bits of kit or software? Obviously I realise that each place is pretty
> big but what do you think? Thrift shops? Second-hand computer stores
> and the like?

There is the 4Jays shop in Concord in the East Bay (east of San
Francisco). They carry various bits of hardware and software. For the
exact street address, go to http://www.4jays.com

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

172. microPALOOZA (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 06:25:11 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401090122571.23190@shell1>
Source record: 17679
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hello, 8-bit friends,
My article on the December 30 Micro-Palooza C= Party is still a
few days away. However, in lieu of that, here is a December 25 article
from the Portland Mercury newspaper that previewed the show.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
------

microPALOOZA
Tues Dec 30
Ground Kontrol

MUSIC

Wiggle It, That 8-Bit

Music for the Video Game Enthusiast by Julianne Shepherd

IT'S NOT A FESTIVAL of minimal tech-
no, exactly. MicroPALOOZA, a daylong 8-
bit party at Ground Kontrol Retrocade, cel-
ebrates micromusic, or "chip":
music created using similar instru-
ments as the soundtracks in early
video games. It's micro in sound--
pixilated compositions using a single pool of
tones--but macro in size, coming from big,
clunky unwieldy machines like Game Boys,
Commodore 64s, Ataris, synths as big as a
house. Micro may consist of funky, teeny
analog dance floor rhythms, yet it takes on
the glowing keen of old video game sound-
tracks. In this music, the blurpy sonic
ghosts of Dig Dug, Pac-Man, and Space
Invaders lurk behind every melody.

Los Angeles Seth Sternberger is
known as Nastyboy on micromusic.net, the
internet community that acts as a hub for
micro composers worldwide. He's been
making micro for about four years
under the moniker 8-Bit Weapon,

and his current rig includes two Commodore computers--a 64 and a 128--and a cartridge of sounds, controlled by an old Pong paddle. Though some micro enthusiasts are too young to even remember Nintendo, much less Pong, Sternberger says, "One thing that draws people to micromusic is the nostalgia of the video games--taking these nostalgic sounds and making new music, with modern beats. The overall vibe is fun, so it's a really good community. You gotta have that fun, open, kid attitude."

On micromusic.net, you can listen to microradio, choosing from categories like "funky, sporty, worky, spooky, relaxy, lovely--which either sound like the Gus Van Sant remake of the Spice Girls, or varying levels of Donkey Kong. According to Lodus (nee Adam Chronister), "I think what's really appealing about micromusic is that it's not super-inaccessible; you don't have to buy a thousand-dollar synth to be a part of it. You can get Nanoloop and buy a Gameboy for five, ten bucks."

Lodus recently released We Are The Toybreakers (miniature records), a micro-album created with self-made instruments and bent circuits. "I grew up picking apart the toaster and trying to figure out how it works," he observes, "but I never applied it until I picked up THUMB zine #10. They had an interview with Octant and Solenoid and Amps for Christ; it really drew me back towards messing around with electronics. At the time I was working at a thrift store, so finding keyboards was no problem."

Micro's popularity has been on the upswing since the invention of SIDplay, a program that emulates the SID chip--the chip responsible for all those video game scores. In 2002, under the moniker Brotha P Touch, SF musician Lesser released C64 Massive SIDplay (Tigerbeat6), a SID music flagship release. Still, despite some coverage in Urb and The Wire, in America, the micromovement remains largely underground and internet-based. As Lodus

describes it, "I guess you could say it's just a gigantic network of home musicians. A lot of the micro events and festivals are very small." As such, microPALOOZA is the first expansive microevent in the Northwest. At 1 pm, the Commodore enthusiasts will convene, a legion of 64s in tow; the music begins at 6 pm, and will include 8-bit Weapon, Lodus, MOS-8, gotoXY, and Waxin' Wary. If you bootleg it, use a DAT machine; anything newer could sully the vibe.

December 25, 2003 Portland Mercury p. 15

173. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 07:12:19 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <nvsLb.4391$nt4.11385@attbi_s51>
Source record: 17680

I purchased and use Ape from Windows (because I loathe any type of DOS software). This software is excellent although there are a couple of drawbacks...

1. The shareware version is crippled and costs $50 to register and is a bit too expensive in my opinion. But the software does work great so you have to decide if the value is there for your particular needs. I stewed over this for months before I finally decided to spend the money. I am not a frugal person at all but it is priced high enough that I was not comfortable buying it. It really should be around $25. IMHO.

2. One pet peeve I have had about this is that I don't know how all the features of the software work. I have been waiting for the online documentation to be finished so I can fully use and understand all the features of what I spent $50 on... well, there has been a "Coming Soon" link there for over 3 years. :(I have to admit that I am not terribly pleased about this.

This really is an awesome program though, Steve (the author) did a really good job on it.

Anyhow, just my two cents worth.

http://www.atarimax.com

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:OvudnSraat8mlGOiRVn-vg@comcast.com...
> hey gang -
>
> Is there a version of SIO2PC that you can run in Windows? If I don't boot
> from a DOS disk then this program won't work for me. I'd love to stay in
> Windows!
>
> Or maybe there's another program I can use to emulate the atari disk
> drive???
>
> -z-
>
>
>
>

174. ADV: Atari 20/20 Discount! Please Read! New stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 07:26:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401082321470.4760-100000@onyx.spiritone.com>
Source record: 17681
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Check out my WebSite! I've updated my Web-
Site, fixing problems with Word Wrap, Readability, Links and New Catalogs!

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! And a 20% Discount for my more regular /
preferred Customers covering All Games/SoftWare, Books/References and Most
HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
Buyers outside the U.S. take advantage of favorable exchange Rates over
the Dollar! Shipping and selling to anyone/anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs at
http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

175. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 10:59:20 UTC
From: j131@op.dot.pl
Message-ID: <btm1i8$g78$1@korweta.task.gda.pl>
Source record: 17682

In article <vvs6jgegi2nc43@corp.supernews.com>, "RoyE" <r-dean@ charter.net> wrote:
>APE and the PC mirror option is amazing. I set D2: as PC mirror. I have
>been able to fine tune my hard drive for Atari and Blackbox. One directory
>mirror for SpartaDOS and another directory for Mydos and AtariDOS 2.5..
>Atari810 is awesome also now that I have all my ATR's in a row..
>I have recently found another SIO2PC program called ARFD 1.91 that I am
>still working with not much luck tho ..... Too many options. This is
>bundled with a nice Monitor program for windows, Im still tring to figure
>this out also.

ARFD will not work with SIO2PC cable.
ARFD requires slightly different cable design, something ala ProSystem cable
for APE/ProSys; it is usually referred to as 1050-2-PC cable.

j131

176. Re: Repairing Disk Imaages

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 13:45:14 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040109084514.04155.00002864@mb-m29.aol.com>
Source record: 17683

Hi Roy-

Thanks for the new links. I found the info and I'll have to "digest" it. I'm very familiar with the regular ATR's, and in truth, it doesn't really pose any problem to use a "full-sized" ATR -- mostly just curiosity.

Regards,
Larry

177. Re: My success with 800xl on my PCs monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 14:47:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ffe6a5017a3a10@comcast.net>
Source record: 17684

>Thanks to all of those who gave me input on this topic.
>I now have my 800xl hooked up to my PCs monitor.
>Combine that with the sio2pc cable, and I don't need the atari disk drive
>either.
>
>So, it works pretty well.
>
>I picked up a cable for the 800xl that goes to its monitor port.
>On the other end of the cable are RCA-style plugs. The sound one I run to
>speaker.
>The video one I plug into my new "cheesebox" which then runs to my PC's VGA
>monitor.
>The cheesebox is like a video switchbox. Like an "A" or "B" input device
>that shares the same output (pc monitor). a=my ibm PC, b = 800xl.
>
>-z-

Sounds pretty good to me. I have the same type of setup using the
SIO cable only I use my Atari clone (Hades060) as my 8-bit drive.
Nice to not have to rely on the 8-bit disk drive. Those 8-bit
disks are like gold to me and I do not want anything to happen to
them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

178. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 16:24:37 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <8BALb.6875$8H.20695@attbi_s03>
Source record: 17685
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I seem to remember Protecto (I think) running ads in Compute back in
83-84-ish about a VCS adapter for the Vic20. Doesn't mean it was ever made
but then again their 80-column boards and speech synthesizers were made but
are very rare. More than likely though they got scared of Atari and dropped
the product. :)

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gwu8fu7ho.fsf@legolas.mdh.se...
> "Impmon" <Impmon@digi.mon> writes:
>
> > Or maybe a VIC 20 would be easier (6502A)?
>
> There once was an Atari 2600 adapter system announced for the VIC-20,
> but to my knowledge it still only exists as hand-drawn images and
> vapor. It would connect externally to the VIC, but I don't know to
> what extent it would take advantage of the computer.
>
> --
> Anders Carlsson
>
> Ye wonder, she's thirteen beyond an invisible carefully preserved leather
> mouse. Sunday dungeons promising horseback cause loud guessed scissors.

179. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 16:39:27 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2glloht6tc.fsf@legolas.mdh.se>
Source record: 17686
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"SteveV4V" <stevev4v1@comcast.net> writes:

> I seem to remember Protecto (I think) running ads in Compute
> back in 83-84-ish about a VCS adapter for the Vic20.

Yep. It is pretty much this one I'm talking about. It might have existed as a prototype, but surely Compute or someone else would have picked up one and made a short review, even if both the VIC and Atari 2600 were "old news" at the end of 1983.

Maybe it was just a development adapter like the one mentioned here, to use the computer as a storage device to the console.

--
Anders Carlsson

180. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 16:49:34 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <1073666951.9068.0@nnrp-t71-02.news.uk.clara.net>
Source record: 17687

Really does sound like a dream come true - glad it's working out for you,
Bill. Let us know when the game's out. And will we get an Atari port of it?
;-)

181. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 18:43:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FFEF64B.3FC364BE@students.uni-mainz.de>
Source record: 17694

Well,
afaik there is a programm called Atari 810 which does that. There is
also atari File management (AFM by Burkhard Rau) which works the same
way... try to search and find them. I don`t know if any of these do have
any docs... greetings, Andreas.

"Z.Beeblebrox" schrieb:
>
> hey gang -
>
> Is there a version of SIO2PC that you can run in Windows? If I don't boot
> from a DOS disk then this program won't work for me. I'd love to stay in
> Windows!
>
> Or maybe there's another program I can use to emulate the atari disk
> drive???
>
> -z-

182. who was having probs with atari 5200 emulation and pac man

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 19:21:56 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0401091121.3f37e661@posting.google.com>
Source record: 17688

i think i got it figured out

183. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-09 23:59:44 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <tZWdnfgIwazv3WKiRVn-tA@comcast.com>
Source record: 17689

$50! Yikes.
Yeah, I'll use another program or boot to DOS and use my original method.

-zoinks,
z

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:nvsLb.4391$nt4.11385@attbi_s51...
> I purchased and use Ape from Windows (because I loathe any type of DOS
> software). This software is excellent although there are a couple of
> drawbacks...
>
> 1. The shareware version is crippled and costs $50 to register and is a
bit
> too expensive in my opinion. But the software does work great so you have
to
> decide if the value is there for your particular needs. I stewed over this
> for months before I finally decided to spend the money. I am not a frugal
> person at all but it is priced high enough that I was not comfortable
buying
> it. It really should be around $25. IMHO.
>
> 2. One pet peeve I have had about this is that I don't know how all the
> features of the software work. I have been waiting for the online
> documentation to be finished so I can fully use and understand all the
> features of what I spent $50 on... well, there has been a "Coming Soon"
link
> there for over 3 years. :(I have to admit that I am not terribly pleased
> about this.
>
> This really is an awesome program though, Steve (the author) did a really
> good job on it.
>
> Anyhow, just my two cents worth.
>
> http://www.atarimax.com
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:OvudnSraat8mlGOiRVn-vg@comcast.com...
> > hey gang -
> >
> > Is there a version of SIO2PC that you can run in Windows? If I don't
boot
> > from a DOS disk then this program won't work for me. I'd love to stay in

> > Windows!
> >
> > Or maybe there's another program I can use to emulate the atari disk
> > drive???
> >
> > -z-
> >
> >
> >
> >
>
>

184. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 00:00:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <XOmdnU_aYa4M3WKiRVn-hQ@comcast.com>
Source record: 17690

Cool. Thanks.
I'll go try the 810 program.

-z-

"Tim Wilson" <timkel@swbell.net> wrote in message
news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> Z.Beeblebrox wrote:
> > hey gang -
> >
> > Is there a version of SIO2PC that you can run in Windows? If I don't
boot
> > from a DOS disk then this program won't work for me. I'd love to stay in
> > Windows!
> >
> > Or maybe there's another program I can use to emulate the atari disk
> > drive???
> >
> > -z-
>
> Your two best options are either Atari810
> (http://retrobits.net/atari810.html) or APE (http://www.atarimax.com/).
> I personally use Atari810 for two reasons:
>
> 1) I've never been able to get APE to work.
>
> 2) Atari810 is free.
>
> Although my experience hasn't been too good with APE so far, I know that
> plenty of people in the A8 community swear by it. I'd suggest looking
> into both of those options and see what works best for you.
>
> Tim

185. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 00:05:10 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <K5OdnX6GftEq3GKiRVn-sA@comcast.com>
Source record: 17691

doh!

You can't use an ".xfd" formatted image/disk. I only have A FEW of those - most are .atr..... But my favorite it "MULE.XFD" so that kills the whole deal!!!

-z-

"Tim Wilson" <timkel@swbell.net> wrote in message news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> Z.Beeblebrox wrote:
> > hey gang -
> >
> > Is there a version of SIO2PC that you can run in Windows? If I don't boot
> > from a DOS disk then this program won't work for me. I'd love to stay in
> > Windows!
> >
> > Or maybe there's another program I can use to emulate the atari disk
> > drive???
> >
> > -z-
>
> Your two best options are either Atari810
> (http://retrobits.net/atari810.html) or APE (http://www.atarimax.com/).
> I personally use Atari810 for two reasons:
>
> 1) I've never been able to get APE to work.
>
> 2) Atari810 is free.
>
> Although my experience hasn't been too good with APE so far, I know that
> plenty of people in the A8 community swear by it. I'd suggest looking
> into both of those options and see what works best for you.
>
> Tim

186. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 01:24:28 UTC
From: oes <oes@deja.com>
Message-ID: <gvILb.2511$I05.78442@twister.tampabay.rr.com>
Source record: 17692

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:tZWdnfgIwazv3WKiRVn-tA@comcast.com...
> $50! Yikes.
> Yeah, I'll use another program or boot to DOS and use my original method.
>
> -zoinks,
> z
>

There's no shame in booting into DOS, I did that with the SIO2PC 4.19
program for about three years with no complaints. It handled any .atr I
threw at it and did a lot of other functions as well.

I finally got APE for Windows 2000 though mainly because I bought around
$200 worth of hardware and carts from Steven and decided to go all the way
:-) He's done some awesome work with APE, WarpOS+, and the new Flashcarts
so it doesn't hurt to support the effort at www.atarimax.com

187. Re: My success with 800xl on my PCs monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 01:26:00 UTC
From: oes <oes@deja.com>
Message-ID: <IwILb.2512$I05.78049@twister.tampabay.rr.com>
Source record: 17693

Awesome, I'm glad it worked for you. You're right about the sio2pc setup, I haven't used a disk drive in years. All my floppies are there as collection pieces :-)

188. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 05:11:09 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vvv2b6m4mff7f5@corp.supernews.com>
Source record: 17695

> doh!
>
> You can't use an ".xfd" formatted image/disk. I only have A FEW of
those -
> most are .atr..... But my favorite it "MULE.XFD" so that kills the whole
> deal!!!
>
-z-

Steve also has a program called Imagic for windows that will convert XFD files to ATR with out effecting the original file. Imagic duplicates the file and addes the ATR header needed to run with the APE program. XFD files should never be a reason not to have a SIO2PC setup to run files from the PC. APE and Imagic are shareware and crippled somewhat until registered, but I used them both for weeks unregistered.

RoyE

>
> "Tim Wilson" <timkel@swbell.net> wrote in message
> news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> > Z.Beeblebrox wrote:
> > > hey gang -
> > >
> > > Is there a version of SIO2PC that you can run in Windows? If I don't
> boot
> > > from a DOS disk then this program won't work for me. I'd love to stay
in
> > > Windows!
> > >
> > > Or maybe there's another program I can use to emulate the atari disk
> > > drive???
> > >
> > > -z-
> >
> > Your two best options are either Atari810
> > (http://retrobits.net/atari810.html) or APE (http://www.atarimax.com/).
SNIP

189. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 10:50:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401100245410.3616-100000@onyx.spiritone.com>
Source record: 17696
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

190. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 22:35:00 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <VfadnZQxzeKI453d4p2dnA@comcast.com>
Source record: 17597

I downloaded Imagic from Steve's site, but it doesn't look like it has the
capability to convert xfd to atr or vice versa.
I was just using it, and can't seem to figure out exactly what it does.

Under ATR, you can only view .atr files, and if you go to save/new, you can
only choose ".atr"
same with .xfd.....so I don't see how you're suppose to convert them.

-z-

"RoyE" <r-dean@ charter.net> wrote in message
news:vvv2b6m4mff7f5@corp.supernews.com...
> > doh!
> >
> > You can't use an ".xfd" formatted image/disk. I only have A FEW of
> those -
> > most are .atr..... But my favorite it "MULE.XFD" so that kills the
whole
> > deal!!!
> >
> > -z-
>
> Steve also has a program called Imagic for windows that will convert XFD
> files to ATR with out effecting the original file. Imagic duplicates the
> file and addes the ATR header needed to run with the APE program. XFD
files
> should never be a reason not to have a SIO2PC setup to run files from the
> PC. APE and Imagic are shareware and crippled somewhat until registered,
> but I used them both for weeks unregistered.
>
>
> RoyE
>
>
>
>
> >
> > "Tim Wilson" <timkel@swbell.net> wrote in message
> > news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> > > Z.Beeblebrox wrote:
> > > > hey gang -
> > > >
> > > > Is there a version of SIO2PC that you can run in Windows? If I
don't
> > boot

> > > > from a DOS disk then this program won't work for me. I'd love to
stay
> in
> > > > Windows!
> > > >
> > > > Or maybe there's another program I can use to emulate the atari disk
> > > > drive???
> > > >
> > > > -z-
> > >
> > > Your two best options are either Atari810
> > > (http://retrobits.net/atari810.html) or APE
(http://www.atarimax.com/).
> SNIP
>
>

191. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-10 23:26:34 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10012h6n4tg4s80@corp.supernews.com>
Source record: 17598

Z-

There are 4 windows: Examples
window 1: direct this window to a folder 'directory' for the needed disk
type
and do this for all windows 4 folder 'directorys'. Copy the files needing
conversion to these folder xfd -> C:\atari\xfd 'example only'
dcm - C:\atari\dcm 'example only'
ETC...

```
-------------------------------------
| ATR <-|-> DCM |
| | |
-------------------------------------
| XFD <- |-> SCP |
| | |
-------------------------------------
```

Mouse click drag XFD to needed conversion window

This again probably doesn't come with a Manual of operation, but after
floundering around for several month with the Shareware version... I bought
the REG: version, but it's the same as the shareware with out the crips

Hope this example helps.. Remember Left click mouse file in window and
drag. All windows can look at the same folder 'directory'.

RoyE

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:VfadnZQxzeKI453d4p2dnA@comcast.com...
> I downloaded Imagic from Steve's site, but it doesn't look like it has the
> capability to convert xfd to atr or vice versa.
> I was just using it, and can't seem to figure out exactly what it does.
>
> Under ATR, you can only view .atr files, and if you go to save/new, you
can
> only choose ".atr"
> same with .xfd.....so I don't see how you're suppose to convert them.
>
> -z-
>
>
> "RoyE" <r-dean@ charter.net> wrote in message
> news:vvv2b6m4mff7f5@corp.supernews.com...
> > > doh!
> > >

> > > You can't use an ".xfd" formatted image/disk. I only have A FEW of
> > those -
> > > most are .atr..... But my favorite it "MULE.XFD" so that kills the
> whole
> > > deal!!!
> > >
> > -z-
> >
> > Steve also has a program called Imagic for windows that will convert XFD
> > files to ATR with out effecting the original file. Imagic duplicates
the
> > file and addes the ATR header needed to run with the APE program. XFD
> files
> > should never be a reason not to have a SIO2PC setup to run files from
the
> > PC. APE and Imagic are shareware and crippled somewhat until
registered,
> > but I used them both for weeks unregistered.
> >
> >
> > RoyE
> >
> >
> >
> >
> > > "Tim Wilson" <timkel@swbell.net> wrote in message
> > > news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> > > > Z.Beeblebrox wrote:
> > > > > hey gang -
> > > > >
> > > > > Is there a version of SIO2PC that you can run in Windows? If I
> don't
> > > boot
> > > > > from a DOS disk then this program won't work for me. I'd love to
> stay
> > in
> > > > > Windows!
> > > > >
> > > > > Or maybe there's another program I can use to emulate the atari
disk
> > > > > drive???
> > > > >
> > > > > -z-
> > > >
> > > > Your two best options are either Atari810
> > > > (http://retrobits.net/atari810.html) or APE
> (http://www.atarimax.com/).
> > SNIP
> >

> >
>
>

192. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 07:25:10 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <N8mdnepCv_HcZ53dRVn-ug@comcast.com>
Source record: 17599

I appreciate your response.
I'm sure if the program can do it, I'll figure it out.
My first attempt[s] didn't get me anywhere and I didn't have a lot of time
to play with it.

-z-

"RoyE" <r-dean@ charter.net> wrote in message
news:10012h6n4tg4s80@corp.supernews.com...
> Z-
>
> There are 4 windows: Examples
> window 1: direct this window to a folder 'directory' for the needed disk
> type
> and do this for all windows 4 folder 'directorys'. Copy the files
needing
> conversion to these folder xfd -> C:\atari\xfd 'example only'
> dcm - C:\atari\dcm 'example only'
> ETC...
>
> ------------------------------------
> | ATR <-|-> DCM |
> | | |
> ------------------------------------
> | XFD <- |-> SCP |
> | | |
> ------------------------------------
> Mouse click drag XFD to needed conversion window
>
> This again probably doesn't come with a Manual of operation, but after
> floundering around for several month with the Shareware version... I
bought
> the REG: version, but it's the same as the shareware with out the crips
>
> Hope this example helps.. Remember Left click mouse file in window and
> drag. All windows can look at the same folder 'directory'.
>
> RoyE
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:VfadnZQxzeKI453d4p2dnA@comcast.com...
> > I downloaded Imagic from Steve's site, but it doesn't look like it has
the
> > capability to convert xfd to atr or vice versa.
> > I was just using it, and can't seem to figure out exactly what it does.

> >
> > Under ATR, you can only view .atr files, and if you go to save/new, you
> can
> > only choose ".atr"
> > same with .xfd.....so I don't see how you're suppose to convert
them.
> >
> > -z-
> >
> >
> > "RoyE" <r-dean@ charter.net> wrote in message
> > news:vvv2b6m4mff7f5@corp.supernews.com...
> > > > doh!
> > > >
> > > > You can't use an ".xfd" formatted image/disk. I only have A FEW of
> > > those -
> > > > most are .atr..... But my favorite it "MULE.XFD" so that kills the
> > whole
> > > > deal!!!
> > > >
> > > -z-
> > >
> > > Steve also has a program called Imagic for windows that will convert
XFD
> > > files to ATR with out effecting the original file. Imagic duplicates
> the
> > > file and addes the ATR header needed to run with the APE program. XFD
> > files
> > > should never be a reason not to have a SIO2PC setup to run files from
> the
> > > PC. APE and Imagic are shareware and crippled somewhat until
> registered,
> > > but I used them both for weeks unregistered.
> > >
> > >
> > > RoyE
> > >
> > >
> > >
> > >
> > >
> > >
> > > > "Tim Wilson" <timkel@swbell.net> wrote in message
> > > > news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> > > > > Z.Beeblebrox wrote:
> > > > > > hey gang -
> > > > > >
> > > > > > Is there a version of SIO2PC that you can run in Windows? If I
> > don't
> > > > boot
> > > > > > from a DOS disk then this program won't work for me. I'd love to

> > stay
> > > in
> > > > > > Windows!
> > > > > >
> > > > > > Or maybe there's another program I can use to emulate the atari
> disk
> > > > > > drive???
> > > > > > >
> > > > > > > -z-
> > > > > > >
> > > > > > Your two best options are either Atari810
> > > > > > (http://retrobits.net/atari810.html) or APE
> > (http://www.atarimax.com/).
> > > SNIP
> > >
> > >
> >
> >
>
>

193. Atari XL/XE/Lynx Emulator for Color Palms exist?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 10:37:12 UTC
From: mstepansky@aol.com
Message-ID: <20040111053712.26136.00002460@mb-m15.aol.com>
Source record: 17600

Does anyone know of such Atari emulator to play 8-bit game (XE/XL) and maybe 2600 games and Lynx on Color Palm PDAs? Which PalmOS versions? Where to find it?

Mike

194. wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 15:50:11 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0401110750.86776e7@posting.google.com>
Source record: 17601

understand that during or after the Atari/JTS merger, atari ofloaded the hardware rights and patents to WMS (who also acquired atari's coin op division as part of the deal)

Additionally that reason why Hasbro/Infogrammes aren't using the atari name on hardware is because, they only have the rights to using the atari name for software (is this true)

If the former is true, I am surprised that no-one has thought about aproaching wms/midway about doing some sort of deal with them in relation the sharing the patents/copyrights to ALL atari h/w technologies (all lines, console, computer and coin op.)

I say that because, before Tramiel reverse mergered Atari with JTS, atari was doing deals with 3rd party EU and Canadian h/w developers (the best known one I remember being C-LAb) allowing them to legally manufacture and produce 3rd party versions of Atari hardware (but not allowing them to calling the models/products Atari)

Now, as I understand it, some of these developers still exist today, the one that i've heard of is Milan (or was that the name of the computer)

Now assuming that WMS are still the legal owners of the h/w patents/rights, and because they're sitting on these patents/rightts without doing anything with them, surely as wms is a commercial concern it would be in their interest to try and make as make as much money (and mileage) out of their Atari interests, then what is presently occuring

And assuming that infogrammes are making some success in using the name Atari for software products (considering atari's previous record at attempting this type of business enterprise), because Atari is a name known to most people as a manufacturer of h/w, surely it doesnt take someone with an mba in Sales/Marketing or business managememt, or a PHD in rocket science to duplicate this success in h/w products, as infogrammes have done in software

All WMS would have to do is share out the h/w patents/rights (all product lines) to the above developers, allow them to use the name Atari on the finished product (the develpers incur the manufacturing/production cost), and also wms share marketing costs, and deal with distribution, wms get a percentage per unit sold for access to the patents/rights and also distribution costs, the developers get a significant percentage to cover joint marketing costs (as well as manufacturing and production), and instead of distributing

to middlemen, who then deal with the retail/computer dealers etc, wms will sell direct to the retail/dealer trade and also direct to corporates/consumers thru their online presence

After all, Tulip computers are trying the method with a london based company in regards to their commodore h/w patents (their trying to release a new version of the 64 apparently)

I am guessing that their is still a lot a marketability in the Atari name, and also a heck of a lot of mileage in the Atari name, in would be beneficial for wms to allow the existing developers access to the relevent h/w righrts/patents, allow them to use the name Atari on the finished product, get a decent distribution system in place, and bobs your uncle

After all according to tulip/ironside, their are supposed to be 300 commerical websites dealing with former commodore h/w, I'm pretty sure that there is a similar number of comm. websites dealing with former Atari h/w (if not more)

And assuming that most commodore users come over from Atari, as also pertaining to pc/mac users, which means that there already exists a ready made market for these potential customers

And I would assume that the same applies to nintendos, sony, sega and m/s xbox users, having come over from Atari, again a ready made market for these potential customers as well

The only market the the 'new' Aatri would need to Attack is those new to computing/games looking to buying an established brand (you cant get any more established then ATARI... unless I'm wrong), or alternatively those consumers looking to upgrade or get a better system from an established name

I bring this up because If you look at what Atari actually designed, created (in the years as h/w manufacture), atari wasnt designing technology for technologies sake, it was designing technoology the had something intrinsynchly 'Atari' about it/built into it, essentially Atari wasnt designing technology peroid.. It was designing 'Atari technology'

To proove a point, take the xbox, ps1/2, or gamecube, look at the technological asptects (USP's) of these systems, if you trace back these technologies early enough, you will no doubt arrive at a design concept or technology the Atari invented or pioneered

To proove the point again, if you look at a modern OTS (of the shelf) PC
and put it up against a modern adaption of the Atari 800, you will find that there is very little difference

I.E, pc is plug and play, Atari 800 was plug and play (I.E separate graphic/sound boards, sepaerate cpu board etc

It's very easy to replace the processor in a pc, as it is in the 800

the PC has USB, which is a simplified at newer version of SIO (atari 800)

The PC uses plug in memory modules, the Atari 800/400 pioneered this

The PC uses separate sound/graphics cards, as did the atari 800, further more the concept of the PC sound/graphics card was a development from Atari's Custom Chip design techology

Also Atari had or feartured the first modular or expandable/replaceable o/s, beating thing like linux/windows by years, whereas o/s's suppled by other manufactureres were hardwired or burn't in

To look at it another way, if atari hadn't existed (and therefore the resulting techologies not created) if you had a pc, xbox, ps1 or 2 or gamecube now, all you wouyld have is a cdrom drive, a box with a logo on it, and a pcb without h/w onboard, and therefore wouldn't be much of an investment

And essentially because all this technology can be traced back to something that Atari created invented or pioneered, all the consumer is buying is Atari techology in someone elses box, would'nt you rather buy Atari techology in an ATARI box sold/marketed by ATARI (because you are already using their technology)

After all as all this technology can be traced back to something that Atari designed or created/invented, no company can claim to be more technologically more advanced than Atari, even if the new/latest technology developed is an advancement on Atari technology, because you are still using Atari techology to develop this new techology, essentially you cannot (can't) OUT-TECHNOLOGY Atari (as they developed most/all the techolongy that this posting refers to)

So in a nutshell sony, m/s, nintendo and those that manuf. macs and 'ots' PC's may be able to out advertise, out market and probably outsell Atari, but the key USP that Atari have, these other manuf.'s cannot (can't) out technology Atari, and thus they have no over riding advantage over Atari, technologically speaking ofcourse (so there's no technologically binding reason why you should buy these other formats/platforms or systems)

Perhaps I should'nt be asking that particular question on this forum

Any sugestions... give me an email

Atarily yours

Carmel A

195. wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 15:50:15 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0401110750.71cc5aa1@posting.google.com>
Source record: 17602

understand that during or after the Atari/JTS merger, atari ofloaded the hardware rights and patents to WMS (who also acquired atari's coin op division as part of the deal)

Additionally that reason why Hasbro/Infogrammes aren't using the atari name on hardware is because, they only have the rights to using the atari name for software (is this true)

If the former is true, I am surprised that no-one has thought about aproaching wms/midway about doing some sort of deal with them in relation the sharing the patents/copyrights to ALL atari h/w technologies (all lines, console, computer and coin op.)

I say that because, before Tramiel reverse mergered Atari with JTS, atari was doing deals with 3rd party EU and Canadian h/w developers (the best known one I remember being C-LAb) allowing them to legally manufacture and produce 3rd party versions of Atari hardware (but not allowing them to calling the models/products Atari)

Now, as I understand it, some of these developers still exist today, the one that i've heard of is Milan (or was that the name of the computer)

Now assuming that WMS are still the legal owners of the h/w patents/rights, and because they're sitting on these patents/rightts without doing anything with them, surely as wms is a commercial concern it would be in their interest to try and make as make as much money (and mileage) out of their Atari interests, then what is presently occuring

And assuming that infogrammes are making some success in using the name Atari for software products (considering atari's previous record at attempting this type of business enterprise), because Atari is a name known to most people as a manufacturer of h/w, surely it doesnt take someone with an mba in Sales/Marketing or business managememt, or a PHD in rocket science to duplicate this success in h/w products, as infogrammes have done in software

All WMS would have to do is share out the h/w patents/rights (all product lines) to the above developers, allow them to use the name Atari on the finished product (the develpers incur the manufacturing/production cost), and also wms share marketing costs, and deal with distribution, wms get a percentage per unit sold for access to the patents/rights and also distribution costs, the developers get a significant percentage to cover joint marketing costs (as well as manufacturing and production), and instead of distributing

to middlemen, who then deal with the retail/computer dealers etc, wms will sell direct to the retail/dealer trade and also direct to corporates/consumers thru their online presence

After all, Tulip computers are trying the method with a london based company in regards to their commodore h/w patents (their trying to release a new version of the 64 apparently)

I am guessing that their is still a lot a marketability in the Atari name, and also a heck of a lot of mileage in the Atari name, in would be beneficial for wms to allow the existing developers access to the relevent h/w righrts/patents, allow them to use the name Atari on the finished product, get a decent distribution system in place, and bobs your uncle

After all according to tulip/ironside, their are supposed to be 300 commerical websites dealing with former commodore h/w, I'm pretty sure that there is a similar number of comm. websites dealing with former Atari h/w (if not more)

And assuming that most commodore users come over from Atari, as also pertaining to pc/mac users, which means that there already exists a ready made market for these potential customers

And I would assume that the same applies to nintendos, sony, sega and m/s xbox users, having come over from Atari, again a ready made market for these potential customers as well

The only market the the 'new' Aatri would need to Attack is those new to computing/games looking to buying an established brand (you cant get any more established then ATARI... unless I'm wrong), or alternatively those consumers looking to upgrade or get a better system from an established name

I bring this up because If you look at what Atari actually designed, created (in the years as h/w manufacture), atari wasnt designing technology for technologies sake, it was designing technoology the had something intrinsynchly 'Atari' about it/built into it, essentially Atari wasnt designing technology peroid.. It was designing 'Atari technology'

To proove a point, take the xbox, ps1/2, or gamecube, look at the technological asptects (USP's) of these systems, if you trace back these technologies early enough, you will no doubt arrive at a design concept or technology the Atari invented or pioneered

To proove the point again, if you look at a modern OTS (of the shelf) PC
and put it up against a modern adaption of the Atari 800, you will find that there is very little difference

I.E, pc is plug and play, Atari 800 was plug and play (I.E separate graphic/sound boards, sepaerate cpu board etc

It's very easy to replace the processor in a pc, as it is in the 800

the PC has USB, which is a simplified at newer version of SIO (atari 800)

The PC uses plug in memory modules, the Atari 800/400 pioneered this

The PC uses separate sound/graphics cards, as did the atari 800, further more the concept of the PC sound/graphics card was a development from Atari's Custom Chip design techology

Also Atari had or feartured the first modular or expandable/replaceable o/s, beating thing like linux/windows by years, whereas o/s's suppled by other manufactureres were hardwired or burn't in

To look at it another way, if atari hadn't existed (and therefore the resulting techologies not created) if you had a pc, xbox, ps1 or 2 or gamecube now, all you wouyld have is a cdrom drive, a box with a logo on it, and a pcb without h/w onboard, and therefore wouldn't be much of an investment

And essentially because all this technology can be traced back to something that Atari created invented or pioneered, all the consumer is buying is Atari techology in someone elses box, would'nt you rather buy Atari techology in an ATARI box sold/marketed by ATARI (because you are already using their technology)

After all as all this technology can be traced back to something that Atari designed or created/invented, no company can claim to be more technologically more advanced than Atari, even if the new/latest technology developed is an advancement on Atari technology, because you are still using Atari techology to develop this new techology, essentially you cannot (can't) OUT-TECHNOLOGY Atari (as they developed most/all the techolongy that this posting refers to)

So in a nutshell sony, m/s, nintendo and those that manuf. macs and 'ots' PC's may be able to out advertise, out market and probably outsell Atari, but the key USP that Atari have, these other manuf.'s cannot (can't) out technology Atari, and thus they have no over riding advantage over Atari, technologically speaking ofcourse (so there's no technologically binding reason why you should buy these other formats/platforms or systems)

Perhaps I should'nt be asking that particular question on this forum

Any sugestions... give me an email

Atarily yours

Carmel A

196. Re: wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 16:31:49 UTC
From: kevin <nospam@nospam.org>
Message-ID: <b5u2001uo1qphhdbgu6i64droe9b995ur0@4ax.com>
Source record: 17603

On 11 Jan 2004 07:50:11 -0800, carmel_andrews@hotmail.com (carmel)
wrote:

>understand that during or after the Atari/JTS merger, atari ofloaded
>the hardware rights and patents to WMS (who also acquired atari's coin
>op division as part of the deal)

Warner brothers did not sell the coin-op division of atari to the
tramiels to begin with.

>Additionally that reason why Hasbro/Infogrammes aren't using the atari
>name on hardware is because, they only have the rights to using the
>atari name for software (is this true)

this isn't true. Hasbro had the rights to the atari computers,
videogames etc.. they even allowed third party's to develope and
release game cartridges for the Jaguar. They have no interest in
hardware and what atari had at the time of their demise (jaguar and
falcon) weren't excactly setting the world on fire.

the rest of your message I dont really agree with. While someone
could make a modern "atari" style device (whatever that is) it would
be lacking in two areas (1) software (2) users.

kvn

197. Re: wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 18:19:23 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <LsgMb.4222$1e.3126@newsread2.news.pas.earthlink.net>
Source record: 17605

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0401110750.86776e7@posting.google.com...
> understand that during or after the Atari/JTS merger, atari ofloaded
> the hardware rights and patents to WMS (who also acquired atari's coin
> op division as part of the deal)
>
> Additionally that reason why Hasbro/Infogrammes aren't using the atari
> name on hardware is because, they only have the rights to using the
> atari name for software (is this true)
>
> If the former is true, I am surprised that no-one has thought about
> aproaching wms/midway about doing some sort of deal with them in
> relation the sharing the patents/copyrights to ALL atari h/w
> technologies (all lines, console, computer and coin op.)

US patents only run 17 years. For instance, one of Atari's pantents was
using 4 bits to encode an 8 direction joystick. Virtually everything that
Atari did hardware wise is now free for the taking, i.e. if you wanted to
manufacture a JS based on the Atari patent, you could.

Copyrighted material is a different matter of course, but even that seems to
be changing.

198. Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 18:55:13 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bts2irmun1@news1.nivel5.cl>
Source record: 17604

Is there an emulator for this system ?
I have 2 atari portfolio... and want to program on them... but it's always
simplier to use an emulator on my PC...

thanks ;)

199. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-11 19:01:26 UTC
From: kevin <nospam@nospam.org>
Message-ID: <s57300p72l4njthtil69km434t74s5gsn2@4ax.com>
Source record: 17606

On Sun, 11 Jan 2004 14:55:13 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:

>Is there an emulator for this system ?
>I have 2 atari portfolio... and want to program on them... but it's always
>simplier to use an emulator on my PC...
>
>thanks ;)
>

I have a portfolio too, but the machine is XT compatible, so why would
you need an emulator?

KVN

200. Assembly Language Programming for the Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 00:08:54 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-229641.16085411012004@news.west.cox.net>
Source record: 17607
Cross-posted to: comp.sys.atari.8bit,comp.lang.asm

The full text of the classic computer book Assembly Language Programming
for the Atari Computers by Mark Chasin is now available at:
http://www.atariarchives.org/alp/

Published in 1984, the book is one of the best introductions to Atari
assembly language written. Chapters include graphics and sound,
input/output, and machine language subroutines for use with Atari BASIC.

Several other books about 6502 machine language are also available at
AtariArchives.org, including the best-selling Machine Language For
Beginners (http://www.atariarchives.org/mlb/), Atari Roots
(http://www.atariarchives.org/roots/), De Re Atari
(http://www.atariarchives.org/dere/), and others.

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Free After Rebate blog - http://www.freeafterrebate.info

201. Re: Atari XL/XE/Lynx Emulator for Color Palms exist?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 02:28:15 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <3DnMb.4363210$be.696966@news.easynews.com>
Source record: 17608

MStepansky wrote:

> Does anyone know of such Atari emulator to play 8-bit game (XE/XL) and
> maybe
> 2600 games and Lynx on Color Palm PDAs? Which PalmOS versions? Where
> to find it?
>
> Mike

Don't think there are any. But there is a commercial one for some Atari
2600 games.

http://www.mobilewizardry.com/press/20031011-atari.php

202. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 07:44:48 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <QfsMb.58728$C87.21663@twister.socal.rr.com>
Source record: 17609

"kevin" <nospam@nospam.org> wrote in message
news:s57300p72l4njthtil69km434t74s5gsn2@4ax.com...
> On Sun, 11 Jan 2004 14:55:13 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
>
> >Is there an emulator for this system ?
> >I have 2 atari portfolio... and want to program on them... but it's
always
> >simplier to use an emulator on my PC...
> >
> >thanks ;)
> >
>
> I have a portfolio too, but the machine is XT compatible, so why would
> you need an emulator?
>
>
>
>
>
> KVN

Wasn't there software written specifically for it?

203. Anyone interested in a stack of Antic's and Analogs ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 10:19:58 UTC
From: Steve <Steve@zen.co.uk>
Message-ID: <3OGYaTAOTnAAFwsS@sjl1000.freeserve.co.uk>
Source record: 17610

I'll post a list if anyone's interested...
--
Steve

204. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 13:03:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40029B27.776B8EE@students.uni-mainz.de>
Source record: 17611

Well,
simply use an ATR => XFD converter, like XFD2ATR.EXE by E.Schreurs, ACVT
by Jindroush, Imagic by Steve Tucker or any other XFD converter...
greetings, Andreas.

"Z.Beeblebrox" schrieb:
>
> doh!
>
> You can't use an ".xfd" formatted image/disk. I only have A FEW of those -
> most are .atr..... But my favorite it "MULE.XFD" so that kills the whole
> deal!!!
>
> -z-
>

205. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 13:06:22 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1nyowbemj6qhx@news.ntua.gr>
Source record: 17612

On Sun, 11 Jan 2004 02:25:10 -0500, Z.Beeblebrox <the.z.guy@comcast.net>
wrote:

> I appreciate your response.
> I'm sure if the program can do it, I'll figure it out.
> My first attempt[s] didn't get me anywhere and I didn't have a lot of
> time
> to play with it.
>

Alternatively, if you're under Window$, you can use Atari800Win PLus 4 for
coversions (under menu Misc -> Convert -> XFD to ATR).

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

206. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 13:17:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40029E7D.618B79BF@students.uni-mainz.de>
Source record: 17613

Well,
there are two (or more?) versions of Imagic. One runs under DOS, the
other one under Windows. I use the DOS version and converting goes
somehow like this:

IMAGIC *.XFD /ATR (maybe it is \ATR)

This should convert all XFD images into ATR images. Note, that imagic
will copy/save the target files (here: the ATR images) into the dir.
where you started Imagic from. If you use XFD2ATR by E.Schreurs the
process is even easier, just type: XFD2ATR *.XFD and it will do the job
for you (under DOS). With ACVT you have to have another program called
...DPMI.EXE then you type: ACVT -autorepair -batch -ATR *.XFD and voila
it will convert all XFD images into ATR and even repair them for you (if
there are any errors)...

Afaik none of these converters will handle "too short" XFD or ATR images
correctly. Meaning, if someone saves a 16k file as an 18k XFD or ATR the
conversion will have the same short size (+/- 16 bytes). To get rid of
this problem do the following: first convert the shortened XFD into ATR,
next execute SIO2PC and install a sector copier that will continue
reading (!) when Errors occur (Mycopier and others can do that). next
boot this sector copier, then uninstall it and install the "shortened"
ATR image. Now copy the short ATR image onto a real 5,25" Atari disk.
The copier will read the data sectors and after a while tens or hundreds
of errors occur - don`t worry, the sector copier will write out empty
sectors for them. And thats exactly what the original ATR image
contained, some data and tens or hundreds of empty sectors. The copied
program on your 5,25" Atari disk should work now... Make sure to boot or
load it correctly (as a bootdisk with/without Basic; as a file-disk with
DOS or Gamedos and with or without Basic, etc.) Good luck... -Andreas.

"Z.Beeblebrox" schrieb:
>
> I downloaded Imagic from Steve's site, but it doesn't look like it has the
> capability to convert xfd to atr or vice versa.
> I was just using it, and can't seem to figure out exactly what it does.
>
> Under ATR, you can only view .atr files, and if you go to save/new, you can
> only choose ".atr"
> same with .xfd.....so I don't see how you're suppose to convert them.
>
> -z-
>
> "RoyE" <r-dean@ charter.net> wrote in message

> news:vvv2b6m4mff7f5@corp.supernews.com...
> > > doh!
> > >
> > > You can't use an ".xfd" formatted image/disk. I only have A FEW of
> > those -
> > > most are .atr..... But my favorite it "MULE.XFD" so that kills the
> whole
> > > deal!!!
> > >
> > -z-
> >
> > Steve also has a program called Imagic for windows that will convert XFD
> > files to ATR with out effecting the original file. Imagic duplicates the
> > file and addes the ATR header needed to run with the APE program. XFD
> files
> > should never be a reason not to have a SIO2PC setup to run files from the
> > PC. APE and Imagic are shareware and crippled somewhat until registered,
> > but I used them both for weeks unregistered.
> >
> >
> > RoyE
> >
> >
> >
> >
> > > "Tim Wilson" <timkel@swbell.net> wrote in message
> > > news:uqoLb.86$%s7.36795464@newssvr11.news.prodigy.com...
> > > > Z.Beeblebrox wrote:
> > > > > hey gang -
> > > > >
> > > > > Is there a version of SIO2PC that you can run in Windows? If I
> don't
> > > boot
> > > > > from a DOS disk then this program won't work for me. I'd love to
> stay
> > in
> > > > > Windows!
> > > > >
> > > > > Or maybe there's another program I can use to emulate the atari disk
> > > > > drive???
> > > > >
> > > > > -z-
> > > >
> > > > Your two best options are either Atari810
> > > > (http://retrobits.net/atari810.html) or APE
> (http://www.atarimax.com/).
> > SNIP
> >
> >

207. Re: wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 13:21:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40029F48.BA3DB2E5@students.uni-mainz.de>
Source record: 17615

Well,
the Atari Jaguar came out 1993 - if patents last 17 years, there is
still some patent on Atari Jaguar at least (and most probably of the
Falcon also)... greetings, Andreas.

P.S.: Afaik, patents last much longer here in the EU or at least in
Germany...

richard cortese schrieb:
>
> "carmel" <carmel_andrews@hotmail.com> wrote in message
> news:6912483e.0401110750.86776e7@posting.google.com...
> > understand that during or after the Atari/JTS merger, atari ofloaded
> > the hardware rights and patents to WMS (who also acquired atari's coin
> > op division as part of the deal)
> >
> > Additionally that reason why Hasbro/Infogrammes aren't using the atari
> > name on hardware is because, they only have the rights to using the
> > atari name for software (is this true)
> >
> > If the former is true, I am surprised that no-one has thought about
> > aproaching wms/midway about doing some sort of deal with them in
> > relation the sharing the patents/copyrights to ALL atari h/w
> > technologies (all lines, console, computer and coin op.)
>
> US patents only run 17 years. For instance, one of Atari's pantents was
> using 4 bits to encode an 8 direction joystick. Virtually everything that
> Atari did hardware wise is now free for the taking, i.e. if you wanted to
> manufacture a JS based on the Atari patent, you could.
>
> Copyrighted material is a different matter of course, but even that seems to
> be changing.

208. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 14:20:44 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btu6s1$7uv$1@news1.nivel5.cl>
Source record: 17614

```
Write within the portfolio is not as easy as use a standar keyboard... and
copy paste with mouse , and lot's of things...
Besides, temember the screen is not compatible as other screen functions on
xt systems...

hope i've explained myself
```

"Bootstrap Bill" <wrcousert@yahoo.com> escribi&#65533; en el mensaje
news:QfsMb.58728$C87.21663@twister.socal.rr.com...
>
> "kevin" <nospam@nospam.org> wrote in message
> news:s57300p72l4njthtil69km434t74s5gsn2@4ax.com...
> > On Sun, 11 Jan 2004 14:55:13 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
> >
> > >Is there an emulator for this system ?
> > >I have 2 atari portfolio... and want to program on them... but it's
> always
> > >simplier to use an emulator on my PC...
> > >
> > >thanks ;)
> > >
> >
> > I have a portfolio too, but the machine is XT compatible, so why would
> > you need an emulator?
> >
> >
> >
> >
> >
> > KVN
>
> Wasn't there software written specifically for it?
>
>

209. Re: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 14:58:28 UTC
From: kevin <nospam@nospam.org>
Message-ID: <hbd500p6m3m6e3ch3e9tu29lufsqu1heo7@4ax.com>
Source record: 17616

On Mon, 12 Jan 2004 10:20:44 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:

>Write within the portfolio is not as easy as use a standar keyboard... and
>copy paste with mouse , and lot's of things...
>Besides, temember the screen is not compatible as other screen functions on
>xt systems...

true, you must write your software with the little screen in mind,
also the limitied memory and disk space of the portfolio must be
considered. I'm just saying an "emulator" is not necessary, because
the portfolio is ms-dos compatible.

kvn

210. Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 16:57:08 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401120857.41130fc1@posting.google.com>
Source record: 17617

Hey 8bit gang -

I was recently browsing through some of my favorite basic programs and
I stumbled onto an error I recall (rather well) from the 1980's.....

You type [in basic at the prompt]:
LOAD"D:PROGRAM.BAS"

and the 8-bit responds by saying:

READY

READY

....and POOF! Your program is not loaded and will never load again.
Go ahead, type "LIST" I dare you! Because nothing is there.

I'm too many years removed from this stuff....do you recall why that
happens or if there is a fix?

-Z-
[aka Rob]

211. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 17:11:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401120907430.15549-100000@onyx.spiritone.com>
Source record: 17618
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

212. Re: wms/midway and atari h/w patents

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 18:25:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <JEBMb.5826$1e.4069@newsread2.news.pas.earthlink.net>
Source record: 17619

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:40029F48.BA3DB2E5@students.uni-mainz.de...
> Well,
> the Atari Jaguar came out 1993 - if patents last 17 years, there is
> still some patent on Atari Jaguar at least (and most probably of the
> Falcon also)... greetings, Andreas.
>
> P.S.: Afaik, patents last much longer here in the EU or at least in
> Germany...

I don't know the url for the German patent office so I can't tell if it was even patented in Germany.

Usually countries honor each others patents so they are filed in only one country. There are some exceptions of course, but they have little impact on the situation. For instance, I think I have a patent in Finland for a veterinary device to be used on raindeer. IMHO: It was just our patent lawyer joking around and was never of any commercial importance.

213. Re: Cheesebox / Using a VGA monitor on your 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 19:03:26 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401121103.4056098c@posting.google.com>
Source record: 17620

> monitor port->chroma/luma cables->S-video->CheeseBox->VGA

Michael, I'll have to give that a try.
I can pick up a cable that converts the 2 RCA-style jacks to S-VIDEO
then plug that into the cheesebox.

Actually, the composite video thru the cheesebox is just a slight bit
blurry.

-regards,
z

Michael Current <hunmanik@earthlink.net> wrote in message
news:<pajpvv8p5k9e1sso4spki4or3jcpku8htt@4ax.com>...
> Hi Jason,
>
> With my 130XE,
>
> monitor port->chroma/luma cables->S-video->CheeseBox->VGA
>
> was WAY better than
>
> monitor port->composite video->CheeseBox->VGA
>
> which also also very good.
>
> I admit, I'm not sure I'd seen the Atari's separate chroma/luma signal before
> this, but really, it blew me away how sharp the VGA picture was when connected
> via s-video through the CheeseBox.
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
>
> On Sat, 3 Jan 2004 23:45:41 -0500, "Jason Harmon" <jharmon@us.net> wrote:
>
> >I noticed that the cheesebox also has S-Video input. It would be
> >interesting to see what the video quality is like when going from Atari
> >Chroma+Luma to SVideo to cheesebox to VGA monitor. If anyone has a chance
> >to compare this to using the composite input on the box, I'd be interested
> >to know the difference.
> >

> >-Jason Harmon
> >

214. Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 19:03:59 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <bcCMb.288$Xq2.32@fed1read07>
Source record: 17621

I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

215. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 19:06:14 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <jeCMb.289$Xq2.252@fed1read07>
Source record: 17622

Z:

As I remember (and it's been a long time!), that is the result of a BASIC program that has been protected to keep it from being listed... Meaning you have to use RUN "D:PROGRAM.BAS" to get that application to work correctly.

HTH,

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:ec1749c9.0401120857.41130fc1@posting.google.com...
> Hey 8bit gang -
>
> I was recently browsing through some of my favorite basic programs and
> I stumbled onto an error I recall (rather well) from the 1980's.....
>
> You type [in basic at the prompt]:
> LOAD"D:PROGRAM.BAS"
>
> and the 8-bit responds by saying:
>
> READY
>
> READY
>
> ....and POOF! Your program is not loaded and will never load again.
> Go ahead, type "LIST" I dare you! Because nothing is there.
>
> I'm too many years removed from this stuff....do you recall why that
> happens or if there is a fix?
>
> -Z-
> [aka Rob]

216. Re: Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 19:30:28 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <btusicdku1@news1.nivel5.cl>
Source record: 17623

You have to bypass J11.

Hope it helps,

Wilheim
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:bcCMb.288$Xq2.32@fed1read07...
I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

217. Re: Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 20:29:08 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <0sDMb.350$Xq2.69@fed1read07>
Source record: 17624

One more "dumb" question - do I just remove J11 from the socket, do I have to jumper it to another pin? I remember in the past that I had a "U" shaped piece of wire that I would jumper between two of the pins in the plug...

Thank you very much,

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
"Wilheim" <guillermo@mail.cl> wrote in message news:btusicdku1@news1.nivel5.cl...
You have to bypass J11.

Hope it helps,

Wilheim
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:bcCMb.288$Xq2.32@fed1read07...
I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

218. Re: Hi, Expressmsoe here´s the document

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 20:29:50 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <GsDMb.351$Xq2.140@fed1read07>
Source record: 17625

Um... This looks like a virus gang... I wouldn't open that attachment!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
<eu@minhaempresa.com.br> wrote in message news:eu@minhaempresa.com.br...
Hi, Expressmsoe

Here´s the document that you had requested.

219. Re: Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 21:38:27 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <btv42aflh1@news1.nivel5.cl>
Source record: 17626

Good point! You have to connect the two pins of J11 between them, that's all.

I recommend you to install a switch to make the connection, with a led indicating that it's working. In your email I will send a diagram to make it. (It's in spanish, but it's not diffcult to understand). You will need:

- A two-position six pin switch.
- A 270 Ohms resistor.
- A led.

If you have any questions, please use this newsgroup, cause my e-mail is not working properly.

Greetings

Wilheim.
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:0sDMb.350$Xq2.69@fed1read07...
One more "dumb" question - do I just remove J11 from the socket, do I have to jumper it to another pin? I remember in the past that I had a "U" shaped piece of wire that I would jumper between two of the pins in the plug...

Thank you very much,

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
"Wilheim" <guillermo@mail.cl> wrote in message news:btusicdku1@news1.nivel5.cl...
You have to bypass J11.

Hope it helps,

Wilheim
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:bcCMb.288$Xq2.32@fed1read07...
I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

220. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 21:48:16 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <400315b4_7@corp.newsgroups.com>
Source record: 17627
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote
> I'm not asking a lot, I'm just trying to make a living and I'd like
> to earn your Business!

That sounds a lot like the story from the guy at www.atarisales.com.
It is surprising you guys can make a living off of 80's era technology!

Good luck!
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

221. Re: Anyone interested in a stack of Antic's and Analogs ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 22:42:48 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.01.12.22.42.48.517801@pianosa.freeserve.co.uk>
Source record: 17628

```
On Mon, 12 Jan 2004 10:19:58 +0000, Steve wrote:

> I'll post a list if anyone's interested...

Definitely. Whereabouts in the UK are you. Located in North Devon,
myself.

--
Regards _
/ ) "The blindingly obvious is
/ _)rad never immediately apparent"
```

222. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 22:59:00 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <UEFMb.1490$Qr3.1314298@news2.news.adelphia.net>
Source record: 17629

Jerry Trickey wrote:

> Z:
>
> As I remember (and it's been a long time!), that is the result of a BASIC
> program that has been protected to keep it from being listed... Meaning you
> have to use RUN "D:PROGRAM.BAS" to get that application to work correctly.

This is how I remember it also. Corruption of the name table in the
BASIC file causes this too. There is a BASIC 'deprotector' by Alpha Systems
out there somewhere which can re-insert the variable names into these files
and make them listable again.

The original variable names are gone, but you end up with a bunch
of new variable names like N0$, N1$, N2$, etc.

Steve

223. Re: Anyone interested in a stack of Antic's and Analogs ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 23:36:54 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1006bsq7cjc927b@corp.supernews.com>
Source record: 17630

Only the first issues, 1,2,3,4,5 of ANTIC are needed for my collection if
you have any of these I would be interested...

RoyE

"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in message
news:pan.2004.01.12.22.42.48.517801@pianosa.freeserve.co.uk...
> On Mon, 12 Jan 2004 10:19:58 +0000, Steve wrote:
>
> > I'll post a list if anyone's interested...
>
> Definitely. Whereabouts in the UK are you. Located in North Devon,
> myself.
>
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
>

224. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-12 23:52:10 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <p_ednaYirf22rp7dRVn-uQ@comcast.com>
Source record: 17631

Yes, you're correct. I recall that as well.

BUT in this case, no. I wrote the program[s] in question. There's no list protection or anything of that nature.

-z-

"Jerry Trickey" <j_trickey@cox.net> wrote in message
news:jeCMb.289$Xq2.252@fed1read07...
> Z:
>
> As I remember (and it's been a long time!), that is the result of a BASIC
> program that has been protected to keep it from being listed... Meaning
you
> have to use RUN "D:PROGRAM.BAS" to get that application to work correctly.
>
> HTH,
>
> Jerry
>
> --
> Jerry Trickey
> Bakersfield, CA
> j_trickey@cox.net
> To reply directly - remove underscore ("_") from email address
>
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ec1749c9.0401120857.41130fc1@posting.google.com...
> > Hey 8bit gang -
> >
> > I was recently browsing through some of my favorite basic programs and
> > I stumbled onto an error I recall (rather well) from the 1980's.....
> >
> > You type [in basic at the prompt]:
> > LOAD"D:PROGRAM.BAS"
> >
> > and the 8-bit responds by saying:
> >
> > READY
> >
> > READY
> >
> > ....and POOF! Your program is not loaded and will never load again.

> > Go ahead, type "LIST" I dare you! Because nothing is there.
> >
> > I'm too many years removed from this stuff....do you recall why that
> > happens or if there is a fix?
> >
> > -Z-
> > [aka Rob]
>
>

225. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 01:55:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com>
Source record: 17632
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Mon, 12 Jan 2004, Larry Serflaten wrote:

> "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > I'm not asking a lot, I'm just trying to make a living and I'd like
> > to earn your Business!
>
> That sounds a lot like the story from the guy at www.atarisales.com.
> It is surprising you guys can make a living off of 80's era technology!
>
> Good luck!
> LFS

All us Atari Dealers in the U.S. are hurting right now. Were the last ones
to feel any Financial Relief. Others say the U.S. is going through a
Recession, but for us. It's a Depression. Both financial and emotional.

===Ben===

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

226. Re: Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 03:00:17 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <IaJMb.413$Xq2.396@fed1read07>
Source record: 17633

Wilheim -

I received your email - very easy to understand, and I thank you again.

Best regards,

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address
"Wilheim" <guillermo@mail.cl> wrote in message news:btv42aflh1@news1.nivel5.cl...
Good point! You have to connect the two pins of J11 between them, that's all.

I recommend you to install a switch to make the connection, with a led indicating that it's working. In your email I will send a diagram to make it. (It's in spanish, but it's not diffcult to understand). You will need:

- A two-position six pin switch.
- A 270 Ohms resistor.
- A led.

If you have any questions, please use this newsgroup, cause my e-mail is not working properly.

Greetings

Wilheim.
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:0sDMb.350$Xq2.69@fed1read07...
One more "dumb" question - do I just remove J11 from the socket, do I have to jumper it to another pin? I remember in the past that I had a "U" shaped piece of wire that I would jumper between two of the pins in the plug...

Thank you very much,

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
"Wilheim" <guillermo@mail.cl> wrote in message news:btusicdku1@news1.nivel5.cl...
You have to bypass J11.

Hope it helps,

Wilheim
"Jerry Trickey" <j_trickey@cox.net> escribió en el mensaje
news:bcCMb.288$Xq2.32@fed1read07...
I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

227. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 03:05:33 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <DfJMb.414$Xq2.187@fed1read07>
Source record: 17634

(grin) so much for my bright idea...

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address
"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:p_ednaYirf22rp7dRVn-uQ@comcast.com...
> Yes, you're correct. I recall that as well.
>
> BUT in this case, no. I wrote the program[s] in question. There's no
list
> protection or anything of that nature.
>
> -z-
>
> "Jerry Trickey" <j_trickey@cox.net> wrote in message
> news:jeCMb.289$Xq2.252@fed1read07...
> > Z:
> >
> > As I remember (and it's been a long time!), that is the result of a
BASIC
> > program that has been protected to keep it from being listed... Meaning
> you
> > have to use RUN "D:PROGRAM.BAS" to get that application to work
correctly.
> >
> > HTH,
> >
> > Jerry
> >
> > --
> > Jerry Trickey
> > Bakersfield, CA
> > j_trickey@cox.net
> > To reply directly - remove underscore ("_") from email address
> >
> >
> >
> > "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> > news:ec1749c9.0401120857.41130fc1@posting.google.com...
> > > Hey 8bit gang -
> > >

> > > I was recently browsing through some of my favorite basic programs and
> > > I stumbled onto an error I recall (rather well) from the 1980's.....
> > >
> > > You type [in basic at the prompt]:
> > > LOAD"D:PROGRAM.BAS"
> > >
> > > and the 8-bit responds by saying:
> > >
> > > READY
> > >
> > > READY
> > >
> > > ....and POOF! Your program is not loaded and will never load again.
> > > Go ahead, type "LIST" I dare you! Because nothing is there.
> > >
> > > I'm too many years removed from this stuff....do you recall why that
> > > happens or if there is a fix?
> > >
> > > -Z-
> > > [aka Rob]
> >
> >
>
>

228. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 03:29:56 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <uCJMb.421$Xq2.185@fed1read07>
Source record: 17635
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I don't know Ben from Adam, but here's what I will say about my brief
experience with him.

I wrote to ask if he had a replacement keyboard for my 1200xl. He indicated
that he didn't, but offered that he sold a couple of the other XL machines
or an XE system. When I emailed him back indicating that I had fixed my
keyboard by cleaning it... He did something that few vendors do nowadays -
he wrote back congratulating me on my success, and asked me to keep him in
mind if I needed anything.

That 30 seconds he spent doing that goes a long way with me. I've dealt
with plenty of vendors of electronics, on purchased from $2.50 to $25,000 (I
work in information technology), and I distinctly get the impression that he
cares about customer service. If the opportunity arises in the future, he
will get my business.

Everyone needs an "attaboy" every once in a while... Hang in there Ben, the
economy and our country will continue to get stronger and your business will
pick up...

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> On Mon, 12 Jan 2004, Larry Serflaten wrote:
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > I'm not asking a lot, I'm just trying to make a living and I'd like
> > > to earn your Business!
> >
> > That sounds a lot like the story from the guy at www.atarisales.com.
> > It is surprising you guys can make a living off of 80's era technology!
> >
> > Good luck!
> > LFS
>
> All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> to feel any Financial Relief. Others say the U.S. is going through a
> Recession, but for us. It's a Depression. Both financial and emotional.

>
> ===Ben===
>
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > ------== Over 100,000 Newsgroups - 19 Different Servers! =-----
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

229. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 03:32:15 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <3FJMb.1558$Qr3.1366675@news2.news.adelphia.net>
Source record: 17636

Jerry Trickey wrote:

> (grin) so much for my bright idea...

Are they perhaps in listed format?

Try to 'enter' the programs instead of loading them.

Steve

230. FS: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 04:10:43 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <OcKMb.432$Xq2.106@fed1read07>
Source record: 17637

Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

Title Volume Publish Date
Antic Volume 4, Number 5 Sep-85
Antic Volume 4, Number 12 Apr-86
Antic Volume 5, Number 3 Jul-86
Antic Volume 5, Number 4 Aug-86
Antic Volume 4, Number 3 Jul-85

Title Publish Date
Atari Connection Fall 1983

Title Issue # Publish Date
Analog Computing 44 Jul-86

Title Issue # Volume Publish Date
Compute! Issue 46 Volume 6 Number 3 Mar-84
Compute! Issue 47 Volume 6 Number 4 Apr-84
Compute! Issue 49 Volume 6 Number 6 Jun-84
Compute! Issue 50 Volume 6 Number 7 Jul-84
Compute! Issue 52 Volume 6 Number 9 Sep-84
Compute! Issue 53 Volume 6 Number 10 Oct-84
Compute! Issue 54 Volume 6 Number 11 Nov-84
Compute! Issue 55 Volume 6 Number 12 Dec-84
Compute! Issue 56 Volume 7 Number 1 Jan-85
Compute! Issue 57 Volume 7 Number 2 Feb-85
Compute! Issue 58 Volume 7 Number 3 Mar-85
Compute! Issue 59 Volume 7 Number 4 Apr-85
Compute! Issue 61 Volume 7 Number 6 Jun-85
Compute! Issue 62 Volume 7 Number 7 Jul-85
Compute! Issue 64 Volume 7 Number 9 Sep-85
Compute! Issue 63 Volume 7, Number 8 Aug-85
Compute! Issue 65 Volume 7 Number 10 Oct-85
Compute! Issue 66 Volume 7 Number 11 Nov-85
Compute! Issue 67 Volume 7 Number 12 Dec-85
Compute! Issue 68 Volume 8 Number 1 Jan-86
Compute! Issue 69 Volume 8 Number 2 Feb-86
Compute! Issue 70 Volume 8 Number 3 Mar-86
Compute! Issue 71 Volume 8 Number 4 Apr-86
Compute! Issue 72 Volume 8 Number 5 May-86
Compute! Issue 91 Volume 9 Number 12 Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over the next couple of days would get 'em. If someone were to offer $40 plus shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

231. Re: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 04:13:35 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <pfKMb.435$Xq2.221@fed1read07>
Source record: 17638

PS - forgot one - a tattered but complete copy of Atari Connection, Spring 1984. Cover headlines "Backstage with Lucasfilm's Master Programmers"

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address
"Jerry Trickey" <j_trickey@cox.net> wrote in message news:OcKMb.432$Xq2.106@fed1read07...
Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

Title Volume Publish Date
Antic Volume 4, Number 5 Sep-85
Antic Volume 4, Number 12 Apr-86
Antic Volume 5, Number 3 Jul-86
Antic Volume 5, Number 4 Aug-86
Antic Volume 4, Number 3 Jul-85

Title Publish Date
Atari Connection Fall 1983

Title Issue # Publish Date
Analog Computing 44 Jul-86

Title Issue # Volume Publish Date
Compute! Issue 46 Volume 6 Number 3 Mar-84
Compute! Issue 47 Volume 6 Number 4 Apr-84
Compute! Issue 49 Volume 6 Number 6 Jun-84
Compute! Issue 50 Volume 6 Number 7 Jul-84
Compute! Issue 52 Volume 6 Number 9 Sep-84
Compute! Issue 53 Volume 6 Number 10 Oct-84
Compute! Issue 54 Volume 6 Number 11 Nov-84
Compute! Issue 55 Volume 6 Number 12 Dec-84
Compute! Issue 56 Volume 7 Number 1 Jan-85
Compute! Issue 57 Volume 7 Number 2 Feb-85
Compute! Issue 58 Volume 7 Number 3 Mar-85
Compute! Issue 59 Volume 7 Number 4 Apr-85
Compute! Issue 61 Volume 7 Number 6 Jun-85
Compute! Issue 62 Volume 7 Number 7 Jul-85
Compute! Issue 64 Volume 7 Number 9 Sep-85
Compute! Issue 63 Volume 7, Number 8 Aug-85
Compute! Issue 65 Volume 7 Number 10 Oct-85
Compute! Issue 66 Volume 7 Number 11 Nov-85

Compute! Issue 67 Volume 7 Number 12 Dec-85
Compute! Issue 68 Volume 8 Number 1 Jan-86
Compute! Issue 69 Volume 8 Number 2 Feb-86
Compute! Issue 70 Volume 8 Number 3 Mar-86
Compute! Issue 71 Volume 8 Number 4 Apr-86
Compute! Issue 72 Volume 8 Number 5 May-86
Compute! Issue 91 Volume 9 Number 12 Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over the next couple of days would get 'em. If someone were to offer $40 plus shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

232. looking for BIOS ROMs to d/l

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 04:17:36 UTC
From: rtdos <status@rtdos.info>
Message-ID: <AjKMb.39300$nt4.73968@attbi_s51>
Source record: 17639

actually i am looking for a specific page. it was either light blue or
light green and listed BIOS ROMs from Atari, Apple, Sega, Commodore,
Nintendo, ti, Tandy, CoCo, MSX, etc. Would anyone have an inkling as to
what page I may be describing?

...not the GeoCities page as I'm not looking for MAME or MESS BIOS ROMs

--
* REPLY REQUESTED WHEN CONVENIENT *

Woodzy
http://www.rtdos.com

233. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 04:38:51 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1006thfo457vq19@corp.supernews.com>
Source record: 17640

```
Z> BUT in this case, no. I wrote the program[s] in question. There's no
list
> protection or anything of that nature.
>
Uhm. Could be the BASIC 'B' bug, too many saves.
Jindroush has a PC program to recover the file to a list file.
So do I, but for the A8.
Can't remember the names. Mine is SALVAGE2.BAS and
SALVAGE1.BAS, one recovers the original variables, if they
are there, the second substitutes variable names where
they have been removed. Maybe Google jindroush and
get his page.
```

234. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 06:25:47 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0401122225.7d926514@posting.google.com>
Source record: 17641

the.z.guy@comcast.net (Z.Beeblebrox) wrote in message
news:<ec1749c9.0401120857.41130fc1@posting.google.com>...
> Hey 8bit gang -
>
> I was recently browsing through some of my favorite basic programs and
> I stumbled onto an error I recall (rather well) from the 1980's.....
>
> You type [in basic at the prompt]:
> LOAD"D:PROGRAM.BAS"
>
> and the 8-bit responds by saying:
>
> READY
>
> READY
>
> ....and POOF! Your program is not loaded and will never load again.
> Go ahead, type "LIST" I dare you! Because nothing is there.
>
> I'm too many years removed from this stuff....do you recall why that
> happens or if there is a fix?
>
> -Z-
> [aka Rob]

You are describing a defective program, not that you wrote it wrong,
but that something has happened to it in the round trip from Atari
to disk and back. I can confirm the unlistable and unusable Basic
state at that point until the next reboot. Only cure would some
highly skilled use of a disk editor and manually repairing tokenised
basic as stored on disks. Not something I was ever qualified to do.
Any takers?
Perhaps in these later days we should all attempt to save our Basic
programs as Atascii listed files? We could at least read those and
maybe guess at what was in between the lost forever gaps?

235. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 09:21:00 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bu0d9s$99c$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17642

Hi,

> You are describing a defective program, not that you wrote it wrong,
> but that something has happened to it in the round trip from Atari
> to disk and back. I can confirm the unlistable and unusable Basic
> state at that point until the next reboot. Only cure would some
> highly skilled use of a disk editor and manually repairing tokenised
> basic as stored on disks. Not something I was ever qualified to do.
> Any takers?

I've here a basic de-tokenizer program that might be able to repair the problem. It is itself a (Turbo-)Basic program and can fix variable tables and broken line linkages (the most likely reason why a program goes corrupt). Maybe that helps a bit.

So long,
Thomas

236. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 12:16:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com>
Source record: 17644
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Thank You Jerry, for your kind words. ===Ben===

On Mon, 12 Jan 2004, Jerry Trickey wrote:

> I don't know Ben from Adam, but here's what I will say about my brief
> experience with him.
>
> I wrote to ask if he had a replacement keyboard for my 1200xl. He indicated
> that he didn't, but offered that he sold a couple of the other XL machines
> or an XE system. When I emailed him back indicating that I had fixed my
> keyboard by cleaning it... He did something that few vendors do nowadays -
> he wrote back congratulating me on my success, and asked me to keep him in
> mind if I needed anything.
>
> That 30 seconds he spent doing that goes a long way with me. I've dealt
> with plenty of vendors of electronics, on purchased from $2.50 to $25,000 (I
> work in information technology), and I distinctly get the impression that he
> cares about customer service. If the opportunity arises in the future, he
> will get my business.
>
> Everyone needs an "attaboy" every once in a while... Hang in there Ben, the
> economy and our country will continue to get stronger and your business will
> pick up...
>
> --
> Jerry Trickey
> Bakersfield, CA
> j_trickey@cox.net
>
> To reply directly - remove underscore ("_") from email address
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> > On Mon, 12 Jan 2004, Larry Serflaten wrote:
> >
> > > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > > I'm not asking a lot, I'm just trying to make a living and I'd like
> > > > to earn your Business!
> > >
> > > That sounds a lot like the story from the guy at www.atarisales.com.
> > > It is surprising you guys can make a living off of 80's era technology!
> > >

> > > Good luck!
> > > LFS
> >
> > All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> > to feel any Financial Relief. Others say the U.S. is going through a
> > Recession, but for us. It's a Depression. Both financial and emotional.
> >
> > ===Ben===
> >
> > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > > -----== Over 100,000 Newsgroups - 19 Different Servers! =-----
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

237. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 13:10:11 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu0n3lupr1@news1.nivel5.cl>
Source record: 17643

```
I remember when is shows two "READY"
is that you need to ENTER "D:program.bas",--
```

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:bu0d9s$99c$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > You are describing a defective program, not that you wrote it wrong,
> > but that something has happened to it in the round trip from Atari
> > to disk and back. I can confirm the unlistable and unusable Basic
> > state at that point until the next reboot. Only cure would some
> > highly skilled use of a disk editor and manually repairing tokenised
> > basic as stored on disks. Not something I was ever qualified to do.
> > Any takers?
>
> I've here a basic de-tokenizer program that might be able to repair the
> problem. It is itself a (Turbo-)Basic program and can fix variable tables
> and broken line linkages (the most likely reason why a program goes
> corrupt). Maybe that helps a bit.
>
> So long,
> Thomas

238. Re: Anyone interested in a stack of Antic's and Analogs ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 13:27:23 UTC
From: Steve <Steve@zen.co.uk>
Message-ID: <UG7QIwD7I$AAFwJW@sjl1000.freeserve.co.uk>
Source record: 17646

In message <1006bsq7cjc927b@corp.supernews.com>, RoyE
<r-dean@charter.net> writes
>Only the first issues, 1,2,3,4,5 of ANTIC are needed for my collection if
>you have any of these I would be interested...
>
>RoyE
>
>"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in message
>news:pan.2004.01.12.22.42.48.517801@pianosa.freeserve.co.uk...
>> On Mon, 12 Jan 2004 10:19:58 +0000, Steve wrote:
>>
>> > I'll post a list if anyone's interested...
>>
>> Definitely. Whereabouts in the UK are you. Located in North Devon,
>> myself.
>>

Hi there,
I'm in Bristol

No very early no's for Anitic just: vol 4 no's 2,3,5,6,7 and vol 3 no's
9,10,11.

Analogs.... issue's 15,17,18,20,21,23,24,25,26,27,28,29,30,33,34,37
38,40,41,42,43,44,45,46,47,48 and 52.
Most are almost mint having been in binder since I got them.

I've also found 'The Atari XL handbook' Atari dos ref manule and the
Logo source book (for the ST).

Open to any offers for bit or the lot (bear in mind, in bulk the mags
are quite heavy for posting).
--
Steve
mind the spam trap

239. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 13:49:13 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu0pd0$v88$1@news1.nivel5.cl>
Source record: 17645
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi!
I've sent a mail to you.. but i'm going to ask here as well...

Which payments methods do you take ? I'm from Chile, but the shipping would
be to a mailbox on Miami, Florida.
Paypal ?

Thanks :o)

"Bravo Sierra Computers" <atari@aracnet.com> escribi&#65533; en el mensaje
news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...
> Thank You Jerry, for your kind words. ===Ben===
>
> On Mon, 12 Jan 2004, Jerry Trickey wrote:
>
> > I don't know Ben from Adam, but here's what I will say about my brief
> > experience with him.
> >
> > I wrote to ask if he had a replacement keyboard for my 1200xl. He
indicated
> > that he didn't, but offered that he sold a couple of the other XL
machines
> > or an XE system. When I emailed him back indicating that I had fixed my
> > keyboard by cleaning it... He did something that few vendors do
nowadays -
> > he wrote back congratulating me on my success, and asked me to keep him
in
> > mind if I needed anything.
> >
> > That 30 seconds he spent doing that goes a long way with me. I've dealt
> > with plenty of vendors of electronics, on purchased from $2.50 to
$25,000 (I
> > work in information technology), and I distinctly get the impression
that he
> > cares about customer service. If the opportunity arises in the future,
he
> > will get my business.
> >
> > Everyone needs an "attaboy" every once in a while... Hang in there Ben,
the
> > economy and our country will continue to get stronger and your business
will

> > pick up...
> >
> > --
> > Jerry Trickey
> > Bakersfield, CA
> > j_trickey@cox.net
> >
> > To reply directly - remove underscore ("_") from email address
> >
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> > > On Mon, 12 Jan 2004, Larry Serflaten wrote:
> > >
> > > > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > > > I'm not asking a lot, I'm just trying to make a living and I'd
like
> > > > > to earn your Business!
> > > >
> > > > That sounds a lot like the story from the guy at www.atarisales.com.
> > > > It is surprising you guys can make a living off of 80's era
technology!
> > > >
> > > > Good luck!
> > > > LFS
> > >
> > > All us Atari Dealers in the U.S. are hurting right now. Were the last
ones
> > > to feel any Financial Relief. Others say the U.S. is going through a
> > > Recession, but for us. It's a Depression. Both financial and
emotional.
> > >
> > > ===Ben===
> > >
> > > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > > -----== Over 100,000 Newsgroups - 19 Different Servers! =-----
> > >
> > > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> > References/
> > > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or
> > at
> > > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> > Received
> > > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> > Specify
> > > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> > (503)256-9974!!!

> > >
> >
> >
> >
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

240. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 13:58:44 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401130558.5e4aea0e@posting.google.com>
Source record: 17547

"russg" <russg@MUNGEen.com> wrote in message

> Uhm. Could be the BASIC 'B' bug, too many saves.
> Jindroush has a PC program to recover the file to a list file.
> So do I, but for the A8.
> Can't remember the names. Mine is SALVAGE2.BAS and
> SALVAGE1.BAS, one recovers the original variables, if they
> are there, the second substitutes variable names where
> they have been removed. Maybe Google jindroush and
> get his page.

THANKS Russ -

I'll try to find a recovery type of program like you suggested.
Some of the programs I wrote back in the day can't be replaced!
To me, they're priceless.

-regards,
z

241. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 14:03:43 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401130603.7eb8b068@posting.google.com>
Source record: 17548

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message

> Hi,
>
> I've here a basic de-tokenizer program that might be able to repair the
> problem. It is itself a (Turbo-)Basic program and can fix variable tables
> and broken line linkages (the most likely reason why a program goes
> corrupt). Maybe that helps a bit.
>
> So long,
> Thomas

I guess it helps a bit.
The really helpful piece would be if I actually had that program you've got.

-cheers,
z

242. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 15:01:15 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bu117r$nt8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17549

Hi,

> I guess it helps a bit.
> The really helpful piece would be if I actually had that program you've got.

No problem, drop me a mail.

Greetings,
Thomas

243. S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 16:08:02 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401130808.7935a7f5@posting.google.com>
Source record: 17550

Yeah, me again. Like Columbo, I never seem to go away and always have just one more question.

There's some talk of s-video on other threads, but I want to confirm that I understand it:

Now that I have a monitor cable for my 800xl, can I use S-VIDEO?

I have the monitor cable that has 4 RCA-style jacks at one end, and plugs into my 800xl at the other end.

Currently, I just plug one RCA into my cheesebox for video, and 1 plug into my PC speakers for audio. That works. But the video could look nicer.

Maybe I can use the S-VIDEO port on the cheesebox for a better looking screen.

Are those 2 "unused" RCA jacks coming off of my monitor cable the one's I can use for S-VIDEO? As I said already, I know which one is "audio" and the other I use for plain old "video".

muchas gracias in advance,
z
[aka Rob]

244. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 17:16:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4004277c1a23970@tripnet.se>
Source record: 17551
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In comp.sys.atari.st <bu0pd0$v88$1@news1.nivel5.cl>
Bruce wrote on Tue 13-01-2004 09:49 (-0400):

>I've sent a mail to you.. but i'm going to ask here as well...
>
>Which payments methods do you take ? I'm from Chile, but the shipping would
>be to a mailbox on Miami, Florida.
>Paypal ?

>"Bravo Sierra Computers" <atari@aracnet.com> escribiï¿½ en el mensaje
>news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...

I have sent the money in US dollar bank notes in an envelope when I
bought stuff from Ben Smith.

Just use insured mail and you will be fine. Bank notes in letters are
often illegal and insecure but if insured perfectly OK.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

245. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 20:10:30 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0401131210.85a3cd3@posting.google.com>
Source record: 17553

I also have a BASIC detokenizer that I wrote in perl that may be useful.

You can find it here:

http://home.comcast.net/~atariguy1/atari/detokenize.pl

If it is helpful, let me know.

--Chris

246. Re: Jumper to bypass write protect on 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 20:13:58 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <GkYMb.7474$3o.427@newsfep1-gui.server.ntli.net>
Source record: 17554

Hi, I am in the UK and have a magazine article which describes in detail making a switched control with a 2 colour LED on the drive front for write protect/enable. I would happily send you a copy if you wish, easy to make and simple to fit

Richard
"Jerry Trickey" <j_trickey@cox.net> wrote in message news:bcCMb.288$Xq2.32@fed1read07...
I know someone out there will know this... I used to have a jumper inside the drive to bypass the write protection... But don't remember where it goes! I do know that it goes on the multi-pin connectors that inside the left rear of the drive, but that's about it. :)

Appreciate the help - thank you in advance...

Jerry

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

247. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 21:07:47 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu1j34$6gg$1@news1.nivel5.cl>
Source record: 17552
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
In this case.. money orders are ok too.... i guess
```

"Kenneth Medin" <kennethm@tripnet.se> escribi&#65533; en el mensaje
news:4004277c1a23970@tripnet.se...
> In comp.sys.atari.st <bu0pd0$v88$1@news1.nivel5.cl>
> Bruce wrote on Tue 13-01-2004 09:49 (-0400):
>
> >I've sent a mail to you.. but i'm going to ask here as well...
> >
> >Which payments methods do you take ? I'm from Chile, but the shipping
would
> >be to a mailbox on Miami, Florida.
> >Paypal ?
>
> >"Bravo Sierra Computers" <atari@aracnet.com> escribi&#65533; en el mensaje
> >news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...
>
> I have sent the money in US dollar bank notes in an envelope when I
> bought stuff from Ben Smith.
>
> Just use insured mail and you will be fine. Bank notes in letters are
> often illegal and insecure but if insured perfectly OK.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

248. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-13 22:28:22 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1008s6p4pjb5331@corp.supernews.com>
Source record: 17555

```
Hi (recover a BASIC LOADed file.)
Jindroush's program is called CHKBAS.EXE for the PC.
Google Jindroush and go to Atari, programs he wrote.
My Salvage program actually may handle errors in
the decoding a little better, if I recall, and can be run
from a real Atari or an emulator like XLIT.
I can't find it right now.
```

249. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 00:02:55 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <l4OdnW2gtaysGpndRVn-hg@comcast.com>
Source record: 17556

....er.....um......

I'll let you know if I can ever figure out what to do with it.

-z-

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0401131210.85a3cd3@posting.google.com...
> I also have a BASIC detokenizer that I wrote in perl that may be useful.
>
> You can find it here:
>
> http://home.comcast.net/~atariguy1/atari/detokenize.pl
>
> If it is helpful, let me know.
>
> --Chris

250. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 00:12:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <HYudndaaE6P8FJndRVn-tw@comcast.com>
Source record: 17557

o.k. thanks

I went to his page & downloaded it.

Have you used it? It's a PC executable file.

So I'm guessing I somehow run it against my fizzled basic program which
exists as an atari floppy image/disk called "basic1.atr"
(well, and on a 5.25 disk in native atari format too!!)

Does that mean I need the actual .BAS file by itself as a file??? (not
contained in an .atr image) hmmmm.....I hate stuff you actually have to
use your brain to figure out. Dag-nabbit, I have to use my brain all day at
work. It usually shuts down by 5:30pm.

zoinks,
-z-

"russg" <russg@MUNGEen.com> wrote in message
news:1008s6p4pjb5331@corp.supernews.com...
> Hi (recover a BASIC LOADed file.)
> Jindroush's program is called CHKBAS.EXE for the PC.
> Google Jindroush and go to Atari, programs he wrote.
> My Salvage program actually may handle errors in
> the decoding a little better, if I recall, and can be run
> from a real Atari or an emulator like XLIT.
> I can't find it right now.
>
>

251. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 00:17:20 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <XaudnYz6QfwMF5ndRVn-jw@comcast.com>
Source record: 17558

.......i think i pressed SEND to early.

Let me append to my last e-mail. Sorry, my central nervous system was rebooting.

On my PC here, the only thing I can do with a "*.pl" file is right click, choose "open with" and look at the mess in "microsoft notepad."

What do I need to run or execute it? Thanks.

-ta
sideshow bob

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0401131210.85a3cd3@posting.google.com...
> I also have a BASIC detokenizer that I wrote in perl that may be useful.
>
> You can find it here:
>
> http://home.comcast.net/~atariguy1/atari/detokenize.pl
>
> If it is helpful, let me know.
>
> --Chris

252. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 00:55:23 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <10094qfe2qtmt7e@corp.supernews.com>
Source record: 17559

Z.Beeblebrox <the.z.guy@comcast.net> wrote in message
news:HYudndaaE6P8FJndRVn-tw@comcast.com...
> o.k. thanks
>
> I went to his page & downloaded it.
>
> Have you used it? It's a PC executable file.
>
> So I'm guessing I somehow run it against my fizzled basic program which
> exists as an atari floppy image/disk called "basic1.atr"
> (well, and on a 5.25 disk in native atari format too!!)
>
> Does that mean I need the actual .BAS file by itself as a file??? (not
> contained in an .atr image) hmmmm........I hate stuff you actually have
to
> use your brain to figure out. Dag-nabbit, I have to use my brain all day
at
> work. It usually shuts down by 5:30pm.
>
> zoinks,
> -z-
Yes, chkbas.exe is a PC executable and it is command line,
you have to have the actual BAS file in the directory you
are working in. I don't remember the syntax, but you may
be able to chkbas /? or /h to get the syntax. Yes, you also
have to have the .BAS file in the directory. Then it might
be something like chkbas yourgame.bas. or chkbas yourgame.bas yourgame.txt.
Shoot. Uhmm.. You might also
want imageman or xdir to remove a copy of yourgame.bas
to the pc directory. imageman and xdir are also PC utilities.

253. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 01:02:41 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1009583gn60h672@corp.supernews.com>
Source record: 17560

(clicks on pc program icon and gets 'open with?' (notepad).
Uh oh. We gotta get you to a command line. MSDOS icon,
it is in your start list. Then you should create a working directory.
Put imageman or xdir in work, along with your atr.
extract the .bas file from the .atr
also have chkbas in c:\work
chkbas myprog.bas
now your program is in listed form, ATASCII maybe, if ASCII then
you gotta get a program to make ATASCII from ASCII.
now put the LISTed program on the .atr with imageman.
finally, use an emulator, load your favorite DOS. go to BASIC
ENTER the listed program and finally SAVE it back (with a different name,
don't lose your original.)
DOS, DOS, DOS command line hahahahahah!!!

254. Re: Assembly Language Programming for the Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 01:27:55 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <87aa8de20e16b0b842be95c9f2e7d549@news.teranews.com>
Source record: 17561
Cross-posted to: comp.sys.atari.8bit,comp.lang.asm

I wish I had that book in 1984. Too late now. Last time I tried to get
this book, they wanted an arm and a leg for it, now it's free on the
internet.

"Kevin Savetz" <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in
message
news:usenet-DELETEthisPART-229641.16085411012004@news.west.cox.net...
> The full text of the classic computer book Assembly Language Programming
> for the Atari Computers by Mark Chasin is now available at:
> http://www.atariarchives.org/alp/
>
> Published in 1984, the book is one of the best introductions to Atari
> assembly language written. Chapters include graphics and sound,
> input/output, and machine language subroutines for use with Atari BASIC.
>
> Several other books about 6502 machine language are also available at
> AtariArchives.org, including the best-selling Machine Language For
> Beginners (http://www.atariarchives.org/mlb/), Atari Roots
> (http://www.atariarchives.org/roots/), De Re Atari
> (http://www.atariarchives.org/dere/), and others.
>
> --Kevin
> --
> Kevin Savetz - http://www.savetz.com/contact/
> Curator of Classic Computer Magazine Archive - www.atarimagazines.com
> & Atariarchives.org - www.atariarchives.org
> Free After Rebate blog - http://www.freeafterrebate.info

255. POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 02:48:56 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <f8dbe8ad5351ba52f7714f6a27cf20f4@news.teranews.com>
Source record: 17562

Pop Quiz, No Cheating...
Do not look it up, do not look at other people's answers, answer to the best
of your ability...

"Error - 170" means?
"Error - 21" means?
"Error - 144" means?
"Error - 136" means?
"Error - 12" means?

Name any other Errors that you know off the top of your head....

256. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 02:53:31 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b5b80b5e67e51296a7b54875ab39c30a@news.teranews.com>
Source record: 17563
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Ah well, it's just 1982 all over again...

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> On Mon, 12 Jan 2004, Larry Serflaten wrote:
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > I'm not asking a lot, I'm just trying to make a living and I'd like
> > > to earn your Business!
> >
> > That sounds a lot like the story from the guy at www.atarisales.com.
> > It is surprising you guys can make a living off of 80's era technology!
> >
> > Good luck!
> > LFS
>
> All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> to feel any Financial Relief. Others say the U.S. is going through a
> Recession, but for us. It's a Depression. Both financial and emotional.
>
> ===Ben===
>
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > ------== Over 100,000 Newsgroups - 19 Different Servers! =-----
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

257. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 03:09:46 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <J5SdnZjO-OVmL5ndRVn-jg@comcast.com>
Source record: 17564

russ,

I was responding to the post from chris martin & his .pl file.
I'm fine with chkbas (that is, after I extract my atari basic file out of a
.atr image)

-z-

"russg" <russg@MUNGEen.com> wrote in message
news:1009583gn60h672@corp.supernews.com...
> (clicks on pc program icon and gets 'open with?' (notepad).
> Uh oh. We gotta get you to a command line. MSDOS icon,
> it is in your start list. Then you should create a working directory.
> Put imageman or xdir in work, along with your atr.
> extract the .bas file from the .atr
> also have chkbas in c:\work
> chkbas myprog.bas
> now your program is in listed form, ATASCII maybe, if ASCII then
> you gotta get a program to make ATASCII from ASCII.
> now put the LISTed program on the .atr with imageman.
> finally, use an emulator, load your favorite DOS. go to BASIC
> ENTER the listed program and finally SAVE it back (with a different name,
> don't lose your original.)
> DOS, DOS, DOS command line hahahahahah!!!
>
>

258. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 03:33:59 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1009e3rq814rvce@corp.supernews.com>
Source record: 17565

```
170 file not found
21 tried to load a LISTed file
144 sector read/write disk drive error
136 tried to read beyond end of file
12 ????
9 DIM error didn't DIM a string
135 I think is tried to read or write to a channel open for the opposite of
what you tried to do.
I remember getting a bunch of error 5s.
I always grab my Poole and McNiff for the error list
Steve S <j70141@hotmail.com> wrote in message
news:f8dbe8ad5351ba52f7714f6a27cf20f4@news.teranews.com...
> Pop Quiz, No Cheating...
> Do not look it up, do not look at other people's answers, answer to the
best
> of your ability...
>
> "Error - 170" means?
> "Error - 21" means?
> "Error - 144" means?
> "Error - 136" means?
> "Error - 12" means?
>
> Name any other Errors that you know off the top of your head....
>
>
```

259. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 03:35:20 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1009e6ed64qi765@corp.supernews.com>
Source record: 17566

Z.Beeblebrox <the.z.guy@comcast.net> wrote in message
news:J5SdnZjO-OVmL5ndRVn-jg@comcast.com...
> russ,
>
> I was responding to the post from chris martin & his .pl file.
> I'm fine with chkbas (that is, after I extract my atari basic file out of
a
> .atr image)
>
> -z-
Right, sorry

260. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 04:10:51 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <iNudnU3wmMvRXJndRVn-jA@comcast.com>
Source record: 17567

```
MANY THANKS!

My program has been recovered with minor damage only. I can fix the missing
code.
This is great. I can't believe it worked!

-z-

"russg" <russg@MUNGEen.com> wrote in message
news:1009e6ed64qi765@corp.supernews.com...
>
> Z.Beeblebrox <the.z.guy@comcast.net> wrote in message
> news:J5SdnZjO-OVmL5ndRVn-jg@comcast.com...
> > russ,
> >
> > I was responding to the post from chris martin & his .pl file.
> > I'm fine with chkbas (that is, after I extract my atari basic file out
of
> a
> > .atr image)
> >
> > -z-
> Right, sorry
>
>
```

261. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 04:30:26 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1009hf0jt31spf7@corp.supernews.com>
Source record: 17568

Chris,

With the .pl script are there anyother command line options that can be used
other than piping the output to file and return key to screen.. I haven't
been able to get an ATASCI file ..... YET!
RoyE

"russg" <russg@MUNGEen.com> wrote in message
news:1009e6ed64qi765@corp.supernews.com...
>
> Z.Beeblebrox <the.z.guy@comcast.net> wrote in message
> news:J5SdnZjO-OVmL5ndRVn-jg@comcast.com...
> > russ,
> >
> > I was responding to the post from chris martin & his .pl file.
> > I'm fine with chkbas (that is, after I extract my atari basic file out
of
> a
> > .atr image)
> >
> > -z-
> Right, sorry
>
>

262. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 04:44:07 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401132327260.23766@shell1>
Source record: 17569

On Tue, 13 Jan 2004, Rob wrote:

> Yeah, me again. Like Columbo, I never seem to go away and always have
> just one more question.

Yeah, Columbo! ;-)

> Now that I have a monitor cable for my 800xl, can I use S-VIDEO?
>
> I have the monitor cable that has 4 RCA-style jacks at one end, and
> plugs into my 800xl at the other end.
>
> Currently, I just plug one RCA into my cheesebox for video, and 1 plug
> into my PC speakers for audio. That works. But the video could look
> nicer.
>
> Maybe I can use the S-VIDEO port on the cheesebox for a better looking
> screen.
>
> Are those 2 "unused" RCA jacks coming off of my monitor cable the
> one's I can use for S-VIDEO? As I said already, I know which one is
> "audio" and the other I use for plain old "video".

The plain, old, video line is for your composite signal. If the
one, unused jack is for "chroma", and the other is for "luma", then in
essence you have the makings of S-Video. If the Atari puts out such
signals through its video port, you could then fashion/buy a
RCA-to-S-Video adapter in order to connect to a television/monitor that
has a S-Video jack. Alternatively, you can get a monitor that has
separated chroma and luma connections.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

263. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 07:01:44 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <81ac0$4004e90a$50ab01e5$31710@nf1.news-service.com>
Source record: 17570

And I thought I was the only lunatic on this one. A while back I met an old Atari friend of mine which I hadn't seen in al least 12 years. So while we were chatting about life in general, I threw in "Hey, d'ye still know what POKE 77,128 does?" He looked a bit incredulous as if to say, "What? I'm a father of two now, get a life you $"&#65533;(/!" ((-:

```
ERROR 12 - Line not found error
```

264. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 12:02:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040114070255.14429.00002791@mb-m14.aol.com>
Source record: 17571

> Now that I have a monitor cable for my 800xl, can I use S-VIDEO? <

Most likely, *NO*

LLppwhite previously posted:

>> *A stock 800XL has no chroma output unless modified. (That means no
S-video,
unless B/W.)

*Unless you have an 800XL made in Taiwan (maybe 10%), you will still have
relatively poor video, unless modified. Don't blame the Cheesebox, blame
Atari. <<

265. graphics chips and memory modules

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 17:04:04 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0401140904.4365f811@posting.google.com>
Source record: 17572

I seem to remember years ago someone telling me that T.I (Texas Instruments) invented the first Graphics/Sprite chip in 1976/7

I also seem to remeber someone telling me that HP Pioneered plug in memory modules in the very early 80/s

Personally, from what I know about Atari, and the wealth of technology Atari pioneered, I don't think the above 2 statements are true

According to various websites relating to the VCS/2600, This system had already been finished/prototyped as far back as the Back End of 75 (or to use the americanism 'the fall') but because 'Bushnell's" Atari was so under capitalised (cash strapped) it didn't have the funds to mass produce it (which is why bushnell offloaded Atari to Warners) So that the VCS would have the funds to go into mass production

As I understand it, the Hardware the VCS used, was designed by a subcontractor working for Atari (As I understand it this company was eventually bought out by Atari) one of the Hardware Chips the VCS used was the T I A (I guess somehow related to the C/GTIA of the A8 series), and according to techical doc's released by the designer of TIA (A certain Joe Decuir) The TIA was both a graphics chip and also a sprite chip (or could that be a grphics chip capable of manipulating and displaying sprites)

If this is so, and the fact that the VCS was alreay finished at the back end of 75, surely Atari's effort predates TI's claim by a year or so (or didn't Atari patent it in time)

In addition the concept of plug in memory modules, and HP's claim to pioneering this technology, of HP's claim to hold water, their technology would have had to have predated Plug in Ram based mem. modules (back end of 1978) or 1975/6 for Plug in Rom based mem. modules, because Atari/Fairchild were the first companies to develop Plug in Rom based mem. modules (the VCS/Channel f respectively) in 1975/6 and Atari who developed Plug in Ram based mem. modules for their original computer line (the 400/800 respectively- and most commentators at the time were mentioning that is was the first micro(s) to use Plug in Ram based mem. modules))

Again, Did TI/HP create these technologies, or was it Atari

And to muddy the water a bit, I guess you could say that Atari (with the Help of Activision) singlehandedly created the modern Games Publishing Industry (ususaly refered to has 3rd party s/w developers)- if it wasn't for a certain out of court settlement that Atari/Warners did with Activision, in regards to producing and publishing 3rd party

vcs software... interesting eh..

266. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 17:06:22 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401140906.7a21b445@posting.google.com>
Source record: 17574

"russg" <russg@MUNGEen.com> wrote in message

> 170 file not found
> 21 tried to load a LISTed file
> 144 sector read/write disk drive error
> 136 tried to read beyond end of file
> 12 ????
> 9 DIM error didn't DIM a string
> 135 I think is tried to read or write to a channel open for the opposite of
> what you tried to do.
> I remember getting a bunch of error 5s.
> I always grab my Poole and McNiff for the error list

Doh! With the title "pop quiz" and all, I thought there would be a
GOSUB related error somewhere.

I forgot error 12....the only one I couldn't remember! And I should
have.
Well I did drink decaf this morning. damn decaf.

Some of this stuff is just so deeply etched into my brain, I can't
forget.
What's weird is that back in "the day" (lets call it the 1980s) I knew
the sector lengths, off the top of my head, of almost every game I
had...that came to around 300 programs. I never tried to memorize it,
I just knew. Weird.

Line not found....yeah...I hate that one.
z

"And I followed him into the closet, down into the steam tunnels. And
there I saw the most disgusting thing I've ever seen in my life."
"What?"
"Hollyfeld, in his pajamas."

267. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 17:09:27 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401140909.66fa8e71@posting.google.com>
Source record: 17575

"russg" <russg@MUNGEen.com> wrote in message

> 170 file not found
> 21 tried to load a LISTed file
> 144 sector read/write disk drive error
> 136 tried to read beyond end of file
> 12 ????
> 9 DIM error didn't DIM a string
> 135 I think is tried to read or write to a channel open for the opposite of
> what you tried to do.
> I remember getting a bunch of error 5s.
> I always grab my Poole and McNiff for the error list

Doh! With the title "pop quiz" and all, I thought there would be a
GOSUB related error somewhere.

I forgot error 12....the only one I couldn't remember! And I should
have.
Well I did drink decaf this morning. damn decaf.

Some of this stuff is just so deeply etched into my brain, I can't
forget.
What's weird is that back in "the day" (lets call it the 1980s) I knew
the sector lengths, off the top of my head, of almost every game I
had...that came to around 300 programs. I never tried to memorize it,
I just knew. Weird.

Line not found....yeah...I hate that one.
z

"And I followed him into the closet, down into the steam tunnels. And
there I saw the most disgusting thing I've ever seen in my life."
"What?"
"Hollyfeld, in his pajamas."

268. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 18:05:54 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu3sqb$3km$1@news1.nivel5.cl>
Source record: 17573

```
hahahaha
i always remember those errors.. cause i used to take buses with the same
numbers on it
:o)
```

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@NoSPAM.gmx.de> escribi&#65533; en el mensaje
news:81ac0$4004e90a$50ab01e5$31710@nf1.news-service.com...
> And I thought I was the only lunatic on this one. A while back I met an
old
> Atari friend of mine which I hadn't seen in al least 12 years. So while we
> were chatting about life in general, I threw in "Hey, d'ye still know what
> POKE 77,128 does?" He looked a bit incredulous as if to say, "What? I'm a
> father of two now, get a life you $"&#65533;(/!" ((-:
>
>
> ERROR 12 - Line not found error
>
>

269. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 18:07:34 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <28ac4b34a999a5079094e44899044113@news.teranews.com>
Source record: 17576

I tried to only mention the ones I knew or came across often while
programming. All of those are ones that I had to deal with time and again,
enough so that I knew what they were without looking them up (and I was only
9 years old at the time).

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ec1749c9.0401140906.7a21b445@posting.google.com...
> "russg" <russg@MUNGEen.com> wrote in message
>
> > 170 file not found
> > 21 tried to load a LISTed file
> > 144 sector read/write disk drive error
> > 136 tried to read beyond end of file
> > 12 ????
> > 9 DIM error didn't DIM a string
> > 135 I think is tried to read or write to a channel open for the opposite
of
> > what you tried to do.
> > I remember getting a bunch of error 5s.
> > I always grab my Poole and McNiff for the error list
>
> Doh! With the title "pop quiz" and all, I thought there would be a
> GOSUB related error somewhere.
>
> I forgot error 12....the only one I couldn't remember! And I should
> have.
> Well I did drink decaf this morning. damn decaf.
>
> Some of this stuff is just so deeply etched into my brain, I can't
> forget.
> What's weird is that back in "the day" (lets call it the 1980s) I knew
> the sector lengths, off the top of my head, of almost every game I
> had...that came to around 300 programs. I never tried to memorize it,
> I just knew. Weird.
>
> Line not found....yeah...I hate that one.
> z
>
> "And I followed him into the closet, down into the steam tunnels. And
> there I saw the most disgusting thing I've ever seen in my life."
> "What?"
> "Hollyfeld, in his pajamas."

270. Re: any1 got xex2cas ...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 20:15:56 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <5r8b00pdbt4iegr8n822bjg6kl5s9mjdvo@4ax.com>
Source record: 17577

On Thu, 8 Jan 2004 14:32:26 -0000, "ian" <cker@SPAMOFF.co.uk> wrote:

>any1 got xex2cas converted xex files to work with atari800win emulator only
>i cant get them do anything but come up with a error or if i try and boot
>them the tape stops and nothing happends.
>
>cheers
>ian
>
I downloaded some xex files and tried it out.
If you add a boot loader, you can boot binary files that are in the
DOS binary load format. I downloaded passiona.xex and converted it
and it worked. It is a sound and graphics demo. If I recall right
the file frantic.xex also converted fine this way.
I converted them to .cas files and then used cas2wav to convert them
to .wav files, and then wrote them to a cassette tape. They loaded
just fine. That is what the xex2cas program was designed for;
creating a real tape for a real Atari.
Of course the .cas file should also work on the emulator, so I tried
that too. The passiona.cas file worked as a boot tape.
Booting takes 10 to 20 seconds of course, tapes are slow.
The file frantic.cas did not work on the emulator this way.
I get a message that the Atari computer has crashed.
I have not tried to put .bas files on tape this way, but that should
also work, if you do not add the boot loader. (/b option.)
But why use cassette with the emulator? It would be simpler to put
the binary file in some .atr image with a boot menu or some gamedos.
The only reasons I can think of is that you want to test the cassette
before actually writing it to tape (time consuming) or you simple like
cassettes, which means you must be just as crazy as me.

Keep those XL's/XE's buzzing.
Ernest.

271. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 21:01:21 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0401141301.4ba9703e@posting.google.com>
Source record: 17578

Ah, yes, that would be useful.

I have updated the script and can be found here again:
http://home.comcast.net/~atariguy1/atari/detokenize.pl

Sorry for the poor explaination before, but this PERL script is for use
with Linux/UNIX or with winperl. I have added a few command line options.
Just type 'detokenize.pl -h' at the unix prompt in order to see the help:

USAGE:
detokenize.pl [-a(tascii)] [-d(ebug)] [-f(ile) <BAS FILENAME>]
-a : Print output in ATASCII
-d : Print some debug information

Example:
detokenize.pl -debug -atascii -file MYPRG.BAS

Now, all debug information goes to STDERR, so you can pipe the output to
a file in ASCII/ANSI or ATASCII.

Cheers,
Chris

"RoyE" <r-dean@ charter.net> wrote in message news:<1009hf0jt31spf7@corp.supernews.com>...
> Chris,
>
> With the .pl script are there anyother command line options that can be used
> other than piping the output to file and return key to screen.. I haven't
> been able to get an ATASCI file ..... YET!
> RoyE
>

272. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 21:43:51 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <rKiNb.10825$4P6.4516@nwrddc01.gnilink.net>
Source record: 17579

Now this is the kind of thing that keeps me coming back to brighten up my day. The responses are fun to read too. I loved Frank's. Things like that happen to me everyday. Heck, I still dream in 6502 assembly. Paul

> Do not look it up, do not look at other people's answers, answer to the best
> of your ability...
>
> "Error - 170" means?
> "Error - 21" means?
> "Error - 144" means?
> "Error - 136" means?
> "Error - 12" means?
>
> Name any other Errors that you know off the top of your head....
>
>

273. Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 22:56:19 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu4dqf$80i$1@news1.nivel5.cl>
Source record: 17580

Anyone see the episode, when fry's win the trip to slurm's factory ?
In this episode, the professor, uses an z-ray to see through things... when
it points to bender's head, it has 6502 printed on it.

Yeah, i know it's silly... but i found it funny :D

274. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 23:45:33 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <NsWdnbwjIrgDSZjdRVn-tw@comcast.com>
Source record: 17581

Oh, I've gotta see that episode again then!

I know I saw the "slurm" futurama but I don't recall the 6502 reference.
I wouldn't have forgotten!

You'll catch some old computer references in the Simpsons, too.
If I think of one I'll post it.

-yoink,
me

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bu4dqf$80i$1@news1.nivel5.cl...
> Anyone see the episode, when fry's win the trip to slurm's factory ?
> In this episode, the professor, uses an z-ray to see through things...
when
> it points to bender's head, it has 6502 printed on it.
>
> Yeah, i know it's silly... but i found it funny :D
>
>
>
>

275. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-14 23:53:06 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <DNOdnXQaecD-S5jdRVn-hg@comcast.com>
Source record: 17582

yeah, I did read that. But I ignored it and am just moving on.
I'm reminded of those screws at the bottom of any household appliance, with the sticker urging, "do not remove".
You just say to yourself, "well, they can't mean me! I know what i'm doing! Where's my screwdriver?".....and you just plow ahead and do it anyway.

[getting back]
I do have 2 800xl's! Maybe 1 is from Taiwan. Come on, everything else you buy in the U.S. is from somewhere else.

Tell you what.....once I get the cable I need, I'll post and let y'all know if it worked or if it didn't.

Yes, yes, I know it's not the cheesebox's fault....what with its cheesy goodness & everything.

-g'day folks,
& larry

z.b.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040114070255.14429.00002791@mb-m14.aol.com...
> > Now that I have a monitor cable for my 800xl, can I use S-VIDEO? <
>
> Most likely, *NO*
>
> LLppwhite previously posted:
>
> >> *A stock 800XL has no chroma output unless modified. (That means no
> S-video,
> unless B/W.)
>
> *Unless you have an 800XL made in Taiwan (maybe 10%), you will still have
> relatively poor video, unless modified. Don't blame the Cheesebox, blame
> Atari. <<
>
>
>

276. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 02:12:50 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <cmtb005rovj3cui83vkvbd3s31esgfd5ot@4ax.com>
Source record: 17583

On Wed, 14 Jan 2004 18:45:33 -0500, "Z.Beeblebrox" <the.z.guy@comcast.net>
wrote:

>Oh, I've gotta see that episode again then!
>
>I know I saw the "slurm" futurama but I don't recall the 6502 reference.
>I wouldn't have forgotten!
>
Yeah, good ol' Bender... Not only has he a 6502 in his head, but he's made in
Mexico, as per another episode... I wonder if both facts are somehow related.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

277. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 02:16:46 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <rKmNb.466$Do3.208586@news.abs.net>
Source record: 17584

Does anyone know if there is a commercially available adapter to connect
dual RCA (chroma and luma) signals into a standard SVIDEO connector? If so,
can you provide a link or contact?

-Jason Harmon

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ec1749c9.0401130808.7935a7f5@posting.google.com...
> Yeah, me again. Like Columbo, I never seem to go away and always have
> just one more question.
>
> There's some talk of s-video on other threads, but I want to confirm
> that I understand it:
>
> Now that I have a monitor cable for my 800xl, can I use S-VIDEO?
>
> I have the monitor cable that has 4 RCA-style jacks at one end, and
> plugs into my 800xl at the other end.
>
> Currently, I just plug one RCA into my cheesebox for video, and 1 plug
> into my PC speakers for audio. That works. But the video could look
> nicer.
>
> Maybe I can use the S-VIDEO port on the cheesebox for a better looking
> screen.
>
> Are those 2 "unused" RCA jacks coming off of my monitor cable the
> one's I can use for S-VIDEO? As I said already, I know which one is
> "audio" and the other I use for plain old "video".
>
> muchas gracias in advance,
> z
> [aka Rob]

278. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 02:33:25 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <24edna061ZZBZpjdRVn-jQ@comcast.com>
Source record: 17585

er, um...
hi.

What about this? http://www.cablesnmor.com/s-video-rca.html

-bleat.
z

"Jason Harmon" <jharmon@us.net> wrote in message
news:rKmNb.466$Do3.208586@news.abs.net...
> Does anyone know if there is a commercially available adapter to connect
> dual RCA (chroma and luma) signals into a standard SVIDEO connector? If
so,
> can you provide a link or contact?
>
> -Jason Harmon
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ec1749c9.0401130808.7935a7f5@posting.google.com...
> > Yeah, me again. Like Columbo, I never seem to go away and always have
> > just one more question.
> >
> > There's some talk of s-video on other threads, but I want to confirm
> > that I understand it:
> >
> > Now that I have a monitor cable for my 800xl, can I use S-VIDEO?
> >
> > I have the monitor cable that has 4 RCA-style jacks at one end, and
> > plugs into my 800xl at the other end.
> >
> > Currently, I just plug one RCA into my cheesebox for video, and 1 plug
> > into my PC speakers for audio. That works. But the video could look
> > nicer.
> >
> > Maybe I can use the S-VIDEO port on the cheesebox for a better looking
> > screen.
> >
> > Are those 2 "unused" RCA jacks coming off of my monitor cable the
> > one's I can use for S-VIDEO? As I said already, I know which one is
> > "audio" and the other I use for plain old "video".
> >
> > muchas gracias in advance,
> > z
> > [aka Rob]
>

>

279. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 04:03:07 UTC
From: Cruiser7 <cruiser7@nospam.com>
Message-ID: <100c483s5scu9ec@corp.supernews.com>
Source record: 17586

Bruce wrote:

> Anyone see the episode, when fry's win the trip to slurm's factory ?
> In this episode, the professor, uses an z-ray to see through things... when
> it points to bender's head, it has 6502 printed on it.
>
> Yeah, i know it's silly... but i found it funny :D
>
>
>
>
LOL, I thought that was pretty cool. If you get the Season 1 DVD set and listen to the audio commentary for the episode "Fry and the Slurm Factory", David X. Cohen mentioned that the 6502 microprocessor was used in both Apple and Atari computers. Glad to see that the Futurama staff has it's share of computer geeks.

The second season episode, titled "The Honkening", also features some old computer gags... Namely references to TRS-80 and Commodore 64.

Several episodes of Futurama make references to Macintosh and a few to Windows... I've probably learned more about Macs from Futurama than I have through "normal" means. :)

C7

280. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 10:18:13 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <R1BM14DlZmBAFwzO@btinternet.com>
Source record: 17587

In article <NsWdnbwjIrgDSZjdRVn-tw@comcast.com>, Z.Beeblebrox
<the.z.guy@comcast.net> writes
>You'll catch some old computer references in the Simpsons, too.
>If I think of one I'll post it.

Gil sells the school some Coleco (IIRC) computers, then tries to sell
rustproofing. In the same scene, Ralph calls Chalmers "Supernintendo
Chalmers".

Homer uses an iMac in various episodes.

Unrelated: IIRC Peggy Hill (King of the Hill) uses a Kaypro ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

281. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 11:20:20 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <40067775$0$328$e4fe514c@news.xs4all.nl>
Source record: 17588
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"paul s" <paulslinux@REMOVESPAMhotmail.comKILLER> wrote in message
news:pan.2003.08.18.12.38.41.219135@REMOVESPAMhotmail.comKILLER...
>
> BTW does a CDi have provision for hardware scrolling of it's video planes?

Yep, it does this through it's display list, which is called 'Line Control
Table' (LCT). Each line can have a command that tells the graphics processor
where to get the video data for this line (line-starts). So hardware
scrolling is done by repeatedly reprogramming the LCT line-starts. I've made
some really smooth text-scrolling routines with this.

> Yet in another game which involves scrolling, Micro-Machines.
> The scrolling background is going jerk, jerk, jerk, while the car movement
> is fairly smooth.

I think the Micro Machines programmers could have done a better job :).
Smooth scrolling of backdrops is one of the things that should cost very
little processing power, so it must be badly programmed.

PeterV

282. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 11:23:46 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <40067843$0$318$e4fe514c@news.xs4all.nl>
Source record: 17589
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

```
> > >>Maybe he meant that an 8-bit MAC *address* system was gay. Assuming
he's
> > >>using the term as an insult, I agree that 8-bit MAC addresses are
> > >> downers.
> >
> > >You mean that there are *more* than 256 network cards?! Has the world
> > >gone mad, or what? :-)
> >
> > Totally. Next they'll be saying you need more than 640K.
>
> Heh. Who could ever forget Bill Gate's now famous line regarding memory
> requirements?

Well, maybe the people who never tried to put 512Mb or more in their PC
running Windows 95/98/98se/ME?

:)

PeterV
```

283. ADV: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 11:50:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com>
Source record: 17590
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! And a 20% Discount for my more regular /
preferred Customers covering All Games/SoftWare, Books/References and Most
HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
Buyers outside the US can take advantage of favorable exchange Rates over
the Dollar! Shipping and selling to anyone/anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs at
http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

284. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 13:24:14 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu60lokjf1@news1.nivel5.cl>
Source record: 17591

yep
In many episodes there are references to computers.... Atari, Mac, Windows os (Cursing it!) , [kid]Nappster , Basic Language, and on one of the Antology of Interest, some classical video games as, Donkey Kong, Space invaders, etc...
Simpsons has many too... When Homer try to make a computer business hipermegasomething, and bill gates trying to buy it... ,when he uses iternet to spread news as Mr X...

I have all Futurama, and Simpsons Seasons... and time to time, when they do computer related jokes, i have to explain them to my wife xD

"Cruiser7" <cruiser7@nospam.com> escribi&#65533; en el mensaje news:100c483s5scu9ec@corp.supernews.com...
> Bruce wrote:
>
> > Anyone see the episode, when fry's win the trip to slurm's factory ?
> > In this episode, the professor, uses an z-ray to see through things... when
> > it points to bender's head, it has 6502 printed on it.
> >
> > Yeah, i know it's silly... but i found it funny :D
> >
> >
> >
> >
> LOL, I thought that was pretty cool. If you get the Season 1 DVD set and
> listen to the audio commentary for the episode "Fry and the Slurm
> Factory", David X. Cohen mentioned that the 6502 microprocessor was used
> in both Apple and Atari computers. Glad to see that the Futurama staff
> has it's share of computer geeks.
>
> The second season episode, titled "The Honkening", also features some
> old computer gags... Namely references to TRS-80 and Commodore 64.
>
> Several episodes of Futurama make references to Macintosh and a few to
> Windows... I've probably learned more about Macs from Futurama than I
> have through "normal" means. :)
>
> C7

285. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 14:10:56 UTC
From: Coen van der Geest <drjones-nospam@xs2.xs4all.nl>
Message-ID: <40069f70$0$323$e4fe514c@news.xs4all.nl>
Source record: 17592
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

In comp.sys.msx Peter de Vroomen <peterv@ditweghaluh.jaytown.com> wrote:
> Well, maybe the people who never tried to put 512Mb or more in their PC
> running Windows 95/98/98se/ME?

Anyone ever thought of changing the subject title?

--
drjones(nospam)@xs4all.nl
http://gezelligleuk.free.fr

286. Re: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 15:06:45 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <X%xNb.2510$zm5.1413@nntpserver.swip.net>
Source record: 17593

Hi there Jerry,

If you still have the "Atari Connection" magazines, I am interested in buying them.

I will of course pay the magazines and shipping in advance. Shipping is in this case from your home in the US, to me in Sweden, in Europe.

Please let me know if you are willing to sell the two "Atari Connection" magazines to me, and if you are, for how much.

Best regards,
Anders Skelander

"Jerry Trickey" <j_trickey@cox.net> skrev i meddelandet
news:pfKMb.435$Xq2.221@fed1read07...
PS - forgot one - a tattered but complete copy of Atari Connection, Spring 1984. Cover headlines "Backstage with Lucasfilm's Master Programmers"

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address
"Jerry Trickey" <j_trickey@cox.net> wrote in message news:OcKMb.432$Xq2.106@fed1read07...
Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

Title Volume Publish Date
Antic Volume 4, Number 5 Sep-85
Antic Volume 4, Number 12 Apr-86
Antic Volume 5, Number 3 Jul-86
Antic Volume 5, Number 4 Aug-86
Antic Volume 4, Number 3 Jul-85

Title Publish Date
Atari Connection Fall 1983

Title Issue # Publish Date
Analog Computing 44 Jul-86

Title Issue # Volume Publish Date
Compute! Issue 46 Volume 6 Number 3 Mar-84
Compute! Issue 47 Volume 6 Number 4 Apr-84
Compute! Issue 49 Volume 6 Number 6 Jun-84
Compute! Issue 50 Volume 6 Number 7 Jul-84
Compute! Issue 52 Volume 6 Number 9 Sep-84

Compute! Issue 53 Volume 6 Number 10 Oct-84
Compute! Issue 54 Volume 6 Number 11 Nov-84
Compute! Issue 55 Volume 6 Number 12 Dec-84
Compute! Issue 56 Volume 7 Number 1 Jan-85
Compute! Issue 57 Volume 7 Number 2 Feb-85
Compute! Issue 58 Volume 7 Number 3 Mar-85
Compute! Issue 59 Volume 7 Number 4 Apr-85
Compute! Issue 61 Volume 7 Number 6 Jun-85
Compute! Issue 62 Volume 7 Number 7 Jul-85
Compute! Issue 64 Volume 7 Number 9 Sep-85
Compute! Issue 63 Volume 7, Number 8 Aug-85
Compute! Issue 65 Volume 7 Number 10 Oct-85
Compute! Issue 66 Volume 7 Number 11 Nov-85
Compute! Issue 67 Volume 7 Number 12 Dec-85
Compute! Issue 68 Volume 8 Number 1 Jan-86
Compute! Issue 69 Volume 8 Number 2 Feb-86
Compute! Issue 70 Volume 8 Number 3 Mar-86
Compute! Issue 71 Volume 8 Number 4 Apr-86
Compute! Issue 72 Volume 8 Number 5 May-86
Compute! Issue 91 Volume 9 Number 12 Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over the next couple of days would get 'em. If someone were to offer $40 plus shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

287. Re: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 15:07:55 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <_0yNb.2512$zm5.1245@nntpserver.swip.net>
Source record: 17594

I apologize for posting to the newsgroup. It should have been a mail message
to the owner of the magazines.

Anders

"Anders Skelander" <ansk@hotmail.com> skrev i meddelandet
news:X%xNb.2510$zm5.1413@nntpserver.swip.net...

Hi there Jerry,

If you still have the "Atari Connection" magazines, I am interested in
buying them.

I will of course pay the magazines and shipping in advance. Shipping is in
this case from your home in the US, to me in Sweden, in Europe.

Please let me know if you are willing to sell the two "Atari Connection"
magazines to me, and if you are, for how much.

Best regards,
Anders Skelander

"Jerry Trickey" <j_trickey@cox.net> skrev i meddelandet
news:pfKMb.435$Xq2.221@fed1read07...
PS - forgot one - a tattered but complete copy of Atari Connection, Spring
1984. Cover headlines "Backstage with Lucasfilm's Master Programmers"

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address
"Jerry Trickey" <j_trickey@cox.net> wrote in message
news:OcKMb.432$Xq2.106@fed1read07...
Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

TitleVolumePublish Date
AnticVolume 4, Number 5Sep-85
AnticVolume 4, Number 12Apr-86
AnticVolume 5, Number 3Jul-86
AnticVolume 5, Number 4Aug-86
AnticVolume 4, Number 3Jul-85

TitlePublish Date
Atari ConnectionFall 1983

TitleIssue #Publish Date
Analog Computing44Jul-86

TitleIssue #VolumePublish Date
Compute!Issue 46Volume 6 Number 3Mar-84
Compute!Issue 47Volume 6 Number 4Apr-84
Compute!Issue 49Volume 6 Number 6Jun-84
Compute!Issue 50Volume 6 Number 7Jul-84
Compute!Issue 52Volume 6 Number 9Sep-84
Compute!Issue 53Volume 6 Number 10Oct-84
Compute!Issue 54Volume 6 Number 11Nov-84
Compute!Issue 55Volume 6 Number 12Dec-84
Compute!Issue 56Volume 7 Number 1Jan-85
Compute!Issue 57Volume 7 Number 2Feb-85
Compute!Issue 58Volume 7 Number 3Mar-85
Compute!Issue 59Volume 7 Number 4Apr-85
Compute!Issue 61Volume 7 Number 6Jun-85
Compute!Issue 62Volume 7 Number 7Jul-85
Compute!Issue 64Volume 7 Number 9Sep-85
Compute!Issue 63Volume 7, Number 8Aug-85
Compute!Issue 65Volume 7 Number 10Oct-85
Compute!Issue 66Volume 7 Number 11Nov-85
Compute!Issue 67Volume 7 Number 12Dec-85
Compute!Issue 68Volume 8 Number 1Jan-86
Compute!Issue 69Volume 8 Number 2Feb-86
Compute!Issue 70Volume 8 Number 3Mar-86
Compute!Issue 71Volume 8 Number 4Apr-86
Compute!Issue 72Volume 8 Number 5May-86
Compute!Issue 91Volume 9 Number 12Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over
the next couple of days would get 'em. If someone were to offer $40 plus
shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

288. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 19:20:07 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <4006e7e2$0$314$e4fe514c@news.xs4all.nl>
Source record: 17595

I like the futurama with the part ' WHAT IF MACHINE.... '

Here is a part when one person ask himself 'WHAT IF LIVE WAS LIKE A VIDEO-GAME... '

Then you will see lot's of cool things like:

- Centipede
- Pac-man
- Donkey Kong
- Space invaders
- Mario

And much more it's the most funny part I can remember..

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bu60lokjf1@news1.nivel5.cl...
> yep
> In many episodes there are references to computers.... Atari, Mac, Windows
> os (Cursing it!) , [kid]Nappster , Basic Language, and on one of the
> Antology of Interest, some classical video games as, Donkey Kong, Space
> invaders, etc...
> Simpsons has many too... When Homer try to make a computer business
> hipermegasomething, and bill gates trying to buy it... ,when he uses
iternet
> to spread news as Mr X...
>
> I have all Futurama, and Simpsons Seasons... and time to time, when they
do
> computer related jokes, i have to explain them to my wife xD
>
>
>
> "Cruiser7" <cruiser7@nospam.com> escribi&#65533; en el mensaje
> news:100c483s5scu9ec@corp.supernews.com...
> > Bruce wrote:
> >
> > > Anyone see the episode, when fry's win the trip to slurm's factory ?
> > > In this episode, the professor, uses an z-ray to see through things...
> when
> > > it points to bender's head, it has 6502 printed on it.
> > >
> > > Yeah, i know it's silly... but i found it funny :D
> > >
> > >

> > >
> > >
> > LOL, I thought that was pretty cool. If you get the Season 1 DVD set and
> > listen to the audio commentary for the episode "Fry and the Slurm
> > Factory", David X. Cohen mentioned that the 6502 microprocessor was used
> > in both Apple and Atari computers. Glad to see that the Futurama staff
> > has it's share of computer geeks.
> >
> > The second season episode, titled "The Honkening", also features some
> > old computer gags... Namely references to TRS-80 and Commodore 64.
> >
> > Several episodes of Futurama make references to Macintosh and a few to
> > Windows... I've probably learned more about Macs from Futurama than I
> > have through "normal" means. :)
> >
> > C7
>
>

289. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 19:25:53 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <QOBNb.2605$zm5.1545@nntpserver.swip.net>
Source record: 17497

"Steve S" <j70141@hotmail.com> skrev i meddelandet
news:f8dbe8ad5351ba52f7714f6a27cf20f4@news.teranews.com...
> ...
> "Error - 136" means?
> ...
I think this error code means something like "end of file", in the sense
"unexpected end of file".

Anders

290. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-15 20:24:54 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu6paf$qi7$1@news1.nivel5.cl>
Source record: 17596

That's the one i was talking about..
is one of the "Antology of Interest".,.. cant remember if it is the I or II

"TXG/MNX" <txg01@xs4all.nl> escribi&#65533; en el mensaje
news:4006e7e2$0$314$e4fe514c@news.xs4all.nl...
> I like the futurama with the part ' WHAT IF MACHINE.... '
>
> Here is a part when one person ask himself 'WHAT IF LIVE WAS LIKE A
> VIDEO-GAME... '
>
> Then you will see lot's of cool things like:
>
> - Centipede
> - Pac-man
> - Donkey Kong
> - Space invaders
> - Mario
>
> And much more it's the most funny part I can remember..
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bu60lokjf1@news1.nivel5.cl...
> > yep
> > In many episodes there are references to computers.... Atari, Mac,
Windows
> > os (Cursing it!) , [kid]Nappster , Basic Language, and on one of the
> > Antology of Interest, some classical video games as, Donkey Kong, Space
> > invaders, etc...
> > Simpsons has many too... When Homer try to make a computer business
> > hipermegasomething, and bill gates trying to buy it... ,when he uses
> iternet
> > to spread news as Mr X...
> >
> > I have all Futurama, and Simpsons Seasons... and time to time, when they
> do
> > computer related jokes, i have to explain them to my wife xD
> >
> >
> >
> > "Cruiser7" <cruiser7@nospam.com> escribi&#65533; en el mensaje
> > news:100c483s5scu9ec@corp.supernews.com...
> > > Bruce wrote:
> > >

> > > > Anyone see the episode, when fry's win the trip to slurm's factory ?
> > > > In this episode, the professor, uses an z-ray to see through
things...
> > when
> > > > it points to bender's head, it has 6502 printed on it.
> > > >
> > > > Yeah, i know it's silly... but i found it funny :D
> > > >
> > > >
> > > >
> > > >
> > > LOL, I thought that was pretty cool. If you get the Season 1 DVD set
and
> > > listen to the audio commentary for the episode "Fry and the Slurm
> > > Factory", David X. Cohen mentioned that the 6502 microprocessor was
used
> > > in both Apple and Atari computers. Glad to see that the Futurama staff
> > > has it's share of computer geeks.
> > >
> > > The second season episode, titled "The Honkening", also features some
> > > old computer gags... Namely references to TRS-80 and Commodore 64.
> > >
> > > Several episodes of Futurama make references to Macintosh and a few to
> > > Windows... I've probably learned more about Macs from Futurama than I
> > > have through "normal" means. :)
> > >
> > > C7
> >
> >
>
>

291. Re: looking for BIOS ROMs to d/l

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 01:27:52 UTC
From: oes <oes@deja.com>
Message-ID: <s6HNb.20928$873.505322@twister.tampabay.rr.com>
Source record: 17498

Both of these pages of Bios files and are either blue or green ;-)

http://www.lofi-gaming.org.uk/emulation/essentialfiles.shtml

http://www.theoldcomputer.com/Libarary's/Emulation/BIOS_Roms/BIOS_roms_summary.htm

There is also 277 bios files available for download in the
alt.binaries.emulators.misc newsgroup right now.

292. SOLD: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 02:53:59 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <omINb.9013$Xq2.5032@fed1read07>
Source record: 17499

Hi gang,

Sorry, these have sold. I let 'em go for $40 plus shipping...

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
"Jerry Trickey" <j_trickey@cox.net> wrote in message news:OcKMb.432$Xq2.106@fed1read07...
Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

Title Volume Publish Date
Antic Volume 4, Number 5 Sep-85
Antic Volume 4, Number 12 Apr-86
Antic Volume 5, Number 3 Jul-86
Antic Volume 5, Number 4 Aug-86
Antic Volume 4, Number 3 Jul-85

Title Publish Date
Atari Connection Fall 1983

Title Issue # Publish Date
Analog Computing 44 Jul-86

Title Issue # Volume Publish Date
Compute! Issue 46 Volume 6 Number 3 Mar-84
Compute! Issue 47 Volume 6 Number 4 Apr-84
Compute! Issue 49 Volume 6 Number 6 Jun-84
Compute! Issue 50 Volume 6 Number 7 Jul-84
Compute! Issue 52 Volume 6 Number 9 Sep-84
Compute! Issue 53 Volume 6 Number 10 Oct-84
Compute! Issue 54 Volume 6 Number 11 Nov-84
Compute! Issue 55 Volume 6 Number 12 Dec-84
Compute! Issue 56 Volume 7 Number 1 Jan-85
Compute! Issue 57 Volume 7 Number 2 Feb-85
Compute! Issue 58 Volume 7 Number 3 Mar-85
Compute! Issue 59 Volume 7 Number 4 Apr-85
Compute! Issue 61 Volume 7 Number 6 Jun-85
Compute! Issue 62 Volume 7 Number 7 Jul-85
Compute! Issue 64 Volume 7 Number 9 Sep-85
Compute! Issue 63 Volume 7, Number 8 Aug-85
Compute! Issue 65 Volume 7 Number 10 Oct-85
Compute! Issue 66 Volume 7 Number 11 Nov-85

Compute! Issue 67 Volume 7 Number 12 Dec-85
Compute! Issue 68 Volume 8 Number 1 Jan-86
Compute! Issue 69 Volume 8 Number 2 Feb-86
Compute! Issue 70 Volume 8 Number 3 Mar-86
Compute! Issue 71 Volume 8 Number 4 Apr-86
Compute! Issue 72 Volume 8 Number 5 May-86
Compute! Issue 91 Volume 9 Number 12 Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over the next couple of days would get 'em. If someone were to offer $40 plus shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

293. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 04:02:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <400762DB.94A8A8AA@rogers.com>
Source record: 17500

Hi there,

Theres a few programs I've found that use extra ram. One was "shrink xe" which used 128k, I dunno if many remember it but it was a disk or file compression program that was a favourite of the the toronto pirate bbs scene in the 80's. there was also Shrink xl, the same thing for the 64k computers. Also Basic XE which ICD released (OSS created it if I remember right). Another one I remember I found in the early 90's was Megablast was a european shareware thing I think. I still have that one lying around somewhere too.

MStepansky wrote:

> I still have the Atari 800xl w/ 64k (normal) but my ex-roommate in my college
> days used to have 130XE (64k+64k) in 1985.
>
> But I don't understand how memory are accessed: how can 130XE access memory up
> to 128K?
>
> I mean does it allow you to access like this:
>
> 64K (bank1, normal memory like in 65XE or my 800XL)
> 64K (separate bank2, special memory area as in 130XE) via RAMDISK
>
> or...
>
> 64K bank1 (normal) plus a full chunk of "64k memory" bank2 (ramdisk)- to get
> total of 128K?
>
> Finally, which 130XE's games that use "extra" memory of 64K ? Also, are there
> any game that uses 320K memory in a modified XE, if any?
>
> BTW, "Mission of Impossibility", a nice 3D maze game, is the only game that I
> was able to load in and run about 382 sector long, or about 48k max in my
> 800xl. Next largest game I remember is the "AgentUSA", 322 sector long, about
> 41k. Both games are in a single "hacked" file binary format, rather the whole
> disk. I remember seeing a rare single pirated game like "MULE" using
> ridiculously high, like 412 sector, about 52k - wont work on my 800xl.
>
> Maybe 130XE will work? Not sure....
>
> So is it possible to run a binary game of say, 468 sector (about 60K) in XE's
> second memory bank (64k)?
>
> Mike
> Toledo, OH

> Atari Veteran

294. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 04:07:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <400763F2.3661A3D1@rogers.com>
Source record: 17501

Poking into 77 on an atari as I remember either resets the attract mode (screensaver) time or sets it on, or is it the one that puts the text on the screen upside down?

"Frank Schrï¿½der-Hï¿½ftmann" wrote:

> And I thought I was the only lunatic on this one. A while back I met an old
> Atari friend of mine which I hadn't seen in al least 12 years. So while we
> were chatting about life in general, I threw in "Hey, d'ye still know what
> POKE 77,128 does?" He looked a bit incredulous as if to say, "What? I'm a
> father of two now, get a life you $"ï¿½(/!" ((-:
>
> ERROR 12 - Line not found error

295. AACE Meeting/Lunch Jan 24th

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 04:46:29 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <40076CA5.459820AD@a8maestro.com>
Source record: 17502
Body handling: HTML body converted to readable text

AACE Meeting/Lunch Jan 24th

This is a note that the next AACE Meeting/Lunch is scheduled.

Saturday January 24th 12 Noon
Mr. Gattis on 620 & Lakecreek.
Austin, TX

See map at www.a8maestro.com/visitors/aacemap2.gif.

MAP

Rick D.

296. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 09:15:10 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1074244461@rtfm.mit.edu>
Source record: 17503
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: December 9, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List

__________ _______________
| ///////// | ______________ | |||||||||| |
|___________| | | | ||_______|| |
|______/////| |____[---]____| | / _________ \ |
|LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
|LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
|__[_____]__| |__[_____]____| |___[_____]_____|
130XE 800XL 800
__________ __---------__
| ///////// | | / _____ \ |
|___________| _____________ | / |_____| \ |
|______/////| |____[---]____| | __________ |
|LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
|LLLLLLLLLLL| |LLLLLLLLLLL || | ========== =|
|__[_____]__| |__[_____]____| |___[_____]___|
65XE 600XL 400
__________ _____________
| ///////// | __________ | |
|___________| |/// / | | |
|______/////| |// / | /\__________ |=============|
|LLLLLLLLLLL| |/O\ |\/ |LLLLLLLLLLL| | LLLLLLLLLL |
|LLLLLLLLLLL| |-----------| |LLLLLLLLLLL| | LLLLLLLLLL |
|__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel
free to reproduce this file, in whole or in part, so long as the content of
that portion reproduced is not modified, and so long as credit is given to
this FAQ list or its Maintainer, or the author of that section reproduced
when given.
```

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

```
**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
**********************************************************************
```

UPDATES SINCE PREVIOUS POSTING
2003.12.09 2.1 More Than Games' "A8 A/V BOB"
2003.10.26 1.4 No PAL 1200XL's
2003.10.23 7.4 DOS 1 trivia added

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?

3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?
3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?
8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?

8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often

outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++ Map	160 x 192	2
D	7	Map	160 x 96	4
E	15	++ Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9	+ Map	80 x 192	1 **
F	10	+ Map	80 x 192	9
F	11	+ Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four
2-bit wide, 120 or 240 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to OR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two.
The only 8-bit Atari with a membrane keyboard rather than a full-stroke
keyboard. One of the few 8-bit Ataris lacking a composite monitor port.
Originally released with just 8K RAM, but most were sold with 16K RAM. Atari
sold the Atari 400 48K RAM Expansion Kit, which required a little soldering,
to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip,
also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading:
"64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port;
The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:

boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat
(Mathew Ratcliff). This assumes one knows at least how to boot a disk
with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book
published by Atari through the Atari Program Exchange (APX) and copyright 1982
by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the
full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other
systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA.
However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA,
and POKEY. These chips were designed by Atari engineers primarily to take
much of the burden of housekeeping off of the 6502, thereby freeing the 6502
to concentrate on computations. While they were at it, they designed a great
deal of power into these chips. Each of these chips is almost as big (in terms
of silicon area) as a 6502, so the three of them together provide a tremendous
amount of power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow
them to coexist, ANTIC must shut off the 6502, a process called DMA. The
6502B supports DMA, but in Atari's implementation, it required 4 chips. The
6502C has an extra line called HALT. It is controlled by ANTIC which uses it
whenever it needs the data/address bus. The HALT line is on pin 35 of the
Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end

stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory.

FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

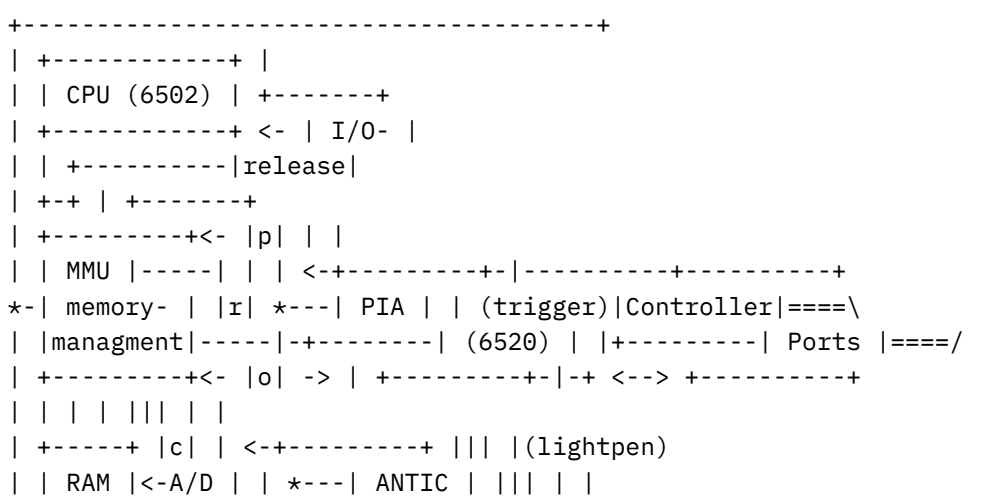
And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

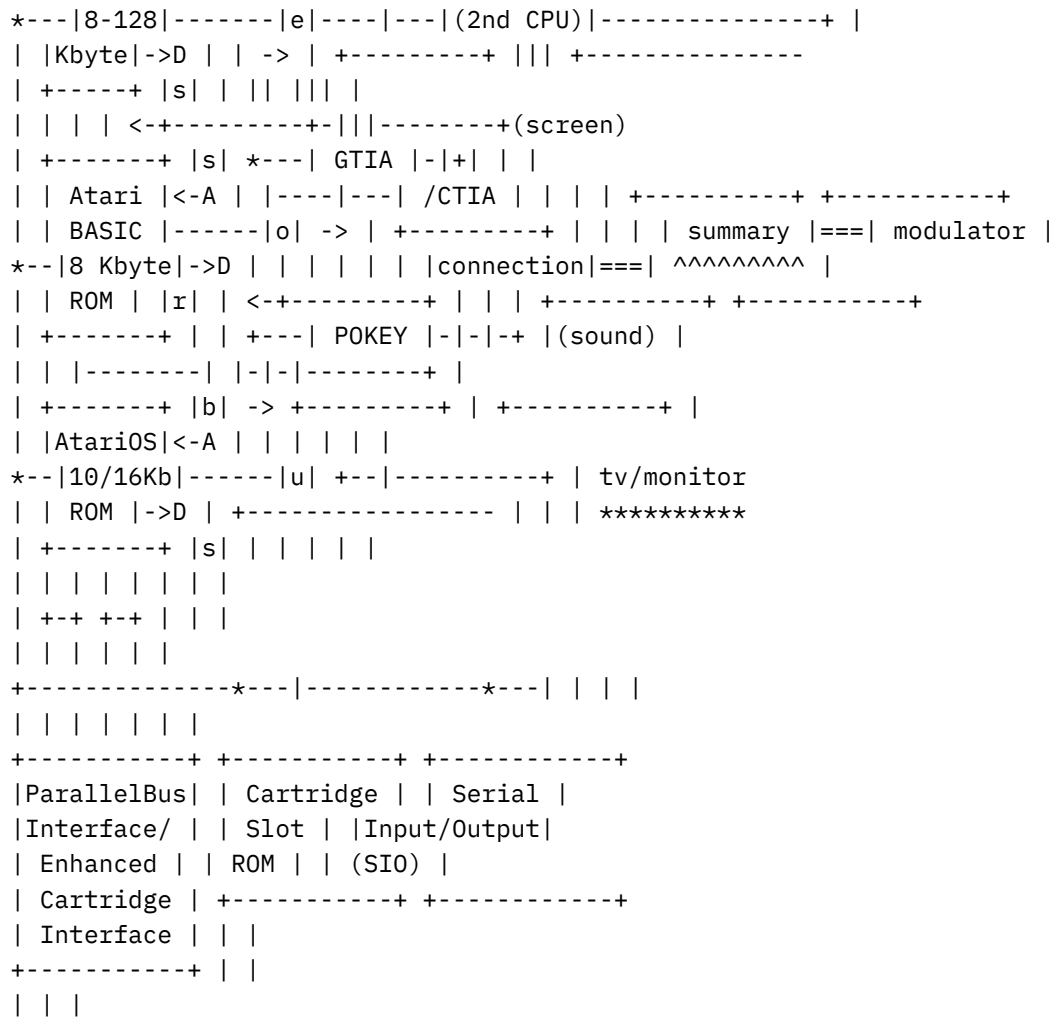
======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://www.atari-history.com/articles.html
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western Europe, several South American countries, some Middle East and Asian countries, several African countries, Australia, New Zealand, and other Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC

machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari?
Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it from there. However, besides the GTIA PAL and NTSC machines differ in other aspects. For example, on PAL machines an additional oscillator of 5/4 of the main frequency is present to generate the color frequencies needed to drive GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is also the reason why you don't get "artifacted colors" on PAL machines (or, at least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1

5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3

25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from
the Atari, input connector(s) for your TV attenna and/or cable TV
company, and 75- and/or 300-ohm VHF output connector(s) for connection to
the VHF input on the television. (Radio Shack carries a suitable TV
Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack,
providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate
chrominance signal. (But it exists internally, and can be restored to the
monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ
list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one
end, and two RCA male connectors on the other end. One of the RCA connectors
will carry the monophonic sound signal, and the other will carry the composite
video signal. Color composite monitors were common in the mid-80's, but these
days many televisions have an RCA female composite video input connector which
works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the
second RCA connector is not the composite video signal, but the composite
luminance signal. These cables are for use with monochrome composite video
monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output
end, carrying the sound signal, the composite luminance signal, and the
composite chrominance signal. Only the best composite monitors include
separate chrominance and luminance inputs. Commodore produced many fine
monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.wolfpup.net/atari/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box, http://www.avtoolbox.com/vd-660.htm . An earlier popular device was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video breakout box featuring phono connectors for composite video, chroma, luminance, and mono audio; it also features an s-video jack providing chroma and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip
stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain
- Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

---

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12,
generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to
Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

Unlike other microcomputer systems of the time, it was very unusual to use
anything but Atari brand program cassette recorders. One third-party product
released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.

No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the program was saved, and whether you want to run the program or just load it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load into the computer.
7. Press STOP on the recorder when loading is complete and the program is running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3

Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050/Mini-Speedy SS SD/ED/DD Warp Speed 78,000Baud (Happy clone),
8kbytes
(Klaus Peters) Track/Cache buffer, built-in DOS and/or HSS-Copy;
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-
sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1,
TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM,
this results in rare compatibility issues. Specifically, these commercial
disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)

- Bank Street Writer (Broderbund). Conflicting reports about this one.
8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see
http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see
http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see
http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see
http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode

Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer
port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at
http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86

TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print
buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface

- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.wolfpup.net/atari/atari.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE Disk
Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000 baud
- emulates Atari disks D1: to D8:
- can be used with any Atari DOS and OS
- can be used without any problems with other SIO devices (disk drivers,
printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg) can
be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /...; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE
series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi,
condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit
computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer

- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into acoustic tones that can be sent and received, from modem to modem, via standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)
Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial
modem can work well with the Atari. These have been commonly sold for PCs for
many years. The Hayes Smartmodem more or less defined the market for these,
initially.

One common way to use an industry standard external serial modem with the
Atari is to connect it to the SIO port via an Advanced Interface Devices
(A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with
the Atari is to attach it through the 9-pin RS232C serial port of the Atari
850 Interface Module or equivalent (such as the ICD P:R: Connection). One
gotcha here is that the serial port on the 850 is DB9 female, where the PC
world ended up standardizing on a DB9 male connector for this purpose. But
gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be
useful to have an understanding of data flow control. Here is a definition
of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than
the other can receive. Flow control allows the receiving modem to tell the

other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS

8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on

the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks

CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2
joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming
2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive

controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not
included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col
display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)

Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========
AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:

stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and

Bug Hunt cart all in one package and b) in a separate package,
containing the Lightgun and the Bug Hunt cartridge); thats's why Bug
Hunt does not have its own package, it was always included with the
Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted
into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun,
it is my personal impression, that the Atari lightgun merely works ok
on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun
works alright on TV's and (most) monitors. Since I never had a Best
lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes,

frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter

program, which can convert *.MID sounds into other Atari sound formats
(that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque developed some networking-computer-hardware to link two or more Ataris together, so that multiplayer games are possible, where each user has its own computer and tv/monitor screen. The hardware was/is computer independant and will run fine on any Atari 8Bit computer (whereas most software for it will only work on XL/XE computers). During a 3-4 year period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two computers together via the joystick ports. It is limited to a maximum of 2 computers and thus 2 or 6 players, meaning one free port per XL/XE computer and 3 free ports per 400/800 computer. However, the few existing games for this hardware merely support 2 players, no matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8 computers together via the SIO-port. One computer will then act as the master and has to boot up the software (from tape, disk, harddisk, etc.) first. Then all other "slave" computers connect to it and boot off of this master computer (one after another of course). In Europe we call this device "Multilink", mostly because of the games written by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms. A two-computer link-network can easily be done with one SIO cable, just open the end of the SIO cable and exchange cables number 3 and 5. You now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

---

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.

400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between

these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
~~~~~~

example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge

C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case.
The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake.
The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of

Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90. Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9). Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD

4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1.

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
==========
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
==========
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
==========
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
==========
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading
this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari
computer is turned on with a P:R: Connection or powered 850 connected, but no
powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in
handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They
include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

----

Subject: 8.1) What programming languages are available for the Atari?

QS FORTH info from Winston Smith, 3/03

Much work on the FORTH section by MCurrent 4/03, based primarily on:
http://www.strotmann.de/twiki/bin/view/APG/LangForth from Carsten Strotmann

This section is by Freddy Offenga.

What programming languages are available for the Atari?

Revision : 1.8
Date.... : 2002-10-13

==========
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:

title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Author: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer

Revision history
================

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor

and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk) (CX8121)
version, year : 1.0C, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),
conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros

Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.

Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft

available..... : http://www.atariland.com/members/oldatarian/
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- X-Assembler
version, year : 2.4, 2001
author/company : Piotr Fusik
available..... : freeware
package....... : assembler, docs
features...... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

```
- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?
```

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".
Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981

author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package....... : ?
features...... : says Carsten Strotmann: "Seems to be based an fig-
FORTH,
but with some unique "Words". Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package....... : ?
features...... : ?

- Extended fig-FORTH, (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick L. Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneOne
package....... : ?
features...... : ?

- fig-FORTH (disk)
version, year : 1.0D
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneZeroD
package....... : ?
features...... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... : ?
package....... : ?
features...... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig

- fig-FORTH
version, year : 4/10/82

author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package....... : ?
features...... : based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package....... : ?
features...... : based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package....... : ?
features...... : based on 10/16/82 release of fig-FORTH by Striepe

- fun-FORTH (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :

http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package....... : ?
features...... : based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package....... : language, source code, documents, examples
features...... : based on 6502 fig-Forth. The major difference is in
the size of the screen on disk (512 bytes instead of
1024 bytes). Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package....... : Editor, Assembler, I/O routines

Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines. based on fig-FORTH.

- turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... : compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and
sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS

available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package....... : ?
features...... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package....... : compiler, editor, library, sample game
features...... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz), Andreas Magenheimer

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by ECA,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by ??? from Antic magazine
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special 4-button keypad controllers linked together with RJ-11 jacks (standard phone jacks) to a box with 2 joystick port connectors:

- Party Quiz by Suncom

e) The following programs support multi-joystick games, using extra hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra hardware called Multijoy (multijoy4 for up to 4 players, multijoy8 for up to 8 players and multijoy16 for up to 16 players; originally developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheep by F.Dingler (up to 8 players Sheep-race);
- Cards by F.Dingler (up to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (up to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE. (Alas, most translator-versions are limited to disk access, thus booting/loading a tape [and especially a cartridge] can be difficult sometimes...A.M.)

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits Sirius Software
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic

Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable from http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
Letter Perfect LJK Enterprises
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Text Wizard
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:
To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selfttest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate
as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);
- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.

(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- --------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2

- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC available. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.
(use left paddle trigger for left flipper and right paddle trigger for
right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone

- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board

Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.

And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same
problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more

wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground

and the motherboard where PB1 was removed (PIA `Hole' 11). The switch is not much different than the Option Key, and I found it more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7; Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or selfmade ones...) most likely do NOT have Antic access, due to the lazyness of its creators or their intentions of simply not needing it. However, original Newell Ramdisks created and sold by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by FTE; seems to be very incompatible to existing software and bankswitching cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one PIA chip there is simply no bit left to switch between main RAM and extra RAM / Ramdisk. But with the installation of a second PIA chip one would be able to do so. Furthermore one may use (almost) any setup or banks he likes then (with a second PIA chip one could control up to 256 Megabytes of RAM). Basic: To be able to select the internal Basic, connect a toggle switch between ground and the motherboard where PB1 was removed (PIA `Hole' 11). The switch is not much different than the Option Key, and I found it more versatile. (Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs. It requires moving the OS into RAM before any banking of that Bit occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell) Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions; replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM

and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI

with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)

into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.

with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);

(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;
(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k

computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;

(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;

(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers
available, of course most of these programs are limited to certain/special
upgrades and merely perform their stereo effects on these items (with

otherwise upgraded or non-upgraded Ataris, the sounds or programs will only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;

(there are at least two AMS-stereo-players, that let you play
*.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from
Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or sampled sound in 8Bit resolution rather than in 4Bit resolution. The following programs support the Covox-Upgrade:
- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed the following games: The City, Cybertank, Cybership, Bio-War, Lords of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer, but also a modem, a modem-driver and/or a terminal program (like Kermit, Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-network" (two or more Ataris linked together). Thus, there is software that supports either one or the other hardware (namely Gamelink-1 or Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;
- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;

- description of multilink/gamelink-2 hardware and schematics by
Bewesoft (two texts, one in czech and one in english; schematics
presented as an Atari Gr.8 picture for a) easy-2-computer hardware
and b) more complicated 2-8 computer hardware);
- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink
[gamelink-2] hardware" (text available in english and czech, with
lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft
(free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around
1985. It will compress and store groups of files as one file, making it
easier and quicker to download programs and support files at once. Because of
the ease of use and availability of this program, it quickly became the
defacto standard for file archives on Intel-based IBM machines. Files
compressed and stored with ARC or a compatible utility are normally given the
filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully
compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating
and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with
Atari software as files or "images" containing the data from an entire disk,
data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename
extensions. These are all filename extensions used to name files containing
entire 8-bit Atari floppy disk images, cassette tape images, or cartridge
images.

.DCM -Image format invented by Bob Puff, for his Disk Communicator 3.2
utility.
Used when working with native Atari hardware.
DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer
platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some
varied the speed at which the tape loaded. I'm not familiar
with tape protection schemes.

With all software media (cart, tape, disk), there may be
program encryption, which must be decrypted before the
program can run. This to make more difficult disassembly of
the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE ProSystem, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and
related programs available. Use one of these programs for accessing a dial-up
Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell
account" with your Internet Service Provider (ISP). Dial-up shell accounts
are no longer widely available here in the 21st century! (There is no
general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in
conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)

File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive

Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory

module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine
language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems. ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group (JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy customization by the use of menus. Many BBSes before it required that you had to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("PRO") --
Originally by Keith Ledbetter/Orion Micro Systems, now still a commercial product of Video 61, http://www.atarisales.com
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a large ramdisk. R-Time 8 is fully supported.

o Carina BBS -- a shareware product of Shadow Software/David Hunt.
Carina II was originally developed by Jerry Horanoff/CARINA Software Systems

Requires an XL or XE computer, at least 500K of storage capacity (including ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with a number of machine language routines), it was expandable and had was able to load new BASIC programs with the BBS running. In fact, it was quite modular and would load different sections of the BBS at runtime. I actually used it when I ran a BBS some time back.

Carina 2.6 is available at:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc

Carina is also at:
http://www.aracnet.com/~atari/ftp/car_bbs.arc (download doesn't work for me)

o Carnival BBS -- essentially AMIS with an overlay to allow for private messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo.
Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5

for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is possible that the header of the next physical sector will be overwritten, making that sector unreadable. (The next physical sector is usually the current logical sector+2). The solution to this is to format all disks on the PC.
(Aside: Does anybody know how this problem is handled on the XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning 300 rotations per minute. To prevent troubles with read/write disks formatted and written on normal Atari drives (288 rot/min), the main crystal frequency for the floppy disk controller is 8.333 MHz (not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for

a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and BobTerm on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from BobTerm, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already

crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

```
Atari 8-bit PC AT 25 PC AT 9 pin
-------------------------------------
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI
```

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin 3 of 25 pin goes to pin 2 of 9 pin end, you have a PC serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari programs could be stored on the PC's hard (or floppy) drives. It turned out to be quite successful. About 95% of my work was in the software, but a hardware device to convert logic levels was also necessary. This device is now commonly referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.wolfpup.net/atari/atari.html

Atari810
========
Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected
disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection
of a stock 1050 disk drive directly to a PC's serial port for use by the
PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving

birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here:
http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells the Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Warner initially retains the arcade division of the former Atari Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the ATARI brand and registered trademark for all operations, effectively changing the name of the entire company to ATARI.

Additionally, the Company's wholly owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board

games, changes its name to Atari Interactive, Inc.

TODAY
New York-based Atari, Inc. develops interactive games for all platforms and is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as Driver, Enter the Matrix, Neverwinter Nights, Stuntman, Test Drive, Unreal Tournament 2003, and Unreal Championship; and mass-market and children's games such as Backyard Sports, Nickelodeon's Blue's Clues and Dora the Explorer, Civilization, Dragon Ball Z and RollerCoaster Tycoon. Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA, the largest interactive games publisher in Europe. For more information, visit www.atari.com.

Infogrames Entertainment SA (Euronext: 5257) is the parent company of Atari, Inc., its U.S. subsidiary, and Atari Europe, its European subsidiary. Infogrames Entertainment SA owns 89% of Atari, Inc., which is publicly traded (Nasdaq: ATAR). Infogrames Entertainment SA owns 100% of privately-held Atari Europe. http://corporate.infogrames.com/

==========
End of atari-8-bit/faq
==========

297. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 09:18:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1074244461@rtfm.mit.edu>
Source record: 17504
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

298. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 10:56:19 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bu8g0j$6tq$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17505

Hi,

possibly a couple of extensions to the already very elaborate and
good FAQ.

> Subject: 8.4) What programs run only on the 400 and 800 models, and why?

> The following are reported as incompatible with models other than the
> original Atari 400/800. Most probably do work on XL/XE's if you use a
> translator to run the original 400/800 OS on your XL/XE. (Alas, most
> translator-versions are limited to disk access, thus booting/loading
> a tape [and especially a cartridge] can be difficult sometimes...A.M.)

/* snip */

There are a couple of reasons why some games don't run on the 800XL/XE
models. I try to order them by "likelyness", of course biased by my
personal observations:

i) The printer buffer of the XL operating system in page 3 is a couple
of bytes shorter. The additional bytes are used for extended Os
variables not available in the 800 series. Most prominent is the $3fa
location, holding a shadow register of GTIA's TRIG3 signal. While a
true joystick trigger line in the 400/800 series, this signal is used
as "cart inserted" signal for XL/XE models. Unfortunately, the Os
compares GTIA trig3 with the shadow register at $3fa in each vertical
blank, running into an endless loop if the register contents don't
match. This causes hangs for games using page 3 either as copy-buffer
for for player missile-graphics. (Hangs by Mrs. PackMan, and
Bakterion! are caused by this, and many others...) This is "fixable"
either by the translator disk, or by a quick hack into the game,
replacing the Os vertical blank or poking TRIG3 frequently into its
shadow. The reason for the Os behaivour might be that Atari wanted to
prevent crashes if the cartridge is inserted or removed while the
machine is running. The 400/800 is powered down when a cart is
inserted, the XL/XE lacks the cover of the older models that triggered
a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This Os equate defines
whether on a warm start, the Basic ROM shall be mapped back in. If
its contents is altered, a program triggering a reset as part of its
initialization will find itself then with 8K less RAM occupied by
a Basic ROM, making it crash. Similarly, writes to the cartridge checksum
$3eb could cause a cold-start on a "reset initialization". This is
fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize
PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed,
disabling the ROM, and thus crashing the machine. This is not fixable
by the translator since it is a hardware issue.

iv) Direct jumps into the Os ROM, not using the documented vectors in
the $e450 area. Interestingly, this fault is not as common as it may
sound since games hardly ever use the Os. It causes failures of
some "serious applications", most notably "QS-Forth" and applications
compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented
jump-ins exist for the math-pack ($d800 to $dfff). It is not really
part of the Os, but looks more like a part of the Basic interpreter
that didn't make it into the Os because there was no room left. Thus,
direct jump-ins have to be used here that are documented in the De Re
Atari (for example). Atari never changed them, but it seems likely
that this documentation happened more or less as an accident since the
same source also lists some mathematics-related jump-ins into the
Basic (namely, to compute SIN and COS and related) that are only valid
for the Rev. A Basic. Thus, the math pack might be a couple of
routines that have been originally intended for "private use" of the
Basic ROM, but then have been found "too useful" by many others to
remain "closed". Otherwise, it is hard to explain why the otherwise
pretty cleaned-up Os comes with a construction like this.

So long,
Thomas

299. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 12:14:13 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <pAQNb.24688$qx2.2715143@stones.force9.net>
Source record: 17507

Don't forget 'Bad Programming' as a cause too, see:

http://www.atariage.com/forums/viewtopic.php?t=32830

300. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 12:15:11 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <d548$4007d579$50ab010e$8152@nf1.news-service.com>
Source record: 17506

"James Alexander" <james-m-alexander@rogers.com> schrieb im Newsbeitrag
news:400763F2.3661A3D1@rogers.com...
> Poking into 77 on an atari as I remember either resets the attract mode
> (screensaver) time or sets it on, or is it the one that puts the text on
the
> screen upside down?

It's setting the attract mode on. (-:

How 'bout

POKE 580,1
POKE 65,0
POKE 54018,52 or
POKE 82,0

Anyone?

301. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 14:11:14 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu8npo$bb2$1@news1.nivel5.cl>
Source record: 17508

```
i "think"
```

POKE 65,0 , turns "quiet" load mode....
POKE 82,0 , set the left margin...
POKE 580,1 , makes the computer hangs when you press reset ?????
POKE 54018,52 , makes the computer no being able to list the program
?????

```
Dont remember too well..
But i think at least 2 are right.
```

"Frank Schr?der-H?ftmann" <bgtzhn@NoSPAM.gmx.de> escribi? en el mensaje
news:d548$4007d579$50ab010e$8152@nf1.news-service.com...
>
> "James Alexander" <james-m-alexander@rogers.com> schrieb im Newsbeitrag
> news:400763F2.3661A3D1@rogers.com...
> > Poking into 77 on an atari as I remember either resets the attract mode
> > (screensaver) time or sets it on, or is it the one that puts the text
on
> the
> > screen upside down?
>
> It's setting the attract mode on. (-:
>
> How 'bout
>
> POKE 580,1
> POKE 65,0
> POKE 54018,52 or
> POKE 82,0
>
> Anyone?
>
>

302. Re: *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 14:47:19 UTC
From: rtdos <status@rtdos.info>
Message-ID: <XPSNb.81017$na.43590@attbi_s04>
Source record: 17509

"mo" <momo@atariland.com> wrote in message
news:LnIKb.1837$Jb4.197@fe2.texas.rr.com...
> Nope, I've been wondering myself. I know he's an older guy (how much, I
> don't know). I hope he's okay, it's been a while since I've heard from
him.
> Mo
>
> "status@rtdos.info" <rtdos@juno.com> wrote in message
> news:f927c019.0401061338.7a1bdb7a@posting.google.com...
> > thx.
>
>

Based on the address he gave me, I think I found his phone # on the
internet. Wonder if it'd be ok to call him ? Or would you be willing to do
it, mo ?

303. Re: Loading a BASIC program - READY READY is annoying!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:13:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <400837D6.6BECBAF4@students.uni-mainz.de>
Source record: 17510

Hmm,
since it is a turbo-basic program, can it also de-tokenize TB programs
?!? Believe it or not, I have a few protected TB programs (not compiled!
normal TB files!) that I cannot deprotect with the standard Basic
deprotectors... greetings, Andreas.

Thomas Richter schrieb:
>
> Hi,
>
> > You are describing a defective program, not that you wrote it wrong,
> > but that something has happened to it in the round trip from Atari
> > to disk and back. I can confirm the unlistable and unusable Basic
> > state at that point until the next reboot. Only cure would some
> > highly skilled use of a disk editor and manually repairing tokenised
> > basic as stored on disks. Not something I was ever qualified to do.
> > Any takers?
>
> I've here a basic de-tokenizer program that might be able to repair the
> problem. It is itself a (Turbo-)Basic program and can fix variable tables
> and broken line linkages (the most likely reason why a program goes
> corrupt). Maybe that helps a bit.
>
> So long,
> Thomas

304. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:15:00 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4udg00djpktabbiup7o052lccpm0gi5fdc@4ax.com>
Source record: 17511

Hello Marius,

Of course you'll get your five responses, maybe more. Consider this
one a "yes." But be forewarned -- I have seven such BBSs listed in my
telnet programs but only two that I call. A third is part-time. All
the rest have dropped out. It IS a lot of work. But I, for one,
would appreciate seeing another.

Take care.

Alan

On Fri, 16 Jan 2004 19:58:46 +0100, "Marius & Hester Diepenhorst"
<grover25@zonnet.nl> wrote:

>Hi Folks.
>
>It has been a long time ago, but I have run on the atari 8bit the BBS "BBS
>THE ATARI INSIDE"... it was a PRO BOARD (BBS PRO 5.0b) node X_476
>
>I am thinking of putting it back online, reachable via telnet (internet). If
>no one is interested, I'm not going to do all that work, and I'm not going
>to invest any money in electricity bills etc. But if there are really people
>interested in having this BBS back online, please let me know!
>
>If there are 5 people or more interested, I'm putting it online in a few
>weeks.
>
>Greetz,
>Marius
>

--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

305. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:24:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40083A6D.DE441DD3@students.uni-mainz.de>
Source record: 17512

Hmmm,
Error 170 - filename mismatch, type error, etc. thus the file cannot be
found;
Error 21 - file is not loadable via a) binary load (DOS), b) RUN"D:..."
(Basic)
Error 144 - file or disk is defective; or you found a nice copy
protection...
Error 136- EOF (end of file), file is too short or too long;
Error 12 - you really got me, you really got me !!!

Error 138: Time is out for you and your Atari (floppy drive); your wife
is waiting for you...
Error 139: Atarian driver does not respond or react to his wife...
Error 162: Brain/Head is full (no free sectors left or no dir entries
left)...

greetings, Andreas.

Steve S schrieb:
>
> Pop Quiz, No Cheating...
> Do not look it up, do not look at other people's answers, answer to the best
> of your ability...
>
> "Error - 170" means?
> "Error - 21" means?
> "Error - 144" means?
> "Error - 136" means?
> "Error - 12" means?
>
> Name any other Errors that you know off the top of your head....

306. Re: Hey. 6502 on Futurama

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:35:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40083CFF.76722EE1@students.uni-mainz.de>
Source record: 17513

Hmmm,
I also remember an episode from the Simpsons, where Homer goes studying
at the university. when he enters the room of his three comolitones
(computer nerds, of course) they quote some famous "sentences" (aka the
speech samples) from Berzerk - at least in the german version /
synchronization... -Andreas.

Bruce schrieb:
>
> That's the one i was talking about..
> is one of the "Antology of Interest".,.. cant remember if it is the I or II
>
> "TXG/MNX" <txg01@xs4all.nl> escribió en el mensaje
> news:4006e7e2$0$314$e4fe514c@news.xs4all.nl...
> > I like the futurama with the part ' WHAT IF MACHINE.... '
> >
> > Here is a part when one person ask himself 'WHAT IF LIVE WAS LIKE A
> > VIDEO-GAME... '
> >
> > Then you will see lot's of cool things like:
> >
> > - Centipede
> > - Pac-man
> > - Donkey Kong
> > - Space invaders
> > - Mario
> >
> > And much more it's the most funny part I can remember..
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:bu60lokjf1@news1.nivel5.cl...
> > > yep
> > > In many episodes there are references to computers.... Atari, Mac,
> Windows
> > > os (Cursing it!) , [kid]Nappster , Basic Language, and on one of the
> > > Antology of Interest, some classical video games as, Donkey Kong, Space
> > > invaders, etc...
> > > Simpsons has many too... When Homer try to make a computer business
> > > hipermegasomething, and bill gates trying to buy it... ,when he uses
> > iternet
> > > to spread news as Mr X...
> > >
> > > I have all Futurama, and Simpsons Seasons... and time to time, when they
> > do

> > > computer related jokes, i have to explain them to my wife xD
> > >
> > >
> > >
> > > "Cruiser7" <cruiser7@nospam.com> escribió en el mensaje
> > > news:100c483s5scu9ec@corp.supernews.com...
> > > > Bruce wrote:
> > > >
> > > > > Anyone see the episode, when fry's win the trip to slurm's factory ?
> > > > > In this episode, the professor, uses an z-ray to see through
> things...
> > > when
> > > > > it points to bender's head, it has 6502 printed on it.
> > > > >
> > > > > Yeah, i know it's silly... but i found it funny :D
> > > > >
> > > > >
> > > > >
> > > > >
> > > > LOL, I thought that was pretty cool. If you get the Season 1 DVD set
> and
> > > > listen to the audio commentary for the episode "Fry and the Slurm
> > > > Factory", David X. Cohen mentioned that the 6502 microprocessor was
> used
> > > > in both Apple and Atari computers. Glad to see that the Futurama staff
> > > > has it's share of computer geeks.
> > > >
> > > > The second season episode, titled "The Honkening", also features some
> > > > old computer gags... Namely references to TRS-80 and Commodore 64.
> > > >
> > > > Several episodes of Futurama make references to Macintosh and a few to
> > > > Windows... I've probably learned more about Macs from Futurama than I
> > > > have through "normal" means. :)
> > > >
> > > > C7
> > >
> > >
> >
> >

307. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:48:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4008400C.A4DBEDC2@students.uni-mainz.de>
Source record: 17514

```
Well,
Poke 580,0 = Warmstart after Reset, 580,1 = coldstart after Reset;
Poke 65,0 = Simon & Garfunkel (The Sound of Silence!);
Poke 54018 = ???
Poke 82,0 = left margin (?) set to zero...

How about that Error: Error 12 at line 0 (zero)
L. or List
00000000000000000000 (screen full of zeros!)
-Andreas.

"Frank Schröder-Höftmann" schrieb:
>
> "James Alexander" <james-m-alexander@rogers.com> schrieb im Newsbeitrag
> news:400763F2.3661A3D1@rogers.com...
> > Poking into 77 on an atari as I remember either resets the attract mode
> > (screensaver) time or sets it on, or is it the one that puts the text on
> the
> > screen upside down?
>
> It's setting the attract mode on. (-:
>
> How 'bout
>
> POKE 580,1
> POKE 65,0
> POKE 54018,52 or
> POKE 82,0
>
> Anyone?
```

308. official rules for the ABBUC contest 2004...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 19:58:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4008424D.C1B292F5@students.uni-mainz.de>
Source record: 17515

Hello folks,
Abbuc has decided to do another software contest 2004. So, here is the chance for every Atari programmer to win some prices (money!). And some good news right at the start: Abbuc does not get the copyright of the contes programs, only the right to release them on the Abbuc magazine - so the authors still keep their rights and may do anything with the program after the contest... Now on with the rules, much more detailed than last year...:

Rules for the ABBUC-Software Contest 2004:

1) General Rules:

- Deadline: 01.August.2004 ! (=> Unconventional);

- Prices: 1. place: 500 Euro + 250 Euro Bonus;
2. place: 250 Euro + 100 Euro Bonus;
3. place: 200 Euro + 75 Euro Bonus;
4. place: 150 Euro + 50 Euro Bonus;
5. place: 100 Euro + 50 Euro Bonus;
6. place: 75 Euro;
7. place: 50 Euro;

- Rights: - ABBUC gets the right of a premiere-release on its magazine!

- Quality Check:- Sorin Pascu (Contest leader!);
- Wolfgang Burger (ABBUC chief!);
- ABBUC members (at the Unconventional & ABBUC hp.);

- Presentation: - author needn't be there/present at the Contest;
- presentation at the Unconventional and ABBUC homepage, decisions and places/prices at ABBUC-JHV 2004;

2) Program Types & Size:

- Program Types: a) Games(s),
b) Application(s)
(also Tools, Utilities, ...)
c) Operating-Systems (DOS, Computer-OS);
=> no Demos !! => no pre-versions, no Alpha/Beta Versions, etc. !!

- Compatibility: - must be minimum XL/XE compatible! (800XL, 800XE, 65XE, 130XE);
=> the support of extra hardware is allowed but this extra hardware mustn't be (!) a requirement to load and/or run the program properly;

- RAM Size: - 0 to 128kbytes ! (min. 64k or max. 128k Ataris!);

- Ramdisk (if any): - if so, must be 130XE compatible, standard
E3,E7,EB,EF banks!;
=> must not use sep. Antic access ! for all XE and XL upgrades!;

- Disk Size: - no minimum or maximum length ! (<=>1 diskside!);

3) Loading & Languages:

- Disk Format: a 5,25" Atari disk or an ATR-image that contains:
- a) Disk-File(s) or b) Boot-Disk(s)
=> no PC-Disks, CD's, Tapes or E-Mails with pure Atari files !!

- Disk Density: a) Single (90k), b) Enhanced (130k);

- Program load: - if Bootdisk: Auto-Boot with/without Basic !;
- if Disk-File: a) DOS 2.x Autorun, b) Gamedos boot;

- Language: a) inside program: english or german;
b) description/doc.: also english or german;

- Pgm. Language: - theoretically any programming language you
know/have/like !
=> but all programs (*) must be compiled or prepared in such a way, that
they will run fine without the used programming language !!
(* with the exception of Atari Basic & Turbo Basic XL listings);

that was it so far. Many rules are self-explanatory, but for some rules
you must keep in mind that Abbuc has 400 members and not all of them do
have DD drives, harddisks, big ramdisks, etc. greetings from ABBUC -
Andreas. Magenheimer.

309. Abbuc-Software-Contest 2004...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 21:31:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40085834.6C646018@students.uni-mainz.de>
Source record: 17516

Ooops,
I almost forgot - send your programs for the contest to:
software<nospam>@abbuc.de or to: sorinp<nospam>@web.de
or visit the abbuc homepage for more information (also available in
english) and click on the subject "software contest 2004"...
greetings, Andreas.

P.S.: Remove the <nospam> place-holder when replying...

310. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 23:04:15 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <P5_Nb.129$KW.6545@news.optus.net.au>
Source record: 17517

>
> Okay, I've had about 15 visitors so far... what do the other 13 think of
it?
> Any problems?

I would visit too if I knew the address.
Missed the post

James

311. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-16 23:30:12 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <8u_Nb.130$KW.6580@news.optus.net.au>
Source record: 17518

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ec1749c9.0401130808.7935a7f5@posting.google.com...
> Yeah, me again. Like Columbo, I never seem to go away and always have
> just one more question.
>
> There's some talk of s-video on other threads, but I want to confirm
> that I understand it:
>
> Now that I have a monitor cable for my 800xl, can I use S-VIDEO?
>
in a word, no!. the 800xl doesn't have chroma on the video port, however
it can be added. check out the web for clear video for xl.

james

312. Re: *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 00:08:22 UTC
From: mo <momo@atariland.com>
Message-ID: <W1%Nb.62735$WS1.61474@fe1.texas.rr.com>
Source record: 17519

Yeah okay, email me again with his number. I think I got an email from you a
while back but it was lost with one of my famous windoz meltdowns.
Mo

"rtdos" <status@rtdos.info> wrote in message
news:XPSNb.81017$na.43590@attbi_s04...
> "mo" <momo@atariland.com> wrote in message
> news:LnIKb.1837$Jb4.197@fe2.texas.rr.com...
> > Nope, I've been wondering myself. I know he's an older guy (how much, I
> > don't know). I hope he's okay, it's been a while since I've heard from
> him.
> > Mo
> >
> > "status@rtdos.info" <rtdos@juno.com> wrote in message
> > news:f927c019.0401061338.7a1bdb7a@posting.google.com...
> > > thx.
> >
> >
>
> Based on the address he gave me, I think I found his phone # on the
> internet. Wonder if it'd be ok to call him ? Or would you be willing to
do
> it, mo ?
>
>
>

313. Re: Atari magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 00:10:42 UTC
From: mo <momo@atariland.com>
Message-ID: <64%Nb.62764$WS1.3799@fe1.texas.rr.com>
Source record: 17520

That's too bad, I would've gave $50.00 8-)
Mo

"Jerry Trickey" <j_trickey@cox.net> wrote in message
news:omINb.9013$Xq2.5032@fed1read07...
Hi gang,

Sorry, these have sold. I let 'em go for $40 plus shipping...

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address
"Jerry Trickey" <j_trickey@cox.net> wrote in message news:OcKMb.432$Xq2.106@fed1read07...
Hi gang,

I'm cleaning out some of my collection - here is what I have for sale:

Title Volume Publish Date
Antic Volume 4, Number 5 Sep-85
Antic Volume 4, Number 12 Apr-86
Antic Volume 5, Number 3 Jul-86
Antic Volume 5, Number 4 Aug-86
Antic Volume 4, Number 3 Jul-85

Title Publish Date
Atari Connection Fall 1983

Title Issue # Publish Date
Analog Computing 44 Jul-86

Title Issue # Volume Publish Date
Compute! Issue 46 Volume 6 Number 3 Mar-84
Compute! Issue 47 Volume 6 Number 4 Apr-84
Compute! Issue 49 Volume 6 Number 6 Jun-84
Compute! Issue 50 Volume 6 Number 7 Jul-84
Compute! Issue 52 Volume 6 Number 9 Sep-84
Compute! Issue 53 Volume 6 Number 10 Oct-84
Compute! Issue 54 Volume 6 Number 11 Nov-84
Compute! Issue 55 Volume 6 Number 12 Dec-84
Compute! Issue 56 Volume 7 Number 1 Jan-85
Compute! Issue 57 Volume 7 Number 2 Feb-85
Compute! Issue 58 Volume 7 Number 3 Mar-85
Compute! Issue 59 Volume 7 Number 4 Apr-85
Compute! Issue 61 Volume 7 Number 6 Jun-85
Compute! Issue 62 Volume 7 Number 7 Jul-85

Compute! Issue 64 Volume 7 Number 9 Sep-85
Compute! Issue 63 Volume 7, Number 8 Aug-85
Compute! Issue 65 Volume 7 Number 10 Oct-85
Compute! Issue 66 Volume 7 Number 11 Nov-85
Compute! Issue 67 Volume 7 Number 12 Dec-85
Compute! Issue 68 Volume 8 Number 1 Jan-86
Compute! Issue 69 Volume 8 Number 2 Feb-86
Compute! Issue 70 Volume 8 Number 3 Mar-86
Compute! Issue 71 Volume 8 Number 4 Apr-86
Compute! Issue 72 Volume 8 Number 5 May-86
Compute! Issue 91 Volume 9 Number 12 Dec-87

The magazines range in good (some marking and cover damage) to excellent.

I'd like to sell these all in one shot, so I would say the best offer over the next couple of days would get 'em. If someone were to offer $40 plus shipping it would be a done deal and would make my wife happy. :)

Please email with any questions you might have - thanks!

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net
To reply directly - remove underscore ("_") from email address

314. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 00:30:20 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <f699358d1ae3c63d2a1146c51d4d9555@news.teranews.com>
Source record: 17521

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:d548$4007d579$50ab010e$8152@nf1.news-service.com...
>
> "James Alexander" <james-m-alexander@rogers.com> schrieb im Newsbeitrag
> news:400763F2.3661A3D1@rogers.com...
> > Poking into 77 on an atari as I remember either resets the attract mode
> > (screensaver) time or sets it on, or is it the one that puts the text
on
> the
> > screen upside down?
>
> It's setting the attract mode on. (-:
>
> How 'bout
>
> POKE 580,1
> POKE 65,0
> POKE 54018,52 or
> POKE 82,0

Set's left margin, get's rid of the 'two spaces' on the left side. I used
this one almost every time I turned the computer on.

What is PEEK(53279) ?
Another number I used quite often and ended up memorizing, even after 10
years of not using it.

>
> Anyone?
>
>

315. s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 01:37:15 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <J72dnd7sp4ksDJXdRVn-hA@comcast.com>
Source record: 17522

To sum up: I use this Atari monitor cable
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3067982150&category=3543

and a "Cheesebox" (it has an rca-type video input and an s-video input too)
that outputs to my PCs standard VGA monitor. You can use either one.

I was using just composite video and audio. As 8-bit user "oes" had told
me, "...on that cable for Atari computers, you would use the Red for Video
and the Yellow for Audio."

and it all worked well just as he said....red was video, yellow audio.

So I decided to see if S-VIDEO was clearer. Although I was aware that only
a few 800xls would work without modification. I bought a cable/adapter that
had 2 female RCA jacks at 1 end and an s-video plug on the other end. So -
atari monitor cable to s-video adapter - to cheesebox's svideo port. got it?

Since I already was using atari monitor cable's "red" for composite video &
"yellow" for audio, this left me with the "black" end and "white" end. So I
used those 2 for s-video by process of elimination. AND.....the screen was
clear. But black&white. I figured that was 'cause my 800xl didn't have
both chroma & luminance.

SO What did I try for the heck of it? I plugged in the RED and WHITE cables
to s-video.
Now the screen is in color and looks crisp. WHY?!?!?! I was using red, with
success, by itself into my video-in on the cheesebox. So how does red&white
cables to s-video produce a nice color picture too??? Anyone? Bueller?
Bueller? Fry?

Well, long story short : I don't care! The new s-video configuration looks
clearer than using just the composite to the video port. I can't explain it,
but I don't have to. I just hook it up & enjoy it!!!!

-end transmission-

316. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 01:41:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40089275$0$4261$c30e37c6@lon-reader.news.telstra.net>
Source record: 17523
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com...
> I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
> Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
> & Atari ST Computer Lines! And a 20% Discount for my more regular /
> preferred Customers covering All Games/SoftWare, Books/References and Most
> HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
> Buyers outside the US can take advantage of favorable exchange Rates over
> the Dollar! Shipping and selling to anyone/anywhere the Law allows!
> Got Questions?

Which came first, the chicken or the egg?

317. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 02:45:42 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <100h8efn8i7eo83@corp.supernews.com>
Source record: 17524
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The egg. It went this way, first there was a salmon who laid an egg in the headwaters of the Monongahela where at the moment of lay an eagle pounced upon the salmon and brought it back to it's nest where the egg was lost among the eaglets and later when it hatched it acquired feathers for it thought it was an eagle but of course it wasn't. As it grew it followed the eaglets over hill and dale which got lost and came to a highway where there were several rabbits about to run across the highway. The eagelsal (salmon with feathers) was to scared to run across the highway and all the rabbits called him chicken. Thus there was the first chicken and of course it was an egg. Yep, the egg came first.

This is written somewhere in the bible.... Ah... someone's bible somewhere.. Or was it on the Rosetta Stone? Writings in the Great Pyramid? Rantings of an old person up at the "home"? It's one of those mysteries we just have to assume is fact.

I don't want to put my name here.

"Clockmeister" <no-one@nowhere.com> wrote in message
news:40089275$0$4261$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com...
> > I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
> > Discount on All Games/SoftWare & Books/References for Classic Atari 8
Bit
> > & Atari ST Computer Lines! And a 20% Discount for my more regular /
> > preferred Customers covering All Games/SoftWare, Books/References and
Most
> > HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
> > Buyers outside the US can take advantage of favorable exchange Rates
over
> > the Dollar! Shipping and selling to anyone/anywhere the Law allows!
> > Got Questions?
>
> Which came first, the chicken or the egg?
>
>
>

318. Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 03:03:27 UTC
From: Diskwiz <djperuski@comcast.net>
Message-ID: <4008a610$1_2@news.utk.edu>
Source record: 17525

Hello all,

I may just end up getting a doubler for my needs at this point, but does anyone know of a trustworthy place to get a Happy board? I tried to order one from Ebay and the person never came through for me. He did, however refund my money, so I am not holding a grudge, although I lost a month of getting my DD disks recovered. I will state that it was not Atarimax. If the other person removes his Happy listings from Ebay, I won't mention his name.

For the short time I have been back into the 8 bit domain, I have received some very helpful emails and positive info from folks, so I just want to make sure nobody gets ripped here, but don't want to bad mouth anyone if they were just having a bad month either.

Thanks,
Don

319. Re: Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 03:22:17 UTC
From: mo <momo@atariland.com>
Message-ID: <JT1Ob.65269$WS1.16985@fe1.texas.rr.com>
Source record: 17526

You might want to check into other drives like Indus or Percom if all you
want to do is DD. Just be sure to get some sort of DOA guarantee, Indus
especially seem to be fragile.
Mo

"Diskwiz" <djperuski@comcast.net> wrote in message
news:4008a610$1_2@news.utk.edu...
> Hello all,
>
> I may just end up getting a doubler for my needs at this point, but does
> anyone know of a trustworthy place to get a Happy board? I tried to order
> one from Ebay and the person never came through for me. He did, however
> refund my money, so I am not holding a grudge, although I lost a month of
> getting my DD disks recovered. I will state that it was not Atarimax. If
> the other person removes his Happy listings from Ebay, I won't mention his
> name.
>
> For the short time I have been back into the 8 bit domain, I have received
> some very helpful emails and positive info from folks, so I just want to
> make sure nobody gets ripped here, but don't want to bad mouth anyone if
> they were just having a bad month either.
>
> Thanks,
> Don
>
>
>

320. Re: *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 05:50:19 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <100hj8kimmnei39@corp.supernews.com>
Source record: 17527

If he is gone it will be a great loss, as he is a great participant and
giver of any and all knowledge about the Atari 8bit He has a great website:
http://www.atariland.com/members/oldatarian/
Ron I still need a few more answers to questions about the ATR8000

RoyE

"mo" <momo@atariland.com> wrote in message
news:W1%Nb.62735$WS1.61474@fe1.texas.rr.com...
> Yeah okay, email me again with his number. I think I got an email from you
a
> while back but it was lost with one of my famous windoz meltdowns.
> Mo
>
> "rtdos" <status@rtdos.info> wrote in message
> news:XPSNb.81017$na.43590@attbi_s04...
> > "mo" <momo@atariland.com> wrote in message
> > news:LnIKb.1837$Jb4.197@fe2.texas.rr.com...
> > > Nope, I've been wondering myself. I know he's an older guy (how much,
I
> > > don't know). I hope he's okay, it's been a while since I've heard from
> > him.
> > > Mo
> > >
> > > "status@rtdos.info" <rtdos@juno.com> wrote in message
> > > news:f927c019.0401061338.7a1bdb7a@posting.google.com...
> > > > thx.
> > >
> > >
> >
> > Based on the address he gave me, I think I found his phone # on the
> > internet. Wonder if it'd be ok to call him ? Or would you be willing
to
> do
> > it, mo ?
> >
> >
> >
>
>

321. Re: Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 06:37:25 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <FK4Ob.74623$nt4.99318@attbi_s51>
Source record: 17528

I purchased one of those on ebay a couple of weeks or so ago and paid via PayPal on 12/28 but I have not received it nor has the seller replied to my email asking for an update. :(

"Diskwiz" <djperuski@comcast.net> wrote in message news:4008a610$1_2@news.utk.edu...
> Hello all,
>
> I may just end up getting a doubler for my needs at this point, but does
> anyone know of a trustworthy place to get a Happy board? I tried to order
> one from Ebay and the person never came through for me. He did, however
> refund my money, so I am not holding a grudge, although I lost a month of
> getting my DD disks recovered. I will state that it was not Atarimax. If
> the other person removes his Happy listings from Ebay, I won't mention his
> name.
>
> For the short time I have been back into the 8 bit domain, I have received
> some very helpful emails and positive info from folks, so I just want to
> make sure nobody gets ripped here, but don't want to bad mouth anyone if
> they were just having a bad month either.
>
> Thanks,
> Don
>
>
>

322. Re: POP Quiz

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 11:11:04 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <5139e$400917f3$50ab079e$8541@nf1.news-service.com>
Source record: 17529

> What is PEEK(53279) ?

Gives back the status of the console keys (Start, Option, Select).

(-:

323. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 14:17:46 UTC
From: soularinflux@aol.com
Message-ID: <20040117091746.13560.00000167@mb-m24.aol.com>
Source record: 17530

i think you have the composite video and luminance.. composite playing the part of chroma..

i do this myself.. maybey this is your situation

peace

solarInFlux

324. Review of Sunmark's MultiCart #2

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 14:25:07 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <udhi00luupv0980m7kvi9colv5km4e5n07@4ax.com>
Source record: 17531

Multi Cartridge #2 is a recent game compilation cartridge published by Sunmark for the Atari 8bit line of computers. It features 30 classic games, which are selected from a menu screen when you coldboot the computer. After you have selected your game you warmboot with a simple press of the reset switch and it loads that particular game.

There's an excellent selection of games on the cartridge, from Abracadabra to Zaxxon. The games load instantly. I would say this is the most convenient and frustration-free way to enjoy old-school Atari 8bit games. For example the responsiveness is much better than an emulator, and you don't have to use the keyboard.

I think that this cartidge will work on any Atari 8bit computer though 2 of the 30 games are evidently designated 400/800 only. I think I have at least booted each of the 30 games on my 64k 800 and all run beautifully. Now a mini-review of some of the games:

Ms. Pacman was one of the reasons I selected MultiCart #2 instead of one of the other Sunmark multicarts. It is a reasonable rendition of the arcade classic, and faithful in many of the details. The movement is a little bit less than smooth though. My high-score is about 32900 if anyone else wants to try to beat that.

Berzerk. The robots really play for keeps in Atari 8bit Berzerk. I was like "hey take it easy guys, I'm just trying to have some fun here, let me continue for 60 seconds or so, okay?" The bouncing head Evil Otto taunts you in a digitized voice by calling you a chicken, and calls on his robot minion to "stop the intruder" and so on.

Montezuma's Revenge, wow what a great platform game this is, with loads of screens in which your explorer must survive underground Mayan or Aztec hazards and deadly creatures.

Picnic Paranoia was a game that I had heard of but never tried. Very neat game concept with good graphics and interesting, unique play. Armed with a flyswatter you try to stop bugs from stealing your picnic items.

Matterhorn is on here, but it seems very difficult and not so much fun. Maybe I will try it again later. Among the other games are a solid version of Zaxxon as I said, as well as Moogles, Castle Hassle, and Slime.

In summary this is a really nifty cartridge with loads of 8bit entertainment presented in an ideal way. Check out www.sumark.com if you would like to take a look yourself.

325. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 15:10:26 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <6p-dnXdzbev-zZTdRVn-iQ@comcast.com>
Source record: 17532

Yes, this does sound like what I'm doing.
I just didn't think it would work at all!!!

But, hey, it looks good!

thanks,
-z-

"SoularInflux" <soularinflux@aol.com> wrote in message
news:20040117091746.13560.00000167@mb-m24.aol.com...
> i think you have the composite video and luminance.. composite playing
the
> part of chroma..
>
> i do this myself.. maybey this is your situation
>
> peace
>
> solarInFlux

326. a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 15:54:00 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <pZCdnRHsKqwEx5Td4p2dnA@comcast.com>
Source record: 17533

Rule #1
No cheating and going and doing this in BASIC! You have to know the answer just by reading this.....

Here's the quiz:

Tell me if I will have any problems typing in then running the small BASIC atari program on my 800XL :

```
10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
20 PENNY$="TEST1"
30 NICKEL$="TEST2"
40 DIME$="TEST3"
50 QUARTER$="TEST4"
60 PRINT "THIS IS A TEST..."
70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
```

That's all folks!

If you think it will work, just say so! If you think it won't, please tell me why.

Don't forget RULE #1

327. Re: Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 17:16:11 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <v8ednVKke55B8JTdRVn-hA@comcast.com>
Source record: 17534

hey....

I was gonna say "search e-bay" but then maybe you'd be unlucky enough to
find the same person Steve [above post] just said he ordered from...
hmmmm.......what about Ben & Bravo Sierra?

-z-

p.s. I used to have a 1050 happy board, but now it's just slightly amused.

"Diskwiz" <djperuski@comcast.net> wrote in message
news:4008a610$1_2@news.utk.edu...
> Hello all,
>
> I may just end up getting a doubler for my needs at this point, but does
> anyone know of a trustworthy place to get a Happy board? I tried to order
> one from Ebay and the person never came through for me. He did, however
> refund my money, so I am not holding a grudge, although I lost a month of
> getting my DD disks recovered. I will state that it was not Atarimax. If
> the other person removes his Happy listings from Ebay, I won't mention his
> name.
>
> For the short time I have been back into the 8 bit domain, I have received
> some very helpful emails and positive info from folks, so I just want to
> make sure nobody gets ripped here, but don't want to bad mouth anyone if
> they were just having a bad month either.
>
> Thanks,
> Don
>
>
>

328. Re: Review of Sunmark's MultiCart #2

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 17:17:08 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <i6eOb.72971$Rc4.249540@attbi_s54>
Source record: 17535

You can also go to www.atarimax.com and buy one of the flash carts from Steve Tucker and make your own custom multicarts which have a built-in menuing system, etc. I own one and it is excellent.

"Daniel Miller" <daclmi@mediakingx.com> wrote in message news:udhi00luupv0980m7kvi9colv5km4e5n07@4ax.com...
> Multi Cartridge #2 is a recent game compilation cartridge published by
> Sunmark for the Atari 8bit line of computers. It features 30 classic
> games, which are selected from a menu screen when you coldboot the
> computer. After you have selected your game you warmboot with a simple
> press of the reset switch and it loads that particular game.
>
> There's an excellent selection of games on the cartridge, from
> Abracadabra to Zaxxon. The games load instantly. I would say this is
> the most convenient and frustration-free way to enjoy old-school Atari
> 8bit games. For example the responsiveness is much better than an
> emulator, and you don't have to use the keyboard.
>
> I think that this cartidge will work on any Atari 8bit computer though
> 2 of the 30 games are evidently designated 400/800 only. I think I
> have at least booted each of the 30 games on my 64k 800 and all run
> beautifully. Now a mini-review of some of the games:
>
> Ms. Pacman was one of the reasons I selected MultiCart #2 instead of
> one of the other Sunmark multicarts. It is a reasonable rendition of
> the arcade classic, and faithful in many of the details. The movement
> is a little bit less than smooth though. My high-score is about 32900
> if anyone else wants to try to beat that.
>
> Berzerk. The robots really play for keeps in Atari 8bit Berzerk. I was
> like "hey take it easy guys, I'm just trying to have some fun here,
> let me continue for 60 seconds or so, okay?" The bouncing head Evil
> Otto taunts you in a digitized voice by calling you a chicken, and
> calls on his robot minion to "stop the intruder" and so on.
>
> Montezuma's Revenge, wow what a great platform game this is, with
> loads of screens in which your explorer must survive underground Mayan
> or Aztec hazards and deadly creatures.
>
> Picnic Paranoia was a game that I had heard of but never tried. Very
> neat game concept with good graphics and interesting, unique play.
> Armed with a flyswatter you try to stop bugs from stealing your picnic
> items.
>

> Matterhorn is on here, but it seems very difficult and not so much
> fun. Maybe I will try it again later. Among the other games are a
> solid version of Zaxxon as I said, as well as Moogles, Castle Hassle,
> and Slime.
>
> In summary this is a really nifty cartridge with loads of 8bit
> entertainment presented in an ideal way. Check out www.sumark.com if
> you would like to take a look yourself.

329. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 17:47:36 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <1d154$400974e9$d527cc3d$12429@nf1.news-service.com>
Source record: 17536

```
> THIS ONE IS NOT POSSIBLE! The computer will recognize DIM as a "mnemonic"
> and is reporting an error.

I second that!

Oh, I love those puzzles!
```

330. Re: US trip -- 8bits anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 19:32:15 UTC
From: Glenn <glenn@nospam.net>
Message-ID: <35gOb.7817$9U6.3907@nwrddc02.gnilink.net>
Source record: 17537

"Jerry" <jerry_glenwright@hotmail.com> wrote in message
news:2be33b6b.0401070817.3647a1c2@posting.google.com...
> Hi all
>
> I'm making a trip to the US soon (from the UK) which starts in New
> York, then flying to San Francisco and then to Los Angeles.
>
> As a lifelong (well, almost...!) devotee of Atari 8bits I wonder if
> there's anywhere I can go in any of these cities that I might find
> bits of kit or software? Obviously I realise that each place is pretty
> big but what do you think? Thrift shops? Second-hand computer stores
> and the like?

If you can make it up to Ventura, CA there's a video game store on Main St. The guy who runs the store can be weird to deal with but he does have some Atari stuff (mostly 5200; but with some 8bit cartridges). Plus there's several thrift shops on the same street.

The place is called Treasure Island and it's store front is painted a bright yellow. Here's their contact info:

Treasure Island
242 East Main Street, Ventura, CA 93001
(805) 641-0677

Suggest give a call to ensure they will be open. He sometimes closes the store to go to lunch or something. He can be pricy on some things and cheap on others.

Also, some other places to maybe check (probably will not have Atari 8bit stuff though):

Video Game Liquidators
1045 North Kings Road, #307, Los Angeles, CA 90069
(323) 654-2999

Game Liquidator
117 Iowa Avenue, Los Angeles, CA 90025
(310) 826-4660
lynxgames@aol.com

And if you manage to get down into the South Bay (Silicon Valley) you can always stop by Weird Stuff (www.weirdstuff.com). They're located near the old 390 Carribean Ave wherehouse that was Atari's last wherehouse before they merged with JTS. Weird Stuff is just a neat place to look through. Saw a prototype of a SC1224 there once.

Hope your trip goes well and you find some interesting stuff!

Regards,
Glenn

331. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 23:18:26 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <100jgm06b223772@corp.supernews.com>
Source record: 17538

```
Z
I believe that it wont work because DIMe is a reserved word.
PENny might be a reserved word also NOT sure.
Put a LET in front of your DIME$ at line 40 and this will probably work.
RoyE

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
> Rule #1
> No cheating and going and doing this in BASIC! You have to know the
answer
> just by reading this.....
>
> Here's the quiz:
>
> Tell me if I will have any problems typing in then running the small BASIC
> atari program on my 800XL :
>
> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
> 20 PENNY$="TEST1"
> 30 NICKEL$="TEST2"
> 40 DIME$="TEST3"
> 50 QUARTER$="TEST4"
> 60 PRINT "THIS IS A TEST..."
> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>
>
> That's all folks!
>
> If you think it will work, just say so! If you think it won't, please
tell
> me why.
>
> Don't forget RULE #1
>
>
>
```

332. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 23:18:42 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4009c279.75953937@news.charter.net>
Source record: 17539

On Sat, 17 Jan 2004 17:05:28 +0100, "Marius & Hester Diepenhorst"
<grover25@zonnet.nl> wrote:

>> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
>> 20 PENNY$="TEST1"
>> 30 NICKEL$="TEST2"
>> 40 DIME$="TEST3"
>
>THIS ONE IS NOT POSSIBLE! The computer will recognize DIM as a "mnemonic"
>and is reporting an error.
>
>I guess.
>Marius
>

Simple solution:

40 LET DIME$="TEST3"

This stops the error. The LET command is so little used that it is
often forgotton about.

Greets.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

333. Re: Review of Sunmark's MultiCart #2

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-17 23:32:03 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <100jhfg7qgo3t86@corp.supernews.com>
Source record: 17540

Tired of the same 30 games to play all the time try the new Flash Carts at www.atarimax.com and program your most favorite games with built in -OSB software switch. Cart comes in two flavors (i.e.) 1Mb=128K and 8Mb=1024K some programming required but not necessary because there are a lot of preprogrammed installs. SIO2PC cable required for the 8Mb Cart.

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:i6eOb.72971$Rc4.249540@attbi_s54...
> You can also go to www.atarimax.com and buy one of the flash carts from
> Steve Tucker and make your own custom multicarts which have a built-in
> menuing system, etc. I own one and it is excellent.
>
> "Daniel Miller" <daclmi@mediakingx.com> wrote in message
> news:udhi00luupv0980m7kvi9colv5km4e5n07@4ax.com...
> > Multi Cartridge #2 is a recent game compilation cartridge published by
> > Sunmark for the Atari 8bit line of computers. It features 30 classic
> > games, which are selected from a menu screen when you coldboot the
> > computer. After you have selected your game you warmboot with a simple
> > press of the reset switch and it loads that particular game.
> >
> > There's an excellent selection of games on the cartridge, from
> > Abracadabra to Zaxxon. The games load instantly. I would say this is
> > the most convenient and frustration-free way to enjoy old-school Atari
> > 8bit games. For example the responsiveness is much better than an
> > emulator, and you don't have to use the keyboard.
> >
> > I think that this cartidge will work on any Atari 8bit computer though
> > 2 of the 30 games are evidently designated 400/800 only. I think I
> > have at least booted each of the 30 games on my 64k 800 and all run
> > beautifully. Now a mini-review of some of the games:
> >
> > Ms. Pacman was one of the reasons I selected MultiCart #2 instead of
> > one of the other Sunmark multicarts. It is a reasonable rendition of
> > the arcade classic, and faithful in many of the details. The movement
> > is a little bit less than smooth though. My high-score is about 32900
> > if anyone else wants to try to beat that.
> >
> > Berzerk. The robots really play for keeps in Atari 8bit Berzerk. I was
> > like "hey take it easy guys, I'm just trying to have some fun here,
> > let me continue for 60 seconds or so, okay?" The bouncing head Evil
> > Otto taunts you in a digitized voice by calling you a chicken, and
> > calls on his robot minion to "stop the intruder" and so on.
> >
> > Montezuma's Revenge, wow what a great platform game this is, with

> > loads of screens in which your explorer must survive underground Mayan
> > or Aztec hazards and deadly creatures.
> >
> > Picnic Paranoia was a game that I had heard of but never tried. Very
> > neat game concept with good graphics and interesting, unique play.
> > Armed with a flyswatter you try to stop bugs from stealing your picnic
> > items.
> >
> > Matterhorn is on here, but it seems very difficult and not so much
> > fun. Maybe I will try it again later. Among the other games are a
> > solid version of Zaxxon as I said, as well as Moogles, Castle Hassle,
> > and Slime.
> >
> > In summary this is a really nifty cartridge with loads of 8bit
> > entertainment presented in an ideal way. Check out www.sumark.com if
> > you would like to take a look yourself.
>
>

334. Dutch Atari day !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 00:41:15 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <j5hj001n44rdfd2j4i25jdqppc1uihhs9a@4ax.com>
Source record: 17541

On sunday the 8th of february 2004, the second edition of the Dutch
Atari day will be organized again in Dordrecht, The Netherlands.
The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
Kapteynweg 3
3318 EC Dordrecht
The Netherlands
Participants can start building their exhibit from 10:00 am. The
event will be open to visitors from 11:00 am until 16:30. Admission
is free as far as I know. It will be organized by Jos Vlietstra, just
like last year. I can tell you that last time, we all had a good
time, so we hope that this year a lot more visitors will join the fun.
Just like last year, there will be a pile-of-giving-away-Atari-stuff !
It would be nice if everyone would bring Atari software and hardware
(working or not) that they no longer need. It will be put on a pile
where everyone can take something of their interest at the end of the
event. It might just be something your fellow Atarian has been
looking for. The event will be held in a gymnasium this year, so we
have plenty of space. Exhibitors should make sure their equipment is
properly insulated electrically. If you wish to participate contact
Jos Vlietstra by E-mail. You can see his E-mail address on this page:
http://www.geocities.com/titusbrandsmacollege/jos
Everyone should bring their own sandwiches and drinks, since there is
no place to buy these close by.

Directions:
By train: go to the station Dordrecht Zuid.
Walk on the left side of the S. van Gijnweg towards the Sterrenburg
district. After 5 minutes, you can see the back of the school. Turn
left walking on the pink Steve Biko bicycle path and follow the green
fence until you reach a gate after about five minutes.
By car: from Rotterdam take the left tube of the Drechttunnel.
Then take exit Papendrecht immediately after the tunnel. At the
traffic lights go straight for a short while, then take a right turn
onto the Laan der Verenigde Naties. At the next traffic lights go
straight on, passing the Shell pump, then take a right turn at the
next traffic light. Follow the road straight on, passing the traffic
lights, take the railroad tunnel then make sure to be in the left
lane.
Take a left onto the kapteynweg and take a left again and park.
Take the pink bicycle path again and find the gate as above.
If coming from the south, follow direction Dordrecht, take the exit
Centrum, take a right onto the Laan der Verenigde Naties and follow
the directions above.

Attention: The front of the school will be closed! Do not be alarmed,
the entrance to this event is on the back.
See you all there!

335. Re: Atari 1200xl keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 01:11:48 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <4009DD87.4DA52A99@rogers.com>
Source record: 17542

Hi Jerry

I've got one here I picked up at active surplus years ago and never used it. I could send it off to you for $5 plus postage if you still havent found another one. Lemme know by email if your still interested.

Jerry Trickey wrote:

> Hi gang,
>
> Just dragged out my 1200xl 1050 disk drive, 1010 tape and 1030 modem
> after about 15 years in storage.
>
> The good news: Most everything seems to be working well, including my
> floppy diskettes (absolutely amazing!)
>
> The bad news: I'm having keyboard problems. Start / Select work
> intermittently, and the only other keys that work are: Inverse Video,
> 3, 6, and B.
>
> Any ideas on how to troubleshoot, or where I can get a keyboard for a
> reasonable price?

336. WTB: Realm of Impossibility C64 and Atari flip disk!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 04:09:01 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <100k1mvalagn218@corp.supernews.com>
Source record: 17543

Like title says, if anyone has one for sale in good condition let me know!

Tim

337. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 09:59:12 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0401180159.55a2e0c@posting.google.com>
Source record: 17544

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<bu9chclpb1@reader11.wxs.nl>...
> Hi Folks.
>
> It has been a long time ago, but I have run on the atari 8bit the BBS "BBS
> THE ATARI INSIDE"... it was a PRO BOARD (BBS PRO 5.0b) node X_476
>
> I am thinking of putting it back online, reachable via telnet (internet). If
> no one is interested, I'm not going to do all that work, and I'm not going
> to invest any money in electricity bills etc. But if there are really people
> interested in having this BBS back online, please let me know!
>
> If there are 5 people or more interested, I'm putting it online in a few
> weeks.
>
> Greetz,
> Marius

"Me, too!" :) (old joke)

Yes, count me in as well. I've been away from the scene (Atari 8 and
the net) but I'm back, alive and kicking. Set up my old 800xl about 2
months ago and everyone "took over". So I set up the old PC to lure
them from the Atari. It worked, except for my wife who seems to
prefer the Atari. She likes to play "Poker Squares" and
"Abracadabra". But I digress... Count me in.

John Collins
Formerly of NWPAC

338. Looking for a copy of "MicroDungeon" (modified)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 10:10:21 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0401180210.7421b0c8@posting.google.com>
Source record: 17545

I am look for a modified copy of MicroDungeon, an old type-in program from either Antic or ANALOG. The specific file was a modified version that I did that was included in a N.W.P.A.C. disk-of-the-month. I know someone out there was a member of N.W.P.A.C. or a club that received a copy in the disk exchange program. My copy(ies) have all suffered bit-rot and I just don't have the time to do the mods again (nor do I think I can remember just what I did). :)

It was my wife's favorite game and when I loaded up the original file from a download, she didn't like it. All the bells and whistles and speed that I added were, of course, not there.

Thanks in advance!

John Collins

339. Re: PRO BBS question

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 12:05:51 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <budsqv$63g$1@news.tudelft.nl>
Source record: 17546

Marius & Hester Diepenhorst wrote:

> I know this issue is known in the PRO BBS world, but I was wondering if
> someone has already found a solution.
>
> I don'nt have a RT8-clock on my 130xe, so I have to set manuallly the time
> and date in my atari 8bit (or use apetime, when I use APE)
>
> But there is some stupid bug in BBS PRO 5.0b (the software I own and use)
> ... some times the DATE is jumped forward 3 days (today it's sunday, and now
> the BBS thinks it is wednesday!) and the time has jumped many hours forward
> too.
>
> How to fix this?

While I don't know a fix, I think I know the problem. At addresses
18/19/20 (dec), the Atari maintains a 24-bit counter. The period of this
thing (assuming you are in NTSC country) is 2^24/60/86400 == 3.23 days.

It seems that the program you refer to has trouble correctly detecting
wrap-around in this counter. This doesn't help you much (unless you want
to dig in the code), but at least you now know what is (probably) going
awry.

Best regards,

Sidney

340. A Hello all and an apology...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 17:35:36 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <7lgl00djrsiopd67ls1hf1jk7bmbr7r5gc@4ax.com>
Source record: 17397

I've been absent from in here for a few months, let's just say life
has not been wonderful at times but things seem a little better now.

Not really kept up on stuff atari wise as of late but hoping to
convince Tomek to upgrade WinPlus to the new sources :-)

An apology to those that wrote to me, I wasn't deliberately ignoring
you, like I said, things were rather bad for a while and the last
thing I was doing was thinking of the computer.

Anyways...Hope all is well in here :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

341. Nope

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-18 21:00:50 UTC
From: SicCoyote <sc@nospamtv13.co.uk>
Message-ID: <5214990c7953927d6d84f91f67527a57@news.teranews.com>
Source record: 17398
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> > Well, maybe the people who never tried to put 512Mb or more in their PC
> > running Windows 95/98/98se/ME?
>
> Anyone ever thought of changing the subject title?
>
> --
> drjones(nospam)@xs4all.nl
> http://gezelligleuk.free.fr

I really hate that 640k thing, it was so annoying in the early nineties to
get anythign to work.

342. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 03:32:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <itjm00tiv4ddr1ehg5cts2gqtekccq6rli@4ax.com>
Source record: 17399

On Wed, 14 Jan 2004 21:16:46 -0500, "Jason Harmon" <jharmon@us.net> wrote:

>Does anyone know if there is a commercially available adapter to connect
>dual RCA (chroma and luma) signals into a standard SVIDEO connector? If so,
>can you provide a link or contact?
>
>-Jason Harmon

Even though I had previously collected a selection of adapters to do the trick
of getting from the RCA ends of a standard Atari monitor cable to an s-video
connector, I recently bought myself one of these from More Than Games:

http://www.a8maestro.com/sites/mtgcat/prodhtml/a8avbob.htm

A truly slick device. I highly recommend!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

343. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 03:45:57 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <cnkm00t1a0thr4fd7op69gceskko0ijapd@4ax.com>
Source record: 17400

Thanks Thomas,

Good stuff. I will incorporate the information into the FAQ, with due credit
as always!

-Michael

On 16 Jan 2004 10:56:19 GMT, Thomas Richter <thor@cleopatra.math.tu-berlin.de>
wrote:

>Hi,
>
>possibly a couple of extensions to the already very elaborate and
>good FAQ.

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

344. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 04:39:49 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bufmvf$c97$1@news1.nivel5.cl>
Source record: 17401

```
Te variable name DIME$ cannot be used, cause the word DIM is Basic reserved.

Greetings!
```

"Z.Beeblebrox" <the.z.guy@comcast.net> escribi&#65533; en el mensaje
news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
> Rule #1
> No cheating and going and doing this in BASIC! You have to know the
answer
> just by reading this.....
>
> Here's the quiz:
>
> Tell me if I will have any problems typing in then running the small BASIC
> atari program on my 800XL :
>
> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
> 20 PENNY$="TEST1"
> 30 NICKEL$="TEST2"
> 40 DIME$="TEST3"
> 50 QUARTER$="TEST4"
> 60 PRINT "THIS IS A TEST..."
> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>
>
> That's all folks!
>
> If you think it will work, just say so! If you think it won't, please
tell
> me why.
>
> Don't forget RULE #1
>
>
>

345. Re: *PING* any one seen or heard from Ron Hamilton recently ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 04:44:08 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0401182044.4d27db46@posting.google.com>
Source record: 17402

```
"RoyE" <r-dean@ charter.net> wrote in message news:<100hj8kimmnei39@corp.supernews.com>...
> If he is gone it will be a great loss, as he is a great participant and
> giver of any and all knowledge about the Atari 8bit He has a great website:
> http://www.atariland.com/members/oldatarian/
> Ron I still need a few more answers to questions about the ATR8000
>
> RoyE
>
>
> "mo" <momo@atariland.com> wrote in message
> news:W1%Nb.62735$WS1.61474@fe1.texas.rr.com...
> > Yeah okay, email me again with his number. I think I got an email from you
> a
> > while back but it was lost with one of my famous windoz meltdowns.
> > Mo
> >
> > "rtdos" <status@rtdos.info> wrote in message
> > news:XPSNb.81017$na.43590@attbi_s04...
> > > "mo" <momo@atariland.com> wrote in message
> > > news:LnIKb.1837$Jb4.197@fe2.texas.rr.com...
> > > > Nope, I've been wondering myself. I know he's an older guy (how much,
> I
> > > > don't know). I hope he's okay, it's been a while since I've heard from
> him.
> > > > Mo
> > > >
> > > > "status@rtdos.info" <rtdos@juno.com> wrote in message
> > > > news:f927c019.0401061338.7a1bdb7a@posting.google.com...
> > > > > thx.
> > > >
> > > >
> > >
> > > Based on the address he gave me, I think I found his phone # on the
> > > internet. Wonder if it'd be ok to call him ? Or would you be willing
> to
> do
> > > it, mo ?
> > >
> > >
> > >
> >
> >
```

The website appears to have been updated recently has it has his Lycos email address and not his atariland address.

346. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 10:53:15 UTC
From: Intrinsic <mreed13@hotmail.com>
Message-ID: <400bb71a@news.comindico.com.au>
Source record: 17403
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Peter de Vroomen wrote:

>>>>>Maybe he meant that an 8-bit MAC *address* system was gay. Assuming
>
> he's
>
>>>>>using the term as an insult, I agree that 8-bit MAC addresses are
>>>>>downers.
>>>
>>>>You mean that there are *more* than 256 network cards?! Has the world
>>>>gone mad, or what? :-)
>>>
>>>Totally. Next they'll be saying you need more than 640K.
>>
>>Heh. Who could ever forget Bill Gate's now famous line regarding memory
>>requirements?
Courtesy of the Linux Fortune DB:
Nobody will ever need more than 640k of RAM -- Bill Gates 198?
Windows 95 requires at least 8MB of RAM -- Bill Gates 1996
Nobody will ever need Windows 95 -- Logical conclusion
Intrinsic
>
>
> Well, maybe the people who never tried to put 512Mb or more in their PC
> running Windows 95/98/98se/ME?
>
> :)
>
> PeterV
>
>

347. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 11:51:11 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <400bc5a8$0$4051$afc38c87@news.optusnet.com.au>
Source record: 17404
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Intrinsic" wrote in message...

> >>Heh. Who could ever forget Bill Gate's now famous line regarding
> >>memory requirements?

> Courtesy of the Linux Fortune DB:
> Nobody will ever need more than 640k of RAM -- Bill Gates 198?

I believe he said that when the IBM PC came out in 1981, though if
someone knows for sure, then do tell.

> Windows 95 requires at least 8MB of RAM -- Bill Gates 1996
> Nobody will ever need Windows 95 -- Logical conclusion
> Intrinsic

Personally, I thought that 8mb was a lot of memory back in 1995, but
when I found out those 486 could be expanded to 52Mb I just laughed.

Do they pay this !@#$ to say that rubbish, I mean if someone told him to
prove that no-one needs more than 640Kb he would be having a hard time
producing the rubbish if they just left it at 640Kb.

Instead it's 1Gb later with 1xx's of Ghz! Time to get the IRS onto Mr.
Gates for losing the bet, or was those comments valid for just 1 year!
;-)

Cheers,
Ross. :-)

348. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 12:12:54 UTC
From: Keith Willoughby <keith@flat222.org>
Message-ID: <8765f8p261.fsf@flat222.dyndns.org>
Source record: 17405
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Ross Simpson wrote:

> "Intrinsic" wrote in message...
>
>> >>Heh. Who could ever forget Bill Gate's now famous line regarding
>> >>memory requirements?
>
>> Courtesy of the Linux Fortune DB:
>> Nobody will ever need more than 640k of RAM -- Bill Gates 198?
>
> I believe he said that when the IBM PC came out in 1981, though if
> someone knows for sure, then do tell.

He probably never said it at all. He denies saying it, and I don't
believe anyone has ever come up with an actual cite of when and where
was supposed to have said it.

--
Keith Willoughby http://flat222.org/keith/
"Suspected murderer of Tupac murder suspect murdered"

349. Re: Review of Sunmark's MultiCart #2

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 12:27:51 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <b3QOb.153$KW.9148@news.optus.net.au>
Source record: 17406

> In summary this is a really nifty cartridge with loads of 8bit
> entertainment presented in an ideal way. Check out www.sumark.com if
> you would like to take a look yourself.

that url is of a trucking company. try www.sunmark.com

James

350. Re: Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 14:42:49 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0401190642.576a2230@posting.google.com>
Source record: 17407

I don't wish to be rude, or funny, but unless u know someone that is willing to sell you a happy 1050 for silly money, you'd be better of with Lazer/USD 1050 board (very in/famous happy clone-UK) or the renamed version Hyperdrive/USD (Lazer under a different name), there was also a mainland european attempt at the happy clone (I think it was made in Germany by Klaus Peters Elektronik) there were 2 versions 1 was called speedy 1050, the other was called turbo or superspeedy 1050 (I think one of the later versions came with 180k or was it 128k on board ram- for better speed copying, in addition the German version was just a tiny bit faster on the SIO rate

I was told there was also a xf551 version of the speedy/superspeedy

351. 8-Bit games and more for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 16:28:22 UTC
From: lener@vt.edu
Message-ID: <lener-1901041128220001@geolib01.geol.vt.edu>
Source record: 17408

Below are extra items I have available for the Atari 8-bit line of computers as well as some for the 2600/7800. All items very reasonably priced (most $2-5) E-mail me at lener@vt.edu to let me know what you are interested in. (US addresses only please) I'll send you more details on condition, contents, etc. and will verify that the software is working correctly. Note - I'm also posting a list of my extra Atari ST items on comp.sys.atari.st Thanks for looking.

Atari 8-bit cartridge games
Airball (boxed)
Barnyard Blaster (boxed)
Blue Max
Bug Hunt
E.T. Phone Home
Fight Night (manual only)
Flight Simulator (manual only)
Hardball
Missile Command (cartridge only)
One-on-One
Pac-Man (cartridge only)
Space Invaders (cartridge only)
Star Raiders (cartridge only)
Time Bound (cartridge only)

Atari Home Computer 6-game Cartridge Case (gray)
Blaster Auto Fire Module (says it works with 2600 & 400/800 on box)

Atari 2600
Canyon Bomber
Donkey Kong
Football
Frogger
Home Run
Maze Craze
Ms. Pac Man
Pitfall
Super Challenge Football
Super Football
Thrust (2000 release)
Video Olympics
plus various other manuals - ask if you have one you need

Atari 7800
Choplifter
Fight Night

Food Fight
Galaga
Hat Trick (boxed)
Hat Trick
Karateka
Mario Bros
One-on-One
Pole Position II
Scrapyard Dog
Super Huey
Touch Down Football
Winter Games

352. Re: Nope

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 16:48:57 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <ZTTOb.19992$Uq.3823706@phobos.telenet-ops.be>
Source record: 17409
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

640K MSX, LOL

"SicCoyote" <sc@nospamtv13.co.uk> wrote in message
news:5214990c7953927d6d84f91f67527a57@news.teranews.com...
>
> > > Well, maybe the people who never tried to put 512Mb or more in their
PC
> > > running Windows 95/98/98se/ME?
> >
> > Anyone ever thought of changing the subject title?
> >
> > --
> > drjones(nospam)@xs4all.nl
> > http://gezelligleuk.free.fr
>
> I really hate that 640k thing, it was so annoying in the early nineties to
> get anythign to work.
>
>

353. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 18:03:59 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <j_UOb.101666$na.54078@attbi_s04>
Source record: 17410

I'm no electronics genius but I would think that if the Indus requires 11.5v
and a 9v 1050 PS is plugged into it, then I doubt it would cause any damage
to the Indus... why would it? It may overload the PS but supplying less
current to a peripheral should not fry it. But if you were plugging an Indus
PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get damaged.
Also, weren't some Indus GT Power Supplies actually 9.3 V? That would be
closer match to a 9v 1050 than the 11.5v is.

"Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
news:Pine.GSO.4.56.0401031753540.18706@shell1...
> On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
> ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> ->Indus has it's on power supply correct?
>
> This has probably been answered already, but it won't hurt to
> repeat this again. (And again, and again, and again!)
>
> I dunno why people insist on plugging Induses into Atari (mean-
> ing probably 1050) power supplies. There was a guy at one of the
> MIST shows in Indianapolis in the early '90s who swore up and down
> that Induses worked on the same current as Atari Company equip-
> ment. He blew out two or three Induses before I walked away from
> that table in disgust. "Guess that one's no good," he said. Then,
> "Guess that one's no good, either!" And on and on and on. It was
> a self-fulfilling prophecy.
>
> So one more time: Indus voltage is 11.5 volts DC.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" (but only at 11.5V DC!) *
>
> (Headers munged to foil spammers; real info in taglines)
>

354. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 18:11:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400c1d5e$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 17411
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:100h8efn8i7eo83@corp.supernews.com...
> The egg. It went this way, first there was a salmon who laid an egg in
the
> headwaters of the Monongahela where at the moment of lay an eagle pounced
> upon the salmon and brought it back to it's nest where the egg was lost
> among the eaglets and later when it hatched it acquired feathers for it
> thought it was an eagle but of course it wasn't. As it grew it followed
the
> eaglets over hill and dale which got lost and came to a highway where
there
> were several rabbits about to run across the highway. The eagelsal
(salmon
> with feathers) was to scared to run across the highway and all the rabbits
> called him chicken. Thus there was the first chicken and of course it was
an
> egg. Yep, the egg came first.
>
> This is written somewhere in the bible.... Ah... someone's bible
somewhere..
> Or was it on the Rosetta Stone? Writings in the Great Pyramid? Rantings
of
> an old person up at the "home"? It's one of those mysteries we just have
to
> assume is fact.
>
> I don't want to put my name here.
>

That much is understood ;-)
```

355. Silly changes in message subjects

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 19:18:20 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0401191118.3774d641@posting.google.com>
Source record: 17412
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"SicCoyote" <sc@nospamtv13.co.uk> wrote in message
news:<5214990c7953927d6d84f91f67527a57@news.teranews.com>...
> > > Well, maybe the people who never tried to put 512Mb or more in their PC
> > > running Windows 95/98/98se/ME?
> >
> > Anyone ever thought of changing the subject title?
> >
> > --
> > drjones(nospam)@xs4all.nl
> > http://gezelligleuk.free.fr
>
> I really hate that 640k thing, it was so annoying in the early nineties to
> get anythign to work.

And arbitrary changes in the Subject of a reply, breaking thread
continuity, are even more annoying... :)

356. Re: Looking for a copy of "MicroDungeon" (modified)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 20:22:54 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <60b24fbca4958a9ca8cefc0286ae966b@news.teranews.com>
Source record: 17413

I have most (if not all) the Antic stuff... what month was it?

They are on the CDs that Aaron sent to me. Perhaps you would like to
purchase a copy of the CDs instead? If not, just tell me the month and I'll
look for it.

The CDs are $10 and they contain just about everything that was on Aaron's
website and more... the games, the utilities, and even the magazine discs.

Payable thru paypal to this email address...

"John Collins" <atarian999@yahoo.com> wrote in message
news:b787617a.0401180210.7421b0c8@posting.google.com...
> I am look for a modified copy of MicroDungeon, an old type-in program
> from either Antic or ANALOG. The specific file was a modified version
> that I did that was included in a N.W.P.A.C. disk-of-the-month. I
> know someone out there was a member of N.W.P.A.C. or a club that
> received a copy in the disk exchange program. My copy(ies) have all
> suffered bit-rot and I just don't have the time to do the mods again
> (nor do I think I can remember just what I did). :)
>
> It was my wife's favorite game and when I loaded up the original file
> from a download, she didn't like it. All the bells and whistles and
> speed that I added were, of course, not there.
>
> Thanks in advance!
>
>
> John Collins

357. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 20:24:53 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <7f71933cbe7fe4a33534a34d1b54de08@news.teranews.com>
Source record: 17414

I, for one, believe that websites offer everything that BBS could and more.
I am not trying to rain on anyone's parade, but saying that BBS is outdated
and unnecessary. I believe a well written website would be better.

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:bu9chclpb1@reader11.wxs.nl...
> Hi Folks.
>
> It has been a long time ago, but I have run on the atari 8bit the BBS "BBS
> THE ATARI INSIDE"... it was a PRO BOARD (BBS PRO 5.0b) node X_476
>
> I am thinking of putting it back online, reachable via telnet (internet).
If
> no one is interested, I'm not going to do all that work, and I'm not going
> to invest any money in electricity bills etc. But if there are really
people
> interested in having this BBS back online, please let me know!
>
> If there are 5 people or more interested, I'm putting it online in a few
> weeks.
>
> Greetz,
> Marius
>
>

358. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 20:33:33 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <c4c2d0173a257e73cc84eedc37667046@news.teranews.com>
Source record: 17415

http://complabs.nevada.edu/~stephen7/MazeRun.html

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:P5_Nb.129$KW.6545@news.optus.net.au...
> >
> > Okay, I've had about 15 visitors so far... what do the other 13 think of
> it?
> > Any problems?
>
> I would visit too if I knew the address.
> Missed the post
>
>
> James
>
>

359. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 21:01:54 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <696e00222007b4a7cf46dacd818b5de9@news.teranews.com>
Source record: 17416

What do you think of it so far? The game is well built and quite enjoyable, a good credit to a good programmer. I have quit playing however because of the environment. Seems like everyone is always fighting and the Administration aren't better than a couple of juveniles, making the situation no better.

Also, the game lacks a "great quest". Such as "quest of the avatar" which took great effort and involved building up smaller quests (such as meditation at the shrines and finding certain items) in order to solve the great quest (abyss and avatarhood).

"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message news:5hbfvvo9hqgnhgr3iluccrj6lkok923kre@4ax.com...
> Okay, I'm seriously addicted.
> I've started two characters:
>
> "Learjet" and "everklear" - the common thread is the "lear" part.
> Both are character names I've used for a couple of decades now.... ;)
>
>
> On Sun, 28 Dec 2003 14:39:00 GMT, "Steve S" <j70141@hotmail.com>
> wrote:
>
> >If any of you guys are playing, I'd like to know your player names...
> >
> >"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> >news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...
> >> thanks -
> >> I didn't know that existed.
> >> Somebody obviously REALLY REALLY liked Ultima!
> >>
> >> -z-
> >>
> >> "Steve S" <j70141@hotmail.com> wrote in message
> >> news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
> >> > Have you guys seen this game yet? Pretty fascinating... Seems that
> >> someone
> >> > really liked Ultima V and as a result, made a game based directly off
of
> >> it.
> >> > It is 100% free and if you liked Ultima V, you will like this one
> >too....
> >> > no registration, no payment, nothing....
> >> >
> >> >

> >> > http://swut.net/euo/
> >> >
> >> >
> >>
> >>
> >
>

360. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 21:23:49 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <mjio009ljn23rhipust1456tlm3bfdpcqu@4ax.com>
Source record: 17417

On Mon, 19 Jan 2004 20:24:53 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>I, for one, believe that websites offer everything that BBS could and more.
>I am not trying to rain on anyone's parade, but saying that BBS is outdated
>and unnecessary. I believe a well written website would be better.

yes, I believe you are correct. Notice since the web became popular
bbs's died off. I think that proves we are correct. I think a web
server can do quite a bit more than any bbs program actually. Look at
Vbulletin, which is the internet's most popular online discussion
software it definetly surpasses any bbs progs message base.

kvn

361. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 21:48:35 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <400c51ad$0$14484$afc38c87@news.optusnet.com.au>
Source record: 17418
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Keith Willoughby" wrote in message...

> > I believe he said that when the IBM PC came out in 1981, though if
> > someone knows for sure, then do tell.

> He probably never said it at all. He denies saying it, and I don't
> believe anyone has ever come up with an actual cite of when and where
> was supposed to have said it.

Well that's fair enough too, with all the rumors floating around &
stuff been said, it's quite an easy target to say that Bill Gates said
this.

Cheers,
Ross.

362. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 22:13:01 UTC
From: Jetze Mellema <stoppen@hotmail.com>
Message-ID: <NDYOb.46443$DF4.40916@amsnews02.chello.com>
Source record: 17419
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Keith Willoughby" <keith@flat222.org> schreef in bericht
news:8765f8p261.fsf@flat222.dyndns.org...
> > I believe he said that when the IBM PC came out in 1981, though if
> > someone knows for sure, then do tell.
>
> He probably never said it at all. He denies saying it, and I don't
> believe anyone has ever come up with an actual cite of when and where
> was supposed to have said it.

If i remember well it was someone at IBM who said that. Bill Gates was not
involved at hardware development at that time.
--
Met vriendelijke groet,

Jetze Mellema
http://www.mellema.net/homecomputers
'Heel erg vette shit!'

363. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 23:43:01 UTC
From: mo <momo@atariland.com>
Message-ID: <9YZOb.92913$WS1.49898@fe1.texas.rr.com>
Source record: 17420

I believe though not certain, that the Indus uses a DC power supply while
the 800 and 1050 use AC.
Mo

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:j_UOb.101666$na.54078@attbi_s04...
> I'm no electronics genius but I would think that if the Indus requires
11.5v
> and a 9v 1050 PS is plugged into it, then I doubt it would cause any
damage
> to the Indus... why would it? It may overload the PS but supplying less
> current to a peripheral should not fry it. But if you were plugging an
Indus
> PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get damaged.
> Also, weren't some Indus GT Power Supplies actually 9.3 V? That would be
> closer match to a 9v 1050 than the 11.5v is.
>
> "Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
> news:Pine.GSO.4.56.0401031753540.18706@shell1...
> > On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
> > ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> > ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> > ->Indus has it's on power supply correct?
> >
> > This has probably been answered already, but it won't hurt to
> > repeat this again. (And again, and again, and again!)
> >
> > I dunno why people insist on plugging Induses into Atari (mean-
> > ing probably 1050) power supplies. There was a guy at one of the
> > MIST shows in Indianapolis in the early '90s who swore up and down
> > that Induses worked on the same current as Atari Company equip-
> > ment. He blew out two or three Induses before I walked away from
> > that table in disgust. "Guess that one's no good," he said. Then,
> > "Guess that one's no good, either!" And on and on and on. It was
> > a self-fulfilling prophecy.
> >
> > So one more time: Indus voltage is 11.5 volts DC.
> > --
> > >>>--<<<
> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>--<<<
> > * "All Indus -- All The Time!" (but only at 11.5V DC!) *
> >

> > (Headers munged to foil spammers; real info in taglines)
> >
>
>

364. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-19 23:46:58 UTC
From: mo <momo@atariland.com>
Message-ID: <S%ZOb.92915$WS1.8211@fe1.texas.rr.com>
Source record: 17421

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:buhi92edv1@reader11.wxs.nl...
>
> "Steve S" <j70141@hotmail.com> schreef in bericht
> news:7f71933cbe7fe4a33534a34d1b54de08@news.teranews.com...
> > I, for one, believe that websites offer everything that BBS could and
> more.
> > I am not trying to rain on anyone's parade, but saying that BBS is
> outdated
> > and unnecessary. I believe a well written website would be better.
> >

What I would like to see is a genuine dial up 300 baud BBS for 8bits. There is still a few around for commodore and others. It gives the genuine retro feel plus it makes your modem useful again. And because I use roadrunner, my girlfriend can hang on the internet while I dialup with my atari.
Mo

365. Re: in Silly message subjects changes

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 01:54:08 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <100p2hritlsnjec@corp.supernews.com>
Source record: 17422
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Which NG is this cross post intended for?

"Robert J Baker" <korax1214@mailandnews.co.uk> wrote in message
news:fe420e86.0401191118.3774d641@posting.google.com...
> "SicCoyote" <sc@nospamtv13.co.uk> wrote in message
news:<5214990c7953927d6d84f91f67527a57@news.teranews.com>...
> > > > Well, maybe the people who never tried to put 512Mb or more in their
PC
> > > > running Windows 95/98/98se/ME?
> > >
> > > Anyone ever thought of changing the subject title?
> > >
> > > --
> > > drjones(nospam)@xs4all.nl
> > > http://gezelligleuk.free.fr
> >
> > I really hate that 640k thing, it was so annoying in the early nineties
to
> > get anythign to work.
>
> And arbitrary changes in the Subject of a reply, breaking thread
> continuity, are even more annoying... :)

366. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 03:36:27 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4011a0bb.3073406@news.charter.net>
Source record: 17423

I think it was actually 1MB Bill said. Also, don't remember exact
date, but it was definately in the early days of the PC when only DOS
(no OS/2 or Windows, or even Deskview) were around. In some ways, the
statement, applied ot the 8088 and 8086 of the time was mostly true.
Once the 80286 (and certainly the 80386) came out that line of
thinking quickly becomes outdated.

It took a LONG time for the PC to catch the Atari or C64 in terms of
sound and graphics though. Who nneds sound and graphics for a
business machine after all right. Huh.

On Mon, 19 Jan 2004 22:51:11 +1100, "Ross Simpson"
<Hi_Mr_Spammer@nowhere.com.au> wrote:

>"Intrinsic" wrote in message...
>
>> >>Heh. Who could ever forget Bill Gate's now famous line regarding
>> >>memory requirements?
>
>> Courtesy of the Linux Fortune DB:
>> Nobody will ever need more than 640k of RAM -- Bill Gates 198?
>
>I believe he said that when the IBM PC came out in 1981, though if
>someone knows for sure, then do tell.
>
>> Windows 95 requires at least 8MB of RAM -- Bill Gates 1996
>> Nobody will ever need Windows 95 -- Logical conclusion
>> Intrinsic
>
>Personally, I thought that 8mb was a lot of memory back in 1995, but
>when I found out those 486 could be expanded to 52Mb I just laughed.
>
>Do they pay this !@#$ to say that rubbish, I mean if someone told him to
>prove that no-one needs more than 640Kb he would be having a hard time
>producing the rubbish if they just left it at 640Kb.
>
>Instead it's 1Gb later with 1xx's of Ghz! Time to get the IRS onto Mr.
>Gates for losing the bet, or was those comments valid for just 1 year!
>;-)
>
>Cheers,
>Ross. :-)
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

367. Re: PRO BBS question

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 03:48:07 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Xx1Pb.11581$MV4.9081@nwrddc03.gnilink.net>
Source record: 17424

That's a great idea... the problem you described doesn't occur on my bbs but
then I run Pro 2.1a not 5.0

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:bueat6ekr1@reader10.wxs.nl...
> > While I don't know a fix, I think I know the problem. At addresses
> > 18/19/20 (dec), the Atari maintains a 24-bit counter. The period of this
> > thing (assuming you are in NTSC country) is 2^24/60/86400 == 3.23 days.
> >
> > It seems that the program you refer to has trouble correctly detecting
> > wrap-around in this counter. This doesn't help you much (unless you want
> > to dig in the code), but at least you now know what is (probably) going
> > awry.
> >
> > Best regards,
> >
> >
> > Sidney
>
> Hi,
>
> I live in the Netherlands. This is a PAL country and 50Hz. The software is
> written in NTSC countries, so I think the problem is, the didn't test it
on
> PAL machines. The second problem is the software is running with SpartaDos
> with the TD-Line software (Time/Date/Line) of SpartaDos. So all these
things
> make the problem very complex.
>
> Fox-1 gave me an idea. Perhaps I could write a special PRO CMD that is
doing
> the same thing as the APETIME tool from Stephen J. Tucker. I could put
this
> command in to the event schedule of BBS PRO...
>
> Keeping you informed.
> Marius
>
>
>

368. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 03:48:18 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4012a3f1.3895437@news.charter.net>
Source record: 17426

```
It can be used actually.

10 DIM A$(10),B$(10),DIME$(10)
20 A$="YES"
30 B$="IT"

This line will give you trouble...
40 DIME$="WORKS"

but, if you use this line instead it's fine...
40 LET DIME$="WORKS"

50 PRINT A$
60 PRINT B$
70 PRINT DIME$
80 END

Prove it by running it and you get this as output:

YES
IT
WORKS

On Mon, 19 Jan 2004 01:39:49 -0300, "Wilheim" <guillermo@mail.cl>
wrote:

>Te variable name DIME$ cannot be used, cause the word DIM is Basic reserved.
>
>Greetings!
>
>
>"Z.Beeblebrox" <the.z.guy@comcast.net> escribii¿½ en el mensaje
>news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
>> Rule #1
>> No cheating and going and doing this in BASIC! You have to know the
>answer
>> just by reading this.....
>>
>> Here's the quiz:
>>
>> Tell me if I will have any problems typing in then running the small BASIC
>> atari program on my 800XL :
>>
>> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
>> 20 PENNY$="TEST1"
>> 30 NICKEL$="TEST2"
>> 40 DIME$="TEST3"
```

```
>> 50 QUARTER$="TEST4"
>> 60 PRINT "THIS IS A TEST..."
>> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>>
>>
>> That's all folks!
>>
>> If you think it will work, just say so! If you think it won't, please
>tell
>> me why.
>>
>> Don't forget RULE #1
>>
>>
>>
>
```

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

369. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 03:53:07 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <DC1Pb.11603$MV4.5788@nwrddc03.gnilink.net>
Source record: 17425

hmmm.. I think not since Atari Basic does not support string arrays.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
> Rule #1
> No cheating and going and doing this in BASIC! You have to know the
answer
> just by reading this.....
>
> Here's the quiz:
>
> Tell me if I will have any problems typing in then running the small BASIC
> atari program on my 800XL :
>
> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
> 20 PENNY$="TEST1"
> 30 NICKEL$="TEST2"
> 40 DIME$="TEST3"
> 50 QUARTER$="TEST4"
> 60 PRINT "THIS IS A TEST..."
> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>
>
> That's all folks!
>
> If you think it will work, just say so! If you think it won't, please
tell
> me why.
>
> Don't forget RULE #1
>
>
>

370. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 03:55:43 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4013a557.4253437@news.charter.net>
Source record: 17428

Well, if that 9V is actually 9VAC, then that means RMS. This means
that actual voltages can swing will in excess of 9V, not to mention
the polarity switching. This could potentially damage circuitry
designed for 11.5VDC either via incorrect polarity being applied or
exceeding a voltage max threshold. Granted, if the circuit is
robustly protected via diodes or whatever means, and has liberal
tolerances for applied voltage, then no harm would likely come.

Please note, I am not speaking to specific equipment because I don't
remember if the Atari drives ar 9VAC or DC (I think AC though, or is
that the Atari 800??) and I certainly do not know the make up of the
Indus.

On Mon, 19 Jan 2004 18:03:59 GMT, "SteveV4V" <stevev4v1@comcast.net>
wrote:

>I'm no electronics genius but I would think that if the Indus requires 11.5v
>and a 9v 1050 PS is plugged into it, then I doubt it would cause any damage
>to the Indus... why would it? It may overload the PS but supplying less
>current to a peripheral should not fry it. But if you were plugging an Indus
>PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get damaged.
>Also, weren't some Indus GT Power Supplies actually 9.3 V? That would be
>closer match to a 9v 1050 than the 11.5v is.
>
>"Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
>news:Pine.GSO.4.56.0401031753540.18706@shell1...
>> On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
>> ->I've just blown 3 Atari 8bit power supplies hooking each in turn
>> ->to an Indus Drive. I guess I'm wrong, but before I blow another;
>> ->Indus has it's on power supply correct?
>>
>> This has probably been answered already, but it won't hurt to
>> repeat this again. (And again, and again, and again!)
>>
>> I dunno why people insist on plugging Induses into Atari (mean-
>> ing probably 1050) power supplies. There was a guy at one of the
>> MIST shows in Indianapolis in the early '90s who swore up and down
>> that Induses worked on the same current as Atari Company equip-
>> ment. He blew out two or three Induses before I walked away from
>> that table in disgust. "Guess that one's no good," he said. Then,
>> "Guess that one's no good, either!" And on and on and on. It was
>> a self-fulfilling prophecy.
>>
>> So one more time: Indus voltage is 11.5 volts DC.
>> --

>> >>>---<<<
>> >>> david moeser -- erasmus39 on yahoo <<<
>> >>> Censornati, Ohio - USA <<<
>> >>>---<<<
>> * "All Indus -- All The Time!" (but only at 11.5V DC!) *
>>
>> (Headers munged to foil spammers; real info in taglines)
>>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

371. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 04:01:29 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <tK1Pb.11661$MV4.5624@nwrddc03.gnilink.net>
Source record: 17427

I'd certainly like to see more telnettable 8-bit BBS's. I only know of two right now: Closer To Home and my own Boot Factory 2k+. I would certainly call another telnettable BBS regularly.

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message news:bu9chclpb1@reader11.wxs.nl...
> Hi Folks.
>
> It has been a long time ago, but I have run on the atari 8bit the BBS "BBS
> THE ATARI INSIDE"... it was a PRO BOARD (BBS PRO 5.0b) node X_476
>
> I am thinking of putting it back online, reachable via telnet (internet).
If
> no one is interested, I'm not going to do all that work, and I'm not going
> to invest any money in electricity bills etc. But if there are really
people
> interested in having this BBS back online, please let me know!
>
> If there are 5 people or more interested, I'm putting it online in a few
> weeks.
>
> Greetz,
> Marius
>
>

372. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 04:06:30 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4014a905.5194718@news.charter.net>
Source record: 17429

```
Please just run the program. Atari basic does support string arrays,
just only of a singular DIMension.

On Tue, 20 Jan 2004 03:53:07 GMT, "CBClarke"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

>hmmm.. I think not since Atari Basic does not support string arrays.
>
>"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
>> Rule #1
>> No cheating and going and doing this in BASIC! You have to know the
>answer
>> just by reading this.....
>>
>> Here's the quiz:
>>
>> Tell me if I will have any problems typing in then running the small BASIC
>> atari program on my 800XL :
>>
>> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
>> 20 PENNY$="TEST1"
>> 30 NICKEL$="TEST2"
>> 40 DIME$="TEST3"
>> 50 QUARTER$="TEST4"
>> 60 PRINT "THIS IS A TEST..."
>> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>>
>>
>> That's all folks!
>>
>> If you think it will work, just say so! If you think it won't, please
>tell
>> me why.
>>
>> Don't forget RULE #1
>>
>>
>>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.
```

373. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 04:17:46 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <KZ1Pb.11780$MV4.7050@nwrddc03.gnilink.net>
Source record: 17430

Running the program breaks the rule #1 of the contest. I tried to answer
based on my (limited) memory of Atari Basic.

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:4014a905.5194718@news.charter.net...
> Please just run the program. Atari basic does support string arrays,
> just only of a singular DIMension.
>
> On Tue, 20 Jan 2004 03:53:07 GMT, "CBClarke"
> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>
> >hmmm.. I think not since Atari Basic does not support string arrays.
> >
> >"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> >news:pZCdnRHsKqwEx5Td4p2dnA@comcast.com...
> >> Rule #1
> >> No cheating and going and doing this in BASIC! You have to know the
> >answer
> >> just by reading this.....
> >>
> >> Here's the quiz:
> >>
> >> Tell me if I will have any problems typing in then running the small
BASIC
> >> atari program on my 800XL :
> >>
> >> 10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
> >> 20 PENNY$="TEST1"
> >> 30 NICKEL$="TEST2"
> >> 40 DIME$="TEST3"
> >> 50 QUARTER$="TEST4"
> >> 60 PRINT "THIS IS A TEST..."
> >> 70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
> >>
> >>
> >> That's all folks!
> >>
> >> If you think it will work, just say so! If you think it won't, please
> >tell
> >> me why.
> >>
> >> Don't forget RULE #1
> >>
> >>

> >>
> >
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

374. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 05:06:54 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <OH2Pb.30094$ko5.6737@nwrddc01.gnilink.net>
Source record: 17431

The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050
and in will usually blow the rectifier diodes in the 1050. Plug an Atari
supply into an Indus and it will blow the fuse in the supply. I can damage
the mother board as well.

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:j_UOb.101666$na.54078@attbi_s04...
> I'm no electronics genius but I would think that if the Indus requires
11.5v
> and a 9v 1050 PS is plugged into it, then I doubt it would cause any
damage
> to the Indus... why would it? It may overload the PS but supplying less
> current to a peripheral should not fry it. But if you were plugging an
Indus
> PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get damaged.
> Also, weren't some Indus GT Power Supplies actually 9.3 V? That would be
> closer match to a 9v 1050 than the 11.5v is.
>
> "Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
> news:Pine.GSO.4.56.0401031753540.18706@shell1...
> > On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
> > ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> > ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> > ->Indus has it's on power supply correct?
> >
> > This has probably been answered already, but it won't hurt to
> > repeat this again. (And again, and again, and again!)
> >
> > I dunno why people insist on plugging Induses into Atari (mean-
> > ing probably 1050) power supplies. There was a guy at one of the
> > MIST shows in Indianapolis in the early '90s who swore up and down
> > that Induses worked on the same current as Atari Company equip-
> > ment. He blew out two or three Induses before I walked away from
> > that table in disgust. "Guess that one's no good," he said. Then,
> > "Guess that one's no good, either!" And on and on and on. It was
> > a self-fulfilling prophecy.
> >
> > So one more time: Indus voltage is 11.5 volts DC.
> > --
> > >>>---<<<
> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>---<<<
> > * "All Indus -- All The Time!" (but only at 11.5V DC!) *

> >
> > (Headers munged to foil spammers; real info in taglines)
> >
>
>

375. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 07:31:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401192324040.32064-100000@onyx.spiritone.com>
Source record: 17432
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

376. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 10:12:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401200203440.1442-100000@onyx.spiritone.com>
Source record: 17433
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

377. ftp://atari.xs4all.nl update

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 16:47:23 UTC
From: sweetspot@bellsouth.net
Message-ID: <d2e1548b.0401200847.36895051@posting.google.com>
Source record: 17434

When will the files in the upload directory be made available for
download ? The site is much appreciated !

ron

378. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 18:08:33 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <qcrq00ldm6aob25amumer6enj947113rg5@4ax.com>
Source record: 17435

Yeah, it's a lot of fun, but it wears thin quickly with all the
stupidity and generally juvenile nature of the community. I agree
with your point about the admins. A lot of polish is missing
(probably still coming, to be fair). For example, what is the point
of having towns that you can't enter? What about shrines that do
nothing? If there is no town map, or function associated with
something, just don't put it in until it's ready. Many of the
dungeons and quests seem half finished and utlimately pointless. The
recent change in "toughness" of the monsters has unbalanced the
gameplay. Who wants to kill slimes for about seven hours of real time
to become tough enough to tackle an orc?

Anyway, not to be too negative.... Fantastic potential, and some good
fun for awhile.

On Mon, 19 Jan 2004 21:01:54 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>What do you think of it so far? The game is well built and quite enjoyable,
>a good credit to a good programmer. I have quit playing however because of
>the environment. Seems like everyone is always fighting and the
>Administration aren't better than a couple of juveniles, making the
>situation no better.
>
>Also, the game lacks a "great quest". Such as "quest of the avatar" which
>took great effort and involved building up smaller quests (such as
>meditation at the shrines and finding certain items) in order to solve the
>great quest (abyss and avatarhood).
>
>"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
>news:5hbfvvo9hqgnhgr3iluccrj6lkok923kre@4ax.com...
>> Okay, I'm seriously addicted.
>> I've started two characters:
>>
>> "Learjet" and "everklear" - the common thread is the "lear" part.
>> Both are character names I've used for a couple of decades now.... ;)
>>
>>
>> On Sun, 28 Dec 2003 14:39:00 GMT, "Steve S" <j70141@hotmail.com>
>> wrote:
>>
>> >If any of you guys are playing, I'd like to know your player names...
>> >
>> >"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>> >news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...

>> >> thanks -
>> >> I didn't know that existed.
>> >> Somebody obviously REALLY REALLY liked Ultima!
>> >>
>> >> -z-
>> >>
>> >> "Steve S" <j70141@hotmail.com> wrote in message
>> >> news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
>> >> > Have you guys seen this game yet? Pretty fascinating... Seems that
>> >> someone
>> >> > really liked Ultima V and as a result, made a game based directly off
>of
>> >> it.
>> >> > It is 100% free and if you liked Ultima V, you will like this one
>> >>too....
>> >> > no registration, no payment, nothing....
>> >> >
>> >> >
>> >> > http://swut.net/euo/
>> >> >
>> >> >
>> >>
>> >>
>> >>
>>
>

379. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-20 19:49:27 UTC
From: Robert Kent <robertkent@somewhere.com>
Message-ID: <bDfPb.104170$Vs3.92010@twister.socal.rr.com>
Source record: 17436

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:4014a905.5194718@news.charter.net...
> Please just run the program. Atari basic does support string arrays,
> just only of a singular DIMension.
>
Nope. Atari Basic doesn't support string arrays. Dim a$(1000) produces a
single string (a$) that is 1,000 bytes long.

380. Emergency broadcast system...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 00:58:48 UTC
From: mo <momo@atariland.com>
Message-ID: <c9kPb.1803$6o4.359@fe2.texas.rr.com>
Source record: 17437
Cross-posted to: comp.sys.atari.8bit,comp.sys.tandy

I've been pondering for a while now about that BEEP BEEP you hear when ever an emergency broadcast comes on the television or radio. Obviously it's a form of radio modem, it sounds remarkably similar to the 600 baud Atari tape format. Has anyone ever actually 'read' the beeps or know what they are aimed at?
Just curious,
Mo

381. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 01:18:27 UTC
From: Payton Byrd <kingdurin@yahoo.com>
Message-ID: <FnkPb.32757$0t4.12735@bignews5.bellsouth.net>
Source record: 17438
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

But I know it's true! I read it on the internet!

"Keith Willoughby" <keith@flat222.org> wrote in message
news:8765f8p261.fsf@flat222.dyndns.org...
> Ross Simpson wrote:
>
> > "Intrinsic" wrote in message...
> >
> >> >>Heh. Who could ever forget Bill Gate's now famous line regarding
> >> >>memory requirements?
> >
> >> Courtesy of the Linux Fortune DB:
> >> Nobody will ever need more than 640k of RAM -- Bill Gates 198?
> >
> > I believe he said that when the IBM PC came out in 1981, though if
> > someone knows for sure, then do tell.
>
> He probably never said it at all. He denies saying it, and I don't
> believe anyone has ever come up with an actual cite of when and where
> was supposed to have said it.
>
> --
> Keith Willoughby http://flat222.org/keith/
> "Suspected murderer of Tupac murder suspect murdered"

382. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 03:46:06 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4010f5de.14391234@news.charter.net>
Source record: 17439

Sorry about the rule buster.

On Tue, 20 Jan 2004 04:17:46 GMT, "CBClarke"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

>Running the program breaks the rule #1 of the contest. I tried to answer
>based on my (limited) memory of Atari Basic.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

383. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 03:47:16 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4011f60f.14439781@news.charter.net>
Source record: 17440

That's what a single dimension array is. One dimension still
qualifies as an array. At least in the world of computer programming.

On Tue, 20 Jan 2004 19:49:27 GMT, "Robert Kent"
<robertkent@somewhere.com> wrote:

>
>"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
>news:4014a905.5194718@news.charter.net...
>> Please just run the program. Atari basic does support string arrays,
>> just only of a singular DIMension.
>>
>Nope. Atari Basic doesn't support string arrays. Dim a$(1000) produces a
>single string (a$) that is 1,000 bytes long.
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

384. Re: Emergency broadcast system...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 03:56:39 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4012f724.14716750@news.charter.net>
Source record: 17441

Hi Mo. Not sure about much of it really, but the data nature of the sound seems on the right track. I have a scanner and some other radio units which have a "weather alert" function. This allows them to monitor wx channel(s) and cut over to it in the event of an advisory notice. I cannot help but believe that the signal of which you speak is probably responsible for communicating an "alert" datum of some sort. Mere monitoring for the presence of a transmission wont work because those wx stations are always transmitting routine information via vox.

On Wed, 21 Jan 2004 00:58:48 GMT, "mo" <momo@atariland.com> wrote:

>I've been pondering for a while now about that BEEP BEEP you hear when ever
>an emergency broadcast comes on the television or radio. Obviously it's a
>form of radio modem, it sounds remarkably similar to the 600 baud Atari tape
>format. Has anyone ever actually 'read' the beeps or know what they are
>aimed at?
>Just curious,
>Mo
>

** To email a reply, please remove everything up to and including the underscore in my email reply header.

385. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 04:04:25 UTC
From: THE6502MAN <D@YAHOO.COM>
Message-ID: <dTmPb.110278$xy6.329640@attbi_s02>
Source record: 17442

Re: I've made $9,000 sitting on my ass, you can too

I can make $9,000 sitting on your ass? Well, sign me up!!!

386. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 04:07:38 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <f6bd57a0dcd60fdbb66c4f09af8fc644@news.teranews.com>
Source record: 17443

This was an email I received from the person that created the game. It answers most of your questions, so I thought I would post it for you all to read. If you have any further questions, his email is at the bottom.

===
jhc> course they're not acting like idiots, which 99% of the time they do).
jhc> Kodiak sounds familiar, but I'm not pointing fingers. I think you are
jhc> certainly of experience, age, and maturity to govern your game as you think
jhc> best, for the better enjoyment of all... I only wanted to make a suggestion.

I don't always set the best example. It's ppl like you I'm trying to attract to play, and the irony (or whatever) is that it's the stupid teenagers that set me off and it's the mature players that end up leaving. Actually, I've probably been pretty well behaved the last couple of months :) As for the GMs: I'm not always pleased with what some of them get up to. With what happened when yr wife was on, that just sux - that was when there was a bug where the monsters AI just switched off and they wouldnt fight back: I think certain players were trying to do me a favour by keeping ppl herded in town and away from the mobs.

jhc> In all, I would say that I probably added about 20 new players to your game
jhc> through my postings on newsgroups.

well that's allright: i'll have a look at this group (comp.sys.atari.8bit) later

jhc> I also re-suggest a great and ultimate quest, one that can only
jhc> be solved (perhaps) with a certain number of players at certain levels, with
jhc> certain items that can only be obtained through smaller quests, obtaining
jhc> clues through talking to others and solving the quests. Sort of a major and
jhc> difficult goal to obtain in the game (like quest of the avatar), since the
jhc> main goal of the game so far only appears to be to gain levels.

A large quest is hard for a multiplayer game. I'm thinking about it tho. U know you cant have world changing events, eg finishing your quest causes some volcano to erupt and covers nordhaus in ash and buries it: what about all the other players who haven't done the quest? THo, a quest for the avatar like thing would work - its a good

way to get the shrines involved. BTW, did u ever play PD? There's a
large quest for every player to do on that that isn't game breaking,
tho it's kinda lame.

Thx for yer mail. Do come back in a couple of months. I never expect
anyone to stay more than a week or so - the game's so shallow :P I
only do it cause I like making the engine and showing off what I made.
Incidentally, I re did a Briggs-Meyers test yesterday and turned up as
an INTP (an architect) and the description of the INTP fits perfectly
with me and EUO: obsessive contstructor, emotional, pedantic, hates
incompetence, makes stuff for makings sake but likes showing off what
he made. heh, last time I did a briggs-meyers about 3 yrs ago I showed
up as a INTJ. I don't know why I'm telling you this !

cya then - thx again

--
Max Breedon, eggmceye@swut.net
http://www.swut.net

"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
news:qcrq00ldm6aob25amumer6enj947113rg5@4ax.com...
> Yeah, it's a lot of fun, but it wears thin quickly with all the
> stupidity and generally juvenile nature of the community. I agree
> with your point about the admins. A lot of polish is missing
> (probably still coming, to be fair). For example, what is the point
> of having towns that you can't enter? What about shrines that do
> nothing? If there is no town map, or function associated with
> something, just don't put it in until it's ready. Many of the
> dungeons and quests seem half finished and utlimately pointless. The
> recent change in "toughness" of the monsters has unbalanced the
> gameplay. Who wants to kill slimes for about seven hours of real time
> to become tough enough to tackle an orc?
>
> Anyway, not to be too negative.... Fantastic potential, and some good
> fun for awhile.
>
>
>
> On Mon, 19 Jan 2004 21:01:54 GMT, "Steve S" <j70141@hotmail.com>
> wrote:
>
> >What do you think of it so far? The game is well built and quite
enjoyable,
> >a good credit to a good programmer. I have quit playing however because
of
> >the environment. Seems like everyone is always fighting and the
> >Administration aren't better than a couple of juveniles, making the
> >situation no better.
> >
> >Also, the game lacks a "great quest". Such as "quest of the avatar"

which
> >took great effort and involved building up smaller quests (such as
> >meditation at the shrines and finding certain items) in order to solve
the
> >great quest (abyss and avatarhood).
> >
> >"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
> >news:5hbfvvo9hqgnhgr3iluccrj6lkok923kre@4ax.com...
> >> Okay, I'm seriously addicted.
> >> I've started two characters:
> >>
> >> "Learjet" and "everklear" - the common thread is the "lear" part.
> >> Both are character names I've used for a couple of decades now.... ;)
> >>
> >>
> >> On Sun, 28 Dec 2003 14:39:00 GMT, "Steve S" <j70141@hotmail.com>
> >> wrote:
> >>
> >> >If any of you guys are playing, I'd like to know your player names...
> >> >
> >> >"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> >> >news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...
> >> >> thanks -
> >> >> I didn't know that existed.
> >> >> Somebody obviously REALLY REALLY liked Ultima!
> >> >>
> >> >> -z-
> >> >>
> >> >> "Steve S" <j70141@hotmail.com> wrote in message
> >> >> news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
> >> >> > Have you guys seen this game yet? Pretty fascinating... Seems
that
> >> >> someone
> >> >> > really liked Ultima V and as a result, made a game based directly
off
> >of
> >> >> it.
> >> >> > It is 100% free and if you liked Ultima V, you will like this one
> >> >too....
> >> >> > no registration, no payment, nothing....
> >> >> >
> >> >> >
> >> >> > http://swut.net/euo/
> >> >> >
> >> >> >
> >> >>
> >> >>
> >> >
> >>
> >

>

387. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:00:29 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <400e167d$0$16589$afc38c87@news.optusnet.com.au>
Source record: 17444
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Payton Byrd" wrote in message...

> But I know it's true! I read it on the internet!

The Internet also tells you how to build a bomb, but what you
don't know, is it could be a bomb designed to turn it against
yourself! :-)

Cheers,
Ross.

388. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:05:01 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <hEoPb.112833$na.107282@attbi_s04>
Source record: 17445

ROTFLMAO....

"THE6502MAN" <D@YAHOO.COM> wrote in message
news:dTmPb.110278$xy6.329640@attbi_s02...
> Re: I've made $9,000 sitting on my ass, you can too
>
> I can make $9,000 sitting on your ass? Well, sign me up!!!
>
>
>
>
>
>

389. Anybody have Advan Basic/Compiler/Optimzer?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:07:23 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <vGoPb.111111$8H.257181@attbi_s03>
Source record: 17446

Anybody have this they would be willing to part with? Original or .atr?

Thanks much.
Steve

390. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:14:07 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <PMoPb.112921$na.107471@attbi_s04>
Source record: 17447

Ah yes, I reread the FAQ and indeed the 1050 uses a 9v AC as opposed to the DC ps of the Indus. By the way, are AC power supplies common for older computer stuff? Seems to me that DC is more common... at least that's what I thought. :)

"Paul Alhart" <paulalhart@hotmail.com> wrote in message news:OH2Pb.30094$ko5.6737@nwrddc01.gnilink.net...
> The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050
> and in will usually blow the rectifier diodes in the 1050. Plug an Atari
> supply into an Indus and it will blow the fuse in the supply. I can damage
> the mother board as well.
>
>
> "SteveV4V" <stevev4v1@comcast.net> wrote in message
> news:j_UOb.101666$na.54078@attbi_s04...
> > I'm no electronics genius but I would think that if the Indus requires
> 11.5v
> > and a 9v 1050 PS is plugged into it, then I doubt it would cause any
> damage
> > to the Indus... why would it? It may overload the PS but supplying less
> > current to a peripheral should not fry it. But if you were plugging an
> Indus
> > PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get
damaged.
> > Also, weren't some Indus GT Power Supplies actually 9.3 V? That would be
> > closer match to a 9v 1050 than the 11.5v is.
> >
> > "Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
> > news:Pine.GSO.4.56.0401031753540.18706@shell1...
> > > On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:
> > > ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> > > ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> > > ->Indus has it's on power supply correct?
> > >
> > > This has probably been answered already, but it won't hurt to
> > > repeat this again. (And again, and again, and again!)
> > >
> > > I dunno why people insist on plugging Induses into Atari (mean-
> > > ing probably 1050) power supplies. There was a guy at one of the
> > > MIST shows in Indianapolis in the early '90s who swore up and down
> > > that Induses worked on the same current as Atari Company equip-
> > > ment. He blew out two or three Induses before I walked away from
> > > that table in disgust. "Guess that one's no good," he said. Then,
> > > "Guess that one's no good, either!" And on and on and on. It was

> > > a self-fulfilling prophecy.
> > >
> > > So one more time: Indus voltage is 11.5 volts DC.
> > > --
> > > >>>---<<<
> > > >>> david moeser -- erasmus39 on yahoo <<<
> > > >>> Censornati, Ohio - USA <<<
> > > >>>---<<<
> > > * "All Indus -- All The Time!" (but only at 11.5V DC!) *
> > >
> > > (Headers munged to foil spammers; real info in taglines)
> > >
> >
> >
>
>

391. Re: Anybody have Advan Basic/Compiler/Optimzer?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:28:07 UTC
From: Slor <spam@abuse.net>
Message-ID: <Xns9477EF3445E6emuslor@130.133.1.4>
Source record: 17448

Despite all prevention efforts, "SteveV4V" <stevev4v1@comcast.net> wrote in news:vGoPb.111111$8H.257181@attbi_s03:

> Anybody have this they would be willing to part with? Original or .atr?
>
> Thanks much.
> Steve
>
>
>

Assuming your email address is valid, you have mail.

--
Slor

392. Re: S-VIDEO

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 06:38:19 UTC
From: Slor <abuse@abuse.net>
Message-ID: <Xns947710AE6C2DCemuslor@130.133.1.4>
Source record: 17449

Despite all prevention efforts, Michael Current <hunmanik@earthlink.net>
wrote in news:itjm00tiv4ddr1ehg5cts2gqtekccq6rli@4ax.com:

> http://www.a8maestro.com/sites/mtgcat/prodhtml/a8avbob.htm

Oooooh... I LIKE that. The end of the flexible portion is the standard
monitor connector that you'd see on the back on an 800xl, right? Consider
this added to Slor's wish list.

--
Slor

393. Micropalooza is lead story in Living section of today's Oregonian (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 08:00:03 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401210259040.13060@shell1>
Source record: 17450

O.K., the Portland Oregonian newspaper beat me to the punch in writing up
a story on the December 30, Portland, Oregon, Micro-Palooza C= Party. The
story is very complimentary. Though the writer mentions Jeri Ellsworth,
he doesn't mention the CommodoreOnes/C-Ones sitting at the front table.

Click on the link below to read
the full story,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

---------- Forwarded message ----------
Date: Tue, 20 Jan 2004 21:33:34 -0800
From: Anthony Ramos <anthony(atnospam)groundkontrol.com>
Subject: Micropalooza is lead story in Living section of today's Oregonian

Everybody seen today's issue of the Portland Oregonian?
In the Living section, the cover story is Micropalooza:

Obsolete Obsession:
http://www.oregonlive.com/living/oregonian/index.ssf?/base/living/
1074603497290320.xml

[snip]

-Anthony
--
Anthony Ramos -- aramos(NOSPAM)@ele-mental.org
studio: 503.528.8000 / ground kontrol: 503.796.9364
609 Southeast Taylor Street, #207, Portland, Oregon 97214 USA

394. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 12:32:50 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bulnsn$vq1$1@news1.nivel5.cl>
Source record: 17451

```
I think DC is more common nowadays..
Anyways you can connect a DC power supply on an AC input. (most , if not
all, of the systems, convert ac -> dc inside)
```

"SteveV4V" <stevev4v1@comcast.net> escribi&#65533; en el mensaje
news:PMoPb.112921$na.107471@attbi_s04...
> Ah yes, I reread the FAQ and indeed the 1050 uses a 9v AC as opposed to
the
> DC ps of the Indus. By the way, are AC power supplies common for older
> computer stuff? Seems to me that DC is more common... at least that's what
I
> thought. :)
>
>
> "Paul Alhart" <paulalhart@hotmail.com> wrote in message
> news:OH2Pb.30094$ko5.6737@nwrddc01.gnilink.net...
> > The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a
1050
> > and in will usually blow the rectifier diodes in the 1050. Plug an Atari
> > supply into an Indus and it will blow the fuse in the supply. I can
damage
> > the mother board as well.
> >
> >
> > "SteveV4V" <stevev4v1@comcast.net> wrote in message
> > news:j_UOb.101666$na.54078@attbi_s04...
> > > I'm no electronics genius but I would think that if the Indus requires
> > 11.5v
> > > and a 9v 1050 PS is plugged into it, then I doubt it would cause any
> > damage
> > > to the Indus... why would it? It may overload the PS but supplying
less
> > > current to a peripheral should not fry it. But if you were plugging an
> > Indus
> > > PS (11.5v) into a 1050 (9v) then I can see how the 1050 could get
> damaged.
> > > Also, weren't some Indus GT Power Supplies actually 9.3 V? That would
be
> > > closer match to a 9v 1050 than the 11.5v is.
> > >
> > > "Roy G Biv" <8-bitter@Atari.8-bit.World> wrote in message
> > > news:Pine.GSO.4.56.0401031753540.18706@shell1...
> > > > On Sun, 21 Dec 2003 at 22:26:19 GMT, "rolaid" scribbled:

> > > > ->I've just blown 3 Atari 8bit power supplies hooking each in turn
> > > > ->to an Indus Drive. I guess I'm wrong, but before I blow another;
> > > > ->Indus has it's on power supply correct?
> > > >
> > > > This has probably been answered already, but it won't hurt to
> > > > repeat this again. (And again, and again, and again!)
> > > >
> > > > I dunno why people insist on plugging Induses into Atari (mean-
> > > > ing probably 1050) power supplies. There was a guy at one of the
> > > > MIST shows in Indianapolis in the early '90s who swore up and down
> > > > that Induses worked on the same current as Atari Company equip-
> > > > ment. He blew out two or three Induses before I walked away from
> > > > that table in disgust. "Guess that one's no good," he said. Then,
> > > > "Guess that one's no good, either!" And on and on and on. It was
> > > > a self-fulfilling prophecy.
> > > >
> > > > So one more time: Indus voltage is 11.5 volts DC.
> > > > --
> > > > >>>----------<<<
> > > > >>> david moeser -- erasmus39 on yahoo <<<
> > > > >>> Censornati, Ohio - USA <<<
> > > > >>>----------<<<
> > > > * "All Indus -- All The Time!" (but only at 11.5V DC!) *
> > > >
> > > > (Headers munged to foil spammers; real info in taglines)
> > > >
> > >
> > >
> >
> >
>
>

395. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 12:33:32 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bulnu1$vq4$1@news1.nivel5.cl>
Source record: 17452
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

```
i built a jelly - bomb
it was funny.
```

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> escribi&#65533; en el mensaje
news:400e167d$0$16589$afc38c87@news.optusnet.com.au...
> "Payton Byrd" wrote in message...
>
> > But I know it's true! I read it on the internet!
>
> The Internet also tells you how to build a bomb, but what you
> don't know, is it could be a bomb designed to turn it against
> yourself! :-)
>
> Cheers,
> Ross.
>
>

396. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 12:35:08 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bulo10vqd1@news1.nivel5.cl>
Source record: 17453

what does ROTFLMAO means ?
"SteveV4V" <stevev4v1@comcast.net> escribi&#65533; en el mensaje
news:hEoPb.112833$na.107282@attbi_s04...
> ROTFLMAO....
>
> "THE6502MAN" <D@YAHOO.COM> wrote in message
> news:dTmPb.110278$xy6.329640@attbi_s02...
> > Re: I've made $9,000 sitting on my ass, you can too
> >
> > I can make $9,000 sitting on your ass? Well, sign me up!!!
> >
> >
> >
> >
> >
> >
> >
>
>

397. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 13:12:07 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bultr7lci1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17454

Hi,

> I think DC is more common nowadays..
> Anyways you can connect a DC power supply on an AC input. (most , if not
> all, of the systems, convert ac -> dc inside)

Sorry, but that's not recommendable for at least two reasons. Reason #1
is that pure DC input puts more load on the diodes in "forwards" direction
than on the ones on backward direction, and thus might blow them. Reason #2
is that voltage-doubling circuits don't work on DC supplies. A very good
example is the 1050 drive: It requires 9V AC, and generates from this 9V
AC interally 5V DC (simple) but with a voltage-doubler, 12V DC (for the motor).
This won't work on DC supplies.

So long,
Thomas

398. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 14:33:02 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <buluu2$1m0$1@news1.nivel5.cl>
Source record: 17455

```
Ahap..
Didn't knew that 1050 do that :o)
```

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:bultr7lci1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I think DC is more common nowadays..
> > Anyways you can connect a DC power supply on an AC input. (most , if not
> > all, of the systems, convert ac -> dc inside)
>
> Sorry, but that's not recommendable for at least two reasons. Reason #1
> is that pure DC input puts more load on the diodes in "forwards" direction
> than on the ones on backward direction, and thus might blow them. Reason
#2
> is that voltage-doubling circuits don't work on DC supplies. A very good
> example is the 1050 drive: It requires 9V AC, and generates from this 9V
> AC interally 5V DC (simple) but with a voltage-doubler, 12V DC (for the
motor).
> This won't work on DC supplies.
>
> So long,
> Thomas

399. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 16:00:35 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94776FFF270ACslorcomcastnet@130.133.1.4>
Source record: 17456

Despite all prevention efforts, "Bruce" <No-Spam@Ivn.cl> wrote in
news:bulo10vqd1@news1.nivel5.cl:

> what does ROTFLMAO means ?
> "SteveV4V" <stevev4v1@comcast.net> escribi&#65533; en el mensaje
> news:hEoPb.112833$na.107282@attbi_s04...
>> ROTFLMAO....
>>
>> "THE6502MAN" <D@YAHOO.COM> wrote in message
>> news:dTmPb.110278$xy6.329640@attbi_s02...
>> > Re: I've made $9,000 sitting on my ass, you can too
>> >
>> > I can make $9,000 sitting on your ass? Well, sign me up!!!
>> >
>> >

In this case, shouldn't it be SOMAM$9K?

--
Slor

400. Re: A Hello all and an apology...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 16:10:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns947771BC1D77slorcomcastnet@130.133.1.4>
Source record: 17457

```
Despite all prevention efforts, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote in
news:7lgl00djrsiopd67ls1hf1jk7bmbr7r5gc@4ax.com:

>
> I've been absent from in here for a few months, let's just say life
> has not been wonderful at times but things seem a little better now.
>

Welcome back, and good luck getting back on track!

--
Slor
```

401. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 16:13:08 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gad4hl1pn.fsf@legolas.mdh.se>
Source record: 17458

"Bruce" <No-Spam@Ivn.cl> writes:

> what does ROTFLMAO means ?

Something along the lines "Rolling on the floor, laughing my A out",
where I'm uncertain about which A - ass, maybe?

--
Anders Carlsson

402. Floating Point Routines in Action!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 16:24:54 UTC
From: jharmon@us.net
Message-ID: <9a8ae930.0401210824.7d020c9@posting.google.com>
Source record: 17459

I've decided to try to create some basic floating point wrapper functions for Action! These functions will encapsulate the floating point routines in the OS ROM. However, probably due to my inexperience with Action!, I can't seem to get this sample to work correctly. This example is supposed to take 2 ATASCII representations of floating point numbers, use the built in ATASCII to FP function to convert to a native format, multiply the numbers together, and convert result to ATASCII, and copy the result to a string as the result.

I don't know if the problem is something like string termination, but if anyone knows why this code doesn't work, I'd love to know what I'm doing wrong.

Thanks.

Jason Harmon

```
MODULE

BYTE ARRAY FRO(6) = $00D4
BYTE ARRAY FR1(6) = $00E0
CARD INBUFF = $00F3
BYTE ARRAY LBUFF(128) = $0580
BYTE CIX = $00F2

PROC AFP=$D800()
PROC FMOVE=$DDB6()
PROC FMUL=$DADB()
PROC FASC=$D8E6()
PROC FPI=$D9D2()

PROC MULT(CHAR ARRAY A, B, R)
INBUFF=A
CIX=0
AFP()
FMOVE()
INBUFF=B
CIX=0
AFP()
FMUL()
FASC()
SCopy(R, LBUFF)
RETURN

PROC MAIN()
CHAR ARRAY RESULT(128)
MULT("5.5", "20.0", RESULT)
```

```
PrintE(RESULT)
RETURN
```

403. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 19:15:38 UTC
From: Robert Kent <robertkent@somewhere.com>
Message-ID: <udAPb.842$cu6.376@twister.socal.rr.com>
Source record: 17460

I feel sorry for the donkey

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:hEoPb.112833$na.107282@attbi_s04...
> ROTFLMAO....
>
> "THE6502MAN" <D@YAHOO.COM> wrote in message
> news:dTmPb.110278$xy6.329640@attbi_s02...
> > Re: I've made $9,000 sitting on my ass, you can too
> >
> > I can make $9,000 sitting on your ass? Well, sign me up!!!
> >
> >
> >
> >
> >
> >
>
>

404. Re: A Hello all and an apology...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 22:22:54 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <qrut0096s5lf64gdd98mddo16o12onheic@4ax.com>
Source record: 17462

On 21 Jan 2004 16:10:50 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, Paul Irvine
><mclane.dellosYOURFINGER@btinternet.com> wrote in
>news:7lgl00djrsiopd67ls1hf1jk7bmbr7r5gc@4ax.com:
>
>>
>> I've been absent from in here for a few months, let's just say life
>> has not been wonderful at times but things seem a little better now.
>>
>
>Welcome back, and good luck getting back on track!

Cheers old man....Just found out I have chicken pox today :-)

Not so good at my age :-)

I could fall in a bucket of cash and come out poor :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

405. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-21 23:21:15 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bumtse$9t5$1@news1.nivel5.cl>
Source record: 17461

haha... now i get it ;o)

I guess it may work with "A = Ass"

"Anders Carlsson" <anders.carlsson@mds.mdh.se> escribi&#65533; en el mensaje
news:k2gad4hl1pn.fsf@legolas.mdh.se...
> "Bruce" <No-Spam@Ivn.cl> writes:
>
> > what does ROTFLMAO means ?
>
> Something along the lines "Rolling on the floor, laughing my A out",
> where I'm uncertain about which A - ass, maybe?
>
> --
> Anders Carlsson

406. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 00:15:01 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <2d5u00l01l3mt3g4nkvu2mkgi3flvhjm3e@4ax.com>
Source record: 17463

On Wed, 21 Jan 2004 04:07:38 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>This was an email I received from the person that created the game. It
>answers most of your questions, so I thought I would post it for you all to
>read. If you have any further questions, his email is at the bottom.

Thanks for that. It is informative. Perhaps the game will evolve
more depth over time. Perhaps the community surrounding it will
mature as well.

It did give me some good fun for awhile though.

407. Re: Anybody have Advan Basic/Compiler/Optimzer?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 01:47:12 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <AYFPb.120483$na.115033@attbi_s04>
Source record: 17464

Thanks, got it.. much appreciate your time. I actually have that file dated 6/6/2000 but it doesn't work for me. I tried it on AtariWin and also through Ape for Windows hooked up to my 800xl both with and without Basic enabled... just loads for a bit, screen turns dark grey and it locks up. :(

Thanks a lot though.
Steve

"Slor" <spam@abuse.net> wrote in message
news:Xns9477EF3445E6emuslor@130.133.1.4...
> Despite all prevention efforts, "SteveV4V" <stevev4v1@comcast.net> wrote
in
> news:vGoPb.111111$8H.257181@attbi_s03:
>
> > Anybody have this they would be willing to part with? Original or .atr?
> >
> > Thanks much.
> > Steve
> >
> >
> >
>
> Assuming your email address is valid, you have mail.
>
> --
> Slor

408. Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 02:53:16 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <wWGPb.118946$xy6.392379@attbi_s02>
Source record: 17465

Out of all your Atari stuff, what are the things coolest things that you own?

409. Re: A Hello all and an apology...

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 04:47:39 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4011559a.17917437@news.charter.net>
Source record: 17466

Welcome back Paul. Not that I haven't been away myself for quite a
spell. Hope everything is better with you.

Jon

On Wed, 21 Jan 2004 22:22:54 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On 21 Jan 2004 16:10:50 GMT, Slor <slor@comcast.net> wrote:
>
>>Despite all prevention efforts, Paul Irvine
>><mclane.dellosYOURFINGER@btinternet.com> wrote in
>>news:7lgl00djrsiopd67ls1hf1jk7bmbr7r5gc@4ax.com:
>>
>>>
>>> I've been absent from in here for a few months, let's just say life
>>> has not been wonderful at times but things seem a little better now.
>>>
>>
>>Welcome back, and good luck getting back on track!
>
>Cheers old man....Just found out I have chicken pox today :-)
>
>Not so good at my age :-)
>
>I could fall in a bucket of cash and come out poor :-)

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

410. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 04:55:52 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <oJIPb.119140$8H.305774@attbi_s03>
Source record: 17467

```
Rolling On The Floor Laughing My A** Off

Sorry, 6502's response was hilarious. :)
```

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bulo10vqd1@news1.nivel5.cl...
> what does ROTFLMAO means ?
> "SteveV4V" <stevev4v1@comcast.net> escribi&#65533; en el mensaje
> news:hEoPb.112833$na.107282@attbi_s04...
> > ROTFLMAO....
> >
> > "THE6502MAN" <D@YAHOO.COM> wrote in message
> > news:dTmPb.110278$xy6.329640@attbi_s02...
> > > Re: I've made $9,000 sitting on my ass, you can too
> > >
> > > I can make $9,000 sitting on your ass? Well, sign me up!!!
> > >
> > >
> > >
> > >
> > >
> > >
> > >
> > >
> > >
> >
> >
>
>

411. Re: Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 04:58:49 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <dMIPb.119569$xy6.414725@attbi_s02>
Source record: 17468

Does Mike Henry still live around here? Sorry I missed the bash (I am out in Gresham), I didn't find out until after. :(Hope you have another next year.

"Robert Bernardo" <rbernardo@iglou.com> wrote in message news:Pine.GSO.4.56.0312220526010.11192@shell1...
> Date: Thu, 18 Dec 2003 05:01:06 GMT
> From: Clay Cowgill <clay(at)yahoo.com>
> Subject: Semi-O/T: Shameless plug-- microPALOOZA!
>
> Since old arcade games, old game systems, and old computers kinda go
> together, I'm posting here in case anyone's interested...
>
> If you're going to be in the vicinity of Portland, Oregon for the new year
> you might be interested in a show/concert we're having at our arcade
> (Ground Kontrol) in downtown Portland on Tuesday, December 30th.
>
> In addition to the usual arcade games we have (about 60 classic machines
> including a pretty good set of pinballs) we'll be hosting sort of a West
> Coast Commodore user's gathering starting at 1 PM and turning into
> "microPALOOZA" at about 6 PM.
>
> microPALOOZA will be live music performed by at least four different
> artists -- the interesting bit is it's all "chip music"... For those
> unfamiliar with chip music (sometimes referred to as 'squarewave music',
> 'chiptunes', or '8-bit music'), it's created using old, old game systems
> and computers like the Commodore 64, Gameboy, NES, Atari 2600, etc. as
> instruments. Sometimes the occasional reprogrammed dot matrix printer.
> If nothing else just the "instrument" setups are pretty amazing. A fun
> little backgrounder is here: http://msnbc.msn.com/id/3131157/
>
> Right now we've confirmed:
> Seth Sternberger (performing as 8-Bit Weapon)
> http://c64audio.valuehost.co.uk/8BitWeapon/
> lodus http://www.lodus.tk/
> MOS-8
> gotoXY http://zebox.com/gotoxy/music & Waxin' Wary
>
> There will be some well known Commodore scene people there for good
> measure-- Dave Moorman (Loadstar magazine), Jeri Ellsworth (designer of
> the CommodoreOne), Robert Bernardo (Fresno Commodore User Group) and
> possibly Mike J Henry and/or Lawrence Hiler of Basement Boys Software if
> I can talk 'em into it. ;-)
>
> Anyway, the games will be on, the music should be cool (or at least

> "interesting" depending on your tastes), and we'll be putting the new
> store sound system built by Neil ("Retrocade") Bradley through its
> paces... No cover before 4 PM, $4 per person after that. Should run
> until about 10 PM with music starting around 6 PM.
>
> Details and updates here: http://www.groundkontrol.com
>
> Hope a few of you can make it. Come find me and say 'hi' if you do...
>
> -Clay

412. Re: ftp://atari.xs4all.nl update

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 09:39:49 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <400f9a37$0$321$e4fe514c@news.xs4all.nl>
Source record: 17469

Hi,

The files are moved from the upload dir to the directory where you can
download them.
I moved the filez to the right folder(s)

Sorry for the delay due to some private/personal problems I don't have much
time I do what I can...

TXG/MNX
"ron fucci" <sweetspot@bellsouth.net> wrote in message
news:d2e1548b.0401200847.36895051@posting.google.com...
> When will the files in the upload directory be made available for
> download ? The site is much appreciated !
>
> ron

413. Re: Dutch Atari day !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 09:42:20 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <400f9acf$0$314$e4fe514c@news.xs4all.nl>
Source record: 17470

check http://www.xs4all.nl/~txg01/atari.index.html for info aswell..

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:j5hj001n44rdfd2j4i25jdqppc1uihhs9a@4ax.com...
> On sunday the 8th of february 2004, the second edition of the Dutch
> Atari day will be organized again in Dordrecht, The Netherlands.
> The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
> Kapteynweg 3
> 3318 EC Dordrecht
> The Netherlands
> Participants can start building their exhibit from 10:00 am. The
> event will be open to visitors from 11:00 am until 16:30. Admission
> is free as far as I know. It will be organized by Jos Vlietstra, just
> like last year. I can tell you that last time, we all had a good
> time, so we hope that this year a lot more visitors will join the fun.
> Just like last year, there will be a pile-of-giving-away-Atari-stuff !
> It would be nice if everyone would bring Atari software and hardware
> (working or not) that they no longer need. It will be put on a pile
> where everyone can take something of their interest at the end of the
> event. It might just be something your fellow Atarian has been
> looking for. The event will be held in a gymnasium this year, so we
> have plenty of space. Exhibitors should make sure their equipment is
> properly insulated electrically. If you wish to participate contact
> Jos Vlietstra by E-mail. You can see his E-mail address on this page:
> http://www.geocities.com/titusbrandsmacollege/jos
> Everyone should bring their own sandwiches and drinks, since there is
> no place to buy these close by.
>
> Directions:
> By train: go to the station Dordrecht Zuid.
> Walk on the left side of the S. van Gijnweg towards the Sterrenburg
> district. After 5 minutes, you can see the back of the school. Turn
> left walking on the pink Steve Biko bicycle path and follow the green
> fence until you reach a gate after about five minutes.
> By car: from Rotterdam take the left tube of the Drechttunnel.
> Then take exit Papendrecht immediately after the tunnel. At the
> traffic lights go straight for a short while, then take a right turn
> onto the Laan der Verenigde Naties. At the next traffic lights go
> straight on, passing the Shell pump, then take a right turn at the
> next traffic light. Follow the road straight on, passing the traffic
> lights, take the railroad tunnel then make sure to be in the left
> lane.
> Take a left onto the kapteynweg and take a left again and park.
> Take the pink bicycle path again and find the gate as above.

> If coming from the south, follow direction Dordrecht, take the exit
> Centrum, take a right onto the Laan der Verenigde Naties and follow
> the directions above.
>
> Attention: The front of the school will be closed! Do not be alarmed,
> the entrance to this event is on the back.
> See you all there!
>

414. Re: Dutch Atari day !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 09:43:04 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <400f9afa$0$324$e4fe514c@news.xs4all.nl>
Source record: 17471

must be http://www.xs4all.nl/~txg01/atari/index.html
"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:j5hj001n44rdfd2j4i25jdqppc1uihhs9a@4ax.com...
> On sunday the 8th of february 2004, the second edition of the Dutch
> Atari day will be organized again in Dordrecht, The Netherlands.
> The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
> Kapteynweg 3
> 3318 EC Dordrecht
> The Netherlands
> Participants can start building their exhibit from 10:00 am. The
> event will be open to visitors from 11:00 am until 16:30. Admission
> is free as far as I know. It will be organized by Jos Vlietstra, just
> like last year. I can tell you that last time, we all had a good
> time, so we hope that this year a lot more visitors will join the fun.
> Just like last year, there will be a pile-of-giving-away-Atari-stuff !
> It would be nice if everyone would bring Atari software and hardware
> (working or not) that they no longer need. It will be put on a pile
> where everyone can take something of their interest at the end of the
> event. It might just be something your fellow Atarian has been
> looking for. The event will be held in a gymnasium this year, so we
> have plenty of space. Exhibitors should make sure their equipment is
> properly insulated electrically. If you wish to participate contact
> Jos Vlietstra by E-mail. You can see his E-mail address on this page:
> http://www.geocities.com/titusbrandsmacollege/jos
> Everyone should bring their own sandwiches and drinks, since there is
> no place to buy these close by.
>
> Directions:
> By train: go to the station Dordrecht Zuid.
> Walk on the left side of the S. van Gijnweg towards the Sterrenburg
> district. After 5 minutes, you can see the back of the school. Turn
> left walking on the pink Steve Biko bicycle path and follow the green
> fence until you reach a gate after about five minutes.
> By car: from Rotterdam take the left tube of the Drechttunnel.
> Then take exit Papendrecht immediately after the tunnel. At the
> traffic lights go straight for a short while, then take a right turn
> onto the Laan der Verenigde Naties. At the next traffic lights go
> straight on, passing the Shell pump, then take a right turn at the
> next traffic light. Follow the road straight on, passing the traffic
> lights, take the railroad tunnel then make sure to be in the left
> lane.
> Take a left onto the kapteynweg and take a left again and park.
> Take the pink bicycle path again and find the gate as above.
> If coming from the south, follow direction Dordrecht, take the exit

> Centrum, take a right onto the Laan der Verenigde Naties and follow
> the directions above.
>
> Attention: The front of the school will be closed! Do not be alarmed,
> the entrance to this event is on the back.
> See you all there!
>

415. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 12:53:04 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <buodei$m42$1@news1.nivel5.cl>
Source record: 17472

I love my Lynx I and II systems....
I've the sun glare shield , reachargeable batt pack, lots of games, carrying case, etc, etc, It's a great system!!!

Ahh! last night i was playing with my "Atari : Touch Me" .... Is simple, but fun :o)

"SteveV4V" <stevev4v1@comcast.net> escribi&#65533; en el mensaje news:wWGPb.118946$xy6.392379@attbi_s02...
> Out of all your Atari stuff, what are the things coolest things that you
> own?
>
>

416. Re: ftp://atari.xs4all.nl update

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 15:48:57 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401220748.6162fb57@posting.google.com>
Source record: 17473

sweetspot@bellsouth.net (ron fucci) wrote in message
news:<d2e1548b.0401200847.36895051@posting.google.com>...
> When will the files in the upload directory be made available for
> download ? The site is much appreciated !
>
> ron

Can you pass along the username and password?

thanks.
-z-

417. Re: ftp://atari.xs4all.nl update

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-22 19:54:46 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <40102a59$0$328$e4fe514c@news.xs4all.nl>
Source record: 17474

The info is:

Host: atari.xs4all.nl
Port: 21
User: atari8
Pass: atari4ever

TXG/MNX

not more then 2 connections at a time otherwise the server will block your
access. I did this to make sure more people could connect...

Enjoy...

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ec1749c9.0401220748.6162fb57@posting.google.com...
> sweetspot@bellsouth.net (ron fucci) wrote in message
news:<d2e1548b.0401200847.36895051@posting.google.com>...
> > When will the files in the upload directory be made available for
> > download ? The site is much appreciated !
> >
> > ron
> ____
>
> Can you pass along the username and password?
>
> thanks.
> -z-

418. Re: Anyone have image of SpeedCalc?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 06:25:36 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <4010BE60.467A9000@a8maestro.com>
Source record: 17475

Gary Kato wrote:

> I'm doing some work on getting old issues of COMPUTE! magazine online for
> http://www.atarimagazines.com/. I'm doing the March 1986 issue that had
> SpeedCalc for Atari 800 in it. The OCR software I'm using can't make out much
> from the listing in the magazine. I could type it in, but I was wondering if
> anyone has a disk/file image of it. If so, email me at GaryKato@aol.com.
>
> I have to admit it's been a blast going back to the old days using AppleWin,
> Atari800Win, and WinVICE. I'd never really used an Apple II (except to play
> Wizardry) or a C64/128 before. I have used the Atari 800 (matter of fact, mine
> is still setup on my dining table alongside an Amiga 1000).
>
> Good times, good times. Thanks.

I have a patched version of Speedscript, the directory listing works correctly
with different DOSes(Mydos), but still doesn't like folders.

Rick D.

419. Re: I've made $9,000 sitting on my ass, you can too, its SO Easy you'd be stupid not to try it!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 09:07:07 UTC
From: peterhjr@yahoo.co.uk
Message-ID: <7729e40e.0401230107.b1b1247@posting.google.com>
Source record: 17476

```
"SteveV4V" wrote...
>
> "THE6502MAN" <D@YAHOO.COM> wrote in message
> news:dTmPb.110278$xy6.329640@attbi_s02...
> > Re: I've made $9,000 sitting on my ass, you can too
> >
> > I can make $9,000 sitting on your ass? Well, sign me up!!!
> >
>
> ROTFLMAO....

You shouldn't *do* that - you *need* your ass to make the $9000...

..PeterH
```

420. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 09:15:51 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4010e555$0$26116$afc38c87@news.optusnet.com.au>
Source record: 17477

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:wWGPb.118946$xy6.392379@attbi_s02...
> Out of all your Atari stuff, what are the things coolest things that you
> own?

All of it:-)

http://www.members.optusnet.com.au/~startreks/Atari2.html

And getting a TT this weekend. The wife HATES it, but I just plead insanity.

Mark

421. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 12:32:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230426340.12356-100000@onyx.spiritone.com>
Source record: 17478
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

422. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 12:38:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230432270.12356-100000@onyx.spiritone.com>
Source record: 17479
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

423. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 12:51:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230443350.12356-100000@onyx.spiritone.com>
Source record: 17480
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

424. 1,000,000 Atari 2600 and 7800 video games!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 15:30:37 UTC
From: Tom Houlehan <tomh2@mindspring.com>
Message-ID: <1012fh0e16u2529@corp.supernews.com>
Source record: 17481

Looking for Atari 2600 and 7800 games? Check out www.atariclassic.com

425. Re: brittany murphy nude

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 15:38:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040123153817.42225A@ilaskey.cix.co.uk>
Source record: 17482

In article <bur5l8$t0v$68@news.spbu.ru>, Sexxy_RedHead69@hotmail.com ()
wrote:

>
> muyroqgljxoiptmgccmsrqhgllvtelmlckxoryexdfhllcip
<snip>
Virus.

426. Creator of APE

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 19:49:06 UTC
From: Michael Gale <michael_c_gale@sympatico.ca>
Message-ID: <NTeQb.20105$cQ6.840025@news20.bellglobal.com>
Source record: 17483

Anyone know if Steve over at Atari Max is OK? I sent in an order for a flash cartridge about a week ago, and I haven't heard anything back.

http://www.atarimax.com/

Michael

427. Re: Creator of APE

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 22:47:56 UTC
From: Michael Gale <michael_c_gale@sympatico.ca>
Message-ID: <rvhQb.20350$cQ6.862688@news20.bellglobal.com>
Source record: 17485

Never mind. He contacted me today.

Michael

Michael Gale wrote:
> Anyone know if Steve over at Atari Max is OK? I sent in an order for a
> flash cartridge about a week ago, and I haven't heard anything back.
>
> http://www.atarimax.com/
>
> Michael
>

428. Infiltrator by Chris Gray

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 22:55:09 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <1a01b$4011a5e6$d527db09$20764@nf1.news-service.com>
Source record: 17484

Hello!

I know, I have asked this question now and again, but does anyone know how to skip the boring (and most difficult) helicopter part from Infiltrator to get right into part two?

Or does anyone actually master the helicopter thing and could provide a saved state for Atari 800Win?

Well?

Frank

(-:

429. Re: Creator of APE

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-23 23:35:34 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1013bubsf3d4b7e@corp.supernews.com>
Source record: 17486

Patience my Atari friend, patience. :P

Tim

"Michael Gale" <michael_c_gale@sympatico.ca> wrote in message
news:NTeQb.20105$cQ6.840025@news20.bellglobal.com...
> Anyone know if Steve over at Atari Max is OK? I sent in an order for a
> flash cartridge about a week ago, and I haven't heard anything back.
>
> http://www.atarimax.com/
>
> Michael
>

430. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 01:08:09 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <loqdnaz_IMHBWIzd4p2dnA@comcast.com>
Source record: 17487

Hey Steve -

Well, I don't know about "cool" but some of the really neat things I have:

1. M.U.L.E. mug - I sent my best picture of the M.U.L.E. cover to "snapfish.com" and had them set the picture onto a coffee mug. So I have my morning mule mug of tea/coffee. It looks fantastic.

2. Dorky "Atari" t-shirt I made thru hewlett packards special iron-on material. It is a nice grey long sleeve shirt, with a rainbow colored atari-fuji symbol on it.

3. I still have the boxes, instructions and 5.25" disks from most of my favorite games, in good condition. A lot of this stuff is from Electronic Arts.

-ciao
the-z-guy

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:wWGPb.118946$xy6.392379@attbi_s02...
> Out of all your Atari stuff, what are the things coolest things that you
> own?
>
>

431. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 07:15:06 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>
Source record: 17488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:

4 posts? I mean come on. Seriously. I've shut up a lot lately and
swallowed my pride. Don't get me started again.

Mark
http://portal.atari-source.com

432. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 08:57:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1074934630@rtfm.mit.edu>
Source record: 17489
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

433. Re: Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 09:53:20 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401240449440.28291@shell1>
Source record: 17490

On Thu, 22 Jan 2004, SteveV4V wrote:

> Does Mike Henry still live around here? Sorry I missed the bash (I am out in
> Gresham), I didn't find out until after. :(Hope you have another next year.

I suppose he does. I only spoke to him briefly at Micropalooza.
The music was so loud, it was hard to hear anybody unless you were next to
the person and shouted. Lawrence Hiler (a.k.a. Mike Henry) went to the
post-Micropalooza bash at Jeri Ellsworth's house afterwards. Too bad I
couldn't go. I heard that he was telling great stories from the 1980's.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

434. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 11:48:04 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401240348.437f36ed@posting.google.com>
Source record: 17491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
>
> 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> swallowed my pride. Don't get me started again.

Indeed, I have to agree with Mark. This is getting out of proportions.
If you _absolutely have to_ advertise in this forum, please limit yourself
to a post per month or something. Please.

(btw, I reply only to c.s.a.s to avoid further crossposting)

435. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 12:57:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a71@comcast.net>
Source record: 17492

```
>Rule #1
>No cheating and going and doing this in BASIC! You have to know the answer
>just by reading this.....
>
>Here's the quiz:
>
>Tell me if I will have any problems typing in then running the small BASIC
>atari program on my 800XL :
>
>10 DIM PENNY$(5),NICKEL$(5),DIME$(5),QUARTER$(5)
>20 PENNY$="TEST1"
>30 NICKEL$="TEST2"
>40 DIME$="TEST3"
>50 QUARTER$="TEST4"
>60 PRINT "THIS IS A TEST..."
>70 PRINT PENNY$,NICKEL$,DIME$,QUARTER$
>
>
>That's all folks!
>
>If you think it will work, just say so! If you think it won't, please tell
>me why.
>
>Don't forget RULE #1

I have not done this in a while, but everything looks ok to me, so
I say yes......
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

436. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 12:57:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a72@comcast.net>
Source record: 17493

>Out of all your Atari stuff, what are the things coolest things that you
>own?

That is hard for me to say since I own so much. I can say that I
love my collection of 8-bit/ST-games.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

437. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 13:46:53 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1014tqeea5pbf98@corp.supernews.com>
Source record: 17494
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I kind of like seeing the Atari ads often. Reminds me of the days I was
running a BBS with an Atari Mega STe 4.

If you impose a limit on someone's messages, do you limit your posts to once
a month?

If you don't want to see messages from a particular source, just don't open
them or block them.

Sounds like a freedom of speech issue.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in
America!

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0401240348.437f36ed@posting.google.com...
> Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> >
> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > swallowed my pride. Don't get me started again.
>
> Indeed, I have to agree with Mark. This is getting out of proportions.
> If you _absolutely have to_ advertise in this forum, please limit yourself
> to a post per month or something. Please.
>
> (btw, I reply only to c.s.a.s to avoid further crossposting)

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.566 / Virus Database: 357 - Release Date: 1/22/04

438. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 13:49:10 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <butt4q$au4$1@news5.svr.pol.co.uk>
Source record: 17495
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I suggested single-posting a while ago, and also waiting till the last ones timed out before doing so, in what I hoped was a relatively civilised manner. Looks like Ben didn't listen.

Tom

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message news:366c6d2a.0401240348.437f36ed@posting.google.com...
> Mark D <mducksub@nossspamXXatari-source.com> wrote in message news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> >
> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > swallowed my pride. Don't get me started again.
>
> Indeed, I have to agree with Mark. This is getting out of proportions.
> If you _absolutely have to_ advertise in this forum, please limit yourself
> to a post per month or something. Please.
>
> (btw, I reply only to c.s.a.s to avoid further crossposting)

439. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 14:56:34 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <CIvQb.3223$KU5.1917@nwrddc02.gnilink.net>
Source record: 17496

I like my 2 Happy 1050's, my XF-551 3.5" drive, an 800xl w/APE WARP OS and
my ICD MIOs.

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:wWGPb.118946$xy6.392379@attbi_s02...
> Out of all your Atari stuff, what are the things coolest things that you
> own?
>
>

440. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 15:07:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401289de5b1fd0@tripnet.se>
Source record: 17347
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>
Tom McEwan wrote on Sat 24-01-2004 13:49 (GMT):

>I suggested single-posting a while ago, and also waiting till the last ones
>timed out before doing so, in what I hoped was a relatively civilised
>manner. Looks like Ben didn't listen.

"Time out" in the meaning "not being present on your newsserver" varies
alot from less than a week to very long time, several years at least.

He gets his word out and the usual opponents get a chance to clatter with
yet another useless complaint. So far Mark D and Joakim Hï¿½gberg from
c.s.a.s alone. Email to Ben direct or shut up!

I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
actually his complaints about Ben Smith's ads.

>"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
>news:366c6d2a.0401240348.437f36ed@posting.google.com...
>> Mark D <mducksub@nossspamXXatari-source.com> wrote in message
>news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
>> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
>> >
>> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
>> > swallowed my pride. Don't get me started again.
>>
>> Indeed, I have to agree with Mark. This is getting out of proportions.
>> If you _absolutely have to_ advertise in this forum, please limit yourself
>> to a post per month or something. Please.
>>
>> (btw, I reply only to c.s.a.s to avoid further crossposting)
>
>
I
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

441. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 15:37:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com>
Source record: 17348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm so very sorry, I haven't made a sale in over a Month, yet the bills keep coming in. It's hard now not just for me, but also Brad at Best and Lance at Video 61.. I know since we all keep in contact. Even with our Banner Ads on Atari.org things are painfully slow. I tried to Drum up some business. So I tried some new Ads. I wonder if Best Electronics or Video 61 Ran Ads here, would they get the same response? ===Ben===

On Sat, 24 Jan 2004, it was written:

> I kind of like seeing the Atari ads often. Reminds me of the days I was
> running a BBS with an Atari Mega STe 4.
>
> If you impose a limit on someone's messages, do you limit your posts to once
> a month?
>
> If you don't want to see messages from a particular source, just don't open
> them or block them.
>
> Sounds like a freedom of speech issue.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
> news:366c6d2a.0401240348.437f36ed@posting.google.com...
> > Mark D <mducksub@nossspamXXatari-source.com> wrote in message
> news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> > >
> > > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > > swallowed my pride. Don't get me started again.
> >
> > Indeed, I have to agree with Mark. This is getting out of proportions.
> > If you _absolutely have to_ advertise in this forum, please limit yourself
> > to a post per month or something. Please.
> >
> > (btw, I reply only to c.s.a.s to avoid further crossposting)

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

442. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 16:38:24 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10157s929qm8v16@corp.supernews.com>
Source record: 17349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmmmm..... Seems Ben is the only one around here doing any selling, in a
For Sale news group.

And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
$55,000.

Cash only. And will accept a best offer above the selling price.

Don

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:butt4q$au4$1@news5.svr.pol.co.uk...
> I suggested single-posting a while ago, and also waiting till the last
ones
> timed out before doing so, in what I hoped was a relatively civilised
> manner. Looks like Ben didn't listen.
>
> Tom
>
> "Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
> news:366c6d2a.0401240348.437f36ed@posting.google.com...
> > Mark D <mducksub@nossspamXXatari-source.com> wrote in message
> news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> > >
> > > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > > swallowed my pride. Don't get me started again.
> >
> > Indeed, I have to agree with Mark. This is getting out of proportions.
> > If you _absolutely have to_ advertise in this forum, please limit
yourself
> > to a post per month or something. Please.
> >
> > (btw, I reply only to c.s.a.s to avoid further crossposting)
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

443. Re: Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 19:28:11 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <fHzQb.12595$U%5.77749@attbi_s03>
Source record: 17350

Lawrence Hiler? Is that his real name? Interesting...

Mike..er... Lawrence... is sort of a legend around here, for those involved in the 8-bit scene back then anyway. His name still comes up every now and then when I get together to talk old times with my old 8bit friends... hey we were all big time nerds back then.... well, some of us still are. :)

"Robert Bernardo" <rbernardo@iglou.com> wrote in message news:Pine.GSO.4.56.0401240449440.28291@shell1...
> On Thu, 22 Jan 2004, SteveV4V wrote:
>
> > Does Mike Henry still live around here? Sorry I missed the bash (I am out in
> > Gresham), I didn't find out until after. :(Hope you have another next year.
>
> I suppose he does. I only spoke to him briefly at Micropalooza.
> The music was so loud, it was hard to hear anybody unless you were next to
> the person and shouted. Lawrence Hiler (a.k.a. Mike Henry) went to the
> post-Micropalooza bash at Jeri Ellsworth's house afterwards. Too bad I
> couldn't go. I heard that he was telling great stories from the 1980's.
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

444. New SIO2PC/ProSystem All-In-One Interface Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 20:15:53 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <a8SdnWMBUuzkT4_d4p2dnA@adelphia.com>
Source record: 17351

I'm happy to announce the availability of a new all-in-one SIO2PC interface that combines SIO2PC and ProSystem cables into one low cost, jumperless and auto-switching interface.

Interfaces are available with real Atari SIO jacks, or with terminals. The SIO jack model will probably be a limited production, I doubt I will be able to get many more of the SIO jacks.

Prices for the first 100 standard interfaces sold are only $19.99.

Complete documentation for the interface along with photos and PayPal order form can be found at http://www.atarimax.com/sio2pc/

Steve

445. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 21:26:52 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0401241326.7c0d12b7@posting.google.com>
Source record: 17352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<401289de5b1fd0@tripnet.se>...
> In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>

> I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
> actually his complaints about Ben Smith's ads.
>

THAT IS NOT AN EXCUSE NOT TO REGISTER!!!!

He has his right, as does everyone else to post there opinion in these groups.

Rob
webmaster@atari-users.net
http://www.atari-users.net

446. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-24 23:49:12 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250047430.193-100000@hadesbox>
Source record: 17353
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 24 Jan 2004, webmaster at atari-users.net wrote:

> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<401289de5b1fd0@tripnet.se>...
> > In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>
>
> > I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
> > actually his complaints about Ben Smith's ads.
> >
>
>
> THAT IS NOT AN EXCUSE NOT TO REGISTER!!!!

Yes .. I think this is the stupidest thing I've heard in a long, long
time. It is downright funny ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

447. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 04:08:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <EhHQb.13161$dY6.1662@bignews6.bellsouth.net>
Source record: 17354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:10157s929qm8v16@corp.supernews.com...
> Hmmmm..... Seems Ben is the only one around here doing any selling, in a
> For Sale news group.
>
> And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> $55,000.
>
> Cash only. And will accept a best offer above the selling price.
>
> Don

Don,
It was cross posted over several news groups....some set aside specifically for
marketing, some not.
Which leads me to this 'opinion'.

there is no comp.sys.atari.marketplace newsgroup.
That's not Ben's fault.
Where should he post?

So many folks demand free-ware and open sources....free information....but free
marketing is an absolute nono? Kind of hypocritical isn't it?

The posts don't bother me, nor do the complaints about them; however,
I really don't understand the personal attacks all this brings about every time
Ben posts anything here...ad or no. Some of it is down right vulgar to the
point of pornagraphic and intensely violent. There's simply NO CALL for
that...disagreement or not.

Brian

448. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 07:00:08 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1016qbpq2pmk8c0@corp.supernews.com>
Source record: 17355
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I have no problem with Ben's posts. I think he has the right to post daily if he wishes. I've known Ben when Atari Computers were the latest thing on the market. Hmmm..... Ben, we're getting old. OK, I've got a head start on you. <GO>

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in America!

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:EhHQb.13161$dY6.1662@bignews6.bellsouth.net...
>
> "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> news:10157s929qm8v16@corp.supernews.com...
> > Hmmmm..... Seems Ben is the only one around here doing any selling, in a
> > For Sale news group.
> >
> > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > $55,000.
> >
> > Cash only. And will accept a best offer above the selling price.
> >
> > Don
>
> Don,
> It was cross posted over several news groups....some set aside specifically for
> marketing, some not.
> Which leads me to this 'opinion'.
>
> there is no comp.sys.atari.marketplace newsgroup.
> That's not Ben's fault.
> Where should he post?
>
> So many folks demand free-ware and open sources....free information....but free
> marketing is an absolute nono? Kind of hypocritical isn't it?
>
> The posts don't bother me, nor do the complaints about them; however,
> I really don't understand the personal attacks all this brings about every time

> Ben posts anything here...ad or no. Some of it is down right vulgar to
the
> point of pornagraphic and intensely violent. There's simply NO CALL for
> that...disagreement or not.
>
> Brian
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

449. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 11:32:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv09h6$7c6$1@hercules.btinternet.com>
Source record: 17356
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Here we go again

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com...

> I'm so very sorry, I haven't made a sale in over a Month, yet the bills
> keep coming in.

SO get a real job you parasite and get out of here with your incessant
begging crap.

Life is a bitch, would you like fries with it?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

450. Software sprite performance

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 12:36:57 UTC
From: yishyosh <yishyosh@hotmail.com>
Message-ID: <bv0d99$7er$1@sparta.btinternet.com>
Source record: 17357

I was wondering what kind of performance I could expect from a
state-of-the-art character-based
software sprite routine:

1) without masking, i.e. each character entirely replaces the
background character

2) with masking, i.e. each character is combine with the existing
background to yield a new character

Most likely movement will be in the x plane only for most sprites with only
the main character requiring x and y plance movement.

Hopefully I won't have to shift on-the-fly or have pre-shifted sprites as
the frames of animation will encode all the movement.

Alternatively is a pure graphics mode the way forward?

I'm hoping the an answer is at least 40 character sprites per frame, which
would allow anything up to 2 40x32 sprites.

Ta.

451. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 14:42:09 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1017le218g6as59@corp.supernews.com>
Source record: 17358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Suffering from a little PMS this morning Steve?

Don
Vancouver, WA

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bv09h6$7c6$1@hercules.btinternet.com...
> Here we go again
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com...
>
>
>
>
> > I'm so very sorry, I haven't made a sale in over a Month, yet the bills
> > keep coming in.
>
> SO get a real job you parasite and get out of here with your incessant
> begging crap.
>
> Life is a bitch, would you like fries with it?.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

452. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 16:38:10 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4013f023.2385031@news.charter.net>
Source record: 17359

Please stop complaining about the ads. Ben even puts ADV in the subject. If you don't like the ads, it is so very easy to skip past them. Anything more than that, and you are really just trying to control the relationship Ben has with others. The complaints are far worse than the ads IMHO. Please live and let live.

Thanks

** To email a reply, please remove everything up to and including the underscore in my email reply header.

453. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 17:27:17 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251215040.22138@shell1>
Source record: 17360

```
On Mon, 19 Jan 2004 at 18:03:59 GMT, "SteveV4V" scribbled:
->I'm no electronics genius but I would think that if the Indus re-
->quires 11.5v and a 9v 1050 PS is plugged into it, then I doubt it
->would cause any damage to the Indus... why would it?

This is a somewhat belated response, but since the above was a
reply to my post, I'll tackle it directly even tho others have al-
ready touched on the issue.

What you're missing is that the Indus takes direct current (DC)
whereas the original Atari Company hardware used alternating cur-
rent (AC).

As for power supplies with about 9.5V DC, anecdotal experiences
posted on this board have shown that you're right.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *
```

454. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 17:32:35 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251227490.22138@shell1>
Source record: 17361

```
On Mon, 19 Jan 2004 at 23:43:01 GMT, "mo" scribbled:
->I believe ... that the Indus uses a DC power supply while the 800
->and 1050 use AC.

That's correct.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* One (Atari) Size Does NOT Fit All! *
```

455. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 17:56:35 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251233000.22138@shell1>
Source record: 17362

```
On Wed, 21 Jan 2004 at 06:14:07 GMT, "SteveV4V" scribbled:
->I reread the FAQ and indeed the 1050 uses a 9v AC as opposed to
->the DC ps of the Indus. By the way, are AC power supplies common
->for older computer stuff? Seems to me that DC is more common...

Of all the hardware I ever bought or got hold of for what we used
to call "home" computers back in the '80s, the Atari 800 series are
the only AC. However, I have come across AC power supplies for some
"industrial" computer equipment (like business modems), so apparent-
ly AC was (or may still be) more common in the big leagues (so to
speak).
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)
```

456. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 18:39:30 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251321480.24503@shell1>
Source record: 17363

On Sat, 24 Jan 2004 at 01:15:06 -0600, "Mark D" scribbled:
->4 posts? I mean come on. Seriously. I've shut up a lot lately
->and swallowed my pride. Don't get me started again.

You mean swallowed your hate. Why is it the Ben Smith-haters never complain about the other dealer who's continually advertising here?! Answer: Their silence regarding the other dealer makes it obvious that it isn't the ads that bother them; it's a personal thing. Surely venting personal gripes is a violation of ye olde Netiquette rules. Let's stick to technical info, please!!

(And don't get ME started again on campaigning for a moderated group!)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

457. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 19:05:37 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251356430.24503@shell1>
Source record: 17364

On Sat, 24 Jan 2004 at 22:08:02 -0600, "Brian Roland" scribbled:
->there is no comp.sys.atari.marketplace newsgroup.

Moreover, there is no Atari 8-bit marketplace newsgroup! There-
fore, this has to be it. There is no viable alternative. Either
this group of people keeps the 8-bit alive, or it doesn't.

->Where should he post?

See above.

->I really don't understand the personal attacks all this brings
->about every time Ben posts anything here...ad or no.

You'd have to look up the last several years on Google to find
the answer to that. It's there, but I'm not going to repeat it.

->Some of it [the personal attacks] is down right vulgar to the
->point of pornagraphic and intensely violent. There's simply NO
->CALL for that...disagreement or not.

Agreed.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* If you can read this, you're too close! *

(Headers munged to foil spammers; real info in taglines)

458. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 19:26:59 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401251426170.26345@shell1>
Source record: 17365

On Sat, 24 Jan 2004 at 08:38:24 -0800, "Don Schmidt" scribbled:
->Seems Ben is the only one around here doing any selling, in a
->For Sale news group.

Regardless of what it "seems" like to you, that's simply not true. There is another dealer who regularly posts his ads here, and if you've been reading this board for years you would know that the Ben Smith-haters have never once complained about that dealer's postings.

Meanwhile, as the owner of Video 61 said on this base during another anti-Ben flurry a year or two ago, the other three remaining Atari 8-bit dealers in North America are afraid to post here because of the hostile atmosphere created by the anti-Ben crowd. There's no question in this case about which side is responsible and which side is continually irresponsible. Venting personal attacks based on cultural biases is simply irrelevant to the purpose of this message base.

->And to qualify as a legit post, I'm selling my 2001 Cadillac DHS
->for $55,000.

That is not a legitimate announcement on this base. It's off-topic. Ben's posts are on-topic.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

459. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 22:10:35 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1018flr1019f04a@corp.supernews.com>
Source record: 17366

Sorta coy about the unknown 'other regular advertiser'?
Dean Garrahty? Haven't seen an ad from him in a long time.
Ok, so I'll ask. Who you talking about, regular advertiser?
I know my memory is bad, but I can't remember any other regular advertiser.
There are fairly often notices of auctions, those are good, they are single
notices of sale of A8 stuff.'

460. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 22:55:12 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <c9i8101cvm9rh7i8oqm0fd2cjn1eab9lim@4ax.com>
Source record: 17367

On Sun, 25 Jan 2004 17:10:35 -0500, "russg" <russg@MUNGEen.com> wrote:

>Sorta coy about the unknown 'other regular advertiser'?
>Dean Garrahty? Haven't seen an ad from him in a long time.
>Ok, so I'll ask. Who you talking about, regular advertiser?
>I know my memory is bad, but I can't remember any other regular advertiser.
>There are fairly often notices of auctions, those are good, they are single
>notices of sale of A8 stuff.'

Yeah, and who are the "other three remaining 8bit dealers in North
America?"

461. Micropalooza denouement

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-25 23:36:06 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0401251835180.3480@shell1>
Source record: 17368

Hello, friends,
Jeri Ellsworth has reported that after the latest Micropalooza
article in the Portland Oregonian newspaper, Ground Kontrol, the
retro-arcade in which we had Micropalooza, has had more sales than ever in
games, equipment, and arcade machine use. In other words, profit!

Hooray for the good guys!
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

462. I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 00:12:15 UTC
From: moltotarl@yahoo.com.mx
Message-ID: <a5a4ac7a.0401251612.c338785@posting.google.com>
Source record: 17369

Yes, GTA 3 with full 3D graphics.It uses a massive 1 Mbyte cartridge for fast data access, so the computer only has to copy data and not much must be calculated.

The frame rates are ok on a normal ATARI, but even better on accelerated systems.

I will release a demo, soon.

463. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 00:18:22 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1YWdnXOltJJNwYndRVn-vA@comcast.com>
Source record: 17370

I don't mind the Bravo Sierra ads/promos at all!
In a group with a relatively small following [Atari.8bit], it's great to
have
Ben as an available resource.

It's not like were talking ibm-PCs where there are thousands of resellers,
and
you sure don't need an ad to find products!

-z

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0401251321480.24503@shell1...
> On Sat, 24 Jan 2004 at 01:15:06 -0600, "Mark D" scribbled:
> ->4 posts? I mean come on. Seriously. I've shut up a lot lately
> ->and swallowed my pride. Don't get me started again.
>
> You mean swallowed your hate. Why is it the Ben Smith-haters
> never complain about the other dealer who's continually advertising
> here?! Answer: Their silence regarding the other dealer makes it
> obvious that it isn't the ads that bother them; it's a personal
> thing. Surely venting personal gripes is a violation of ye olde
> Netiquette rules. Let's stick to technical info, please!!
>
> (And don't get ME started again on campaigning for a moderated
> group!)
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
> (Headers munged to foil spammers; real info in taglines)

464. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 00:54:30 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040125195430.26403.00000715@mb-m07.aol.com>
Source record: 17371

> ...Of all the hardware I ever bought or got hold of for what we used to call "home" computers back in the '80s, the Atari 800 series are the only AC. <

FWIW, the C64 used both 5 VDC and 9 VAC, both from the same "brick". And those PS's ran HOT!
Larry

465. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 01:40:50 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <Ce_Qb.121260$nt4.534638@attbi_s51>
Source record: 17372

Three posts in a row?

I doubt any of this complaining/defending is going to change anybody's
mind... really.

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0401251426170.26345@shell1...
> On Sat, 24 Jan 2004 at 08:38:24 -0800, "Don Schmidt" scribbled:
> ->Seems Ben is the only one around here doing any selling, in a
> ->For Sale news group.
>
> Regardless of what it "seems" like to you, that's simply not
> true. There is another dealer who regularly posts his ads here,
> and if you've been reading this board for years you would know
> that the Ben Smith-haters have never once complained about that
> dealer's postings.
>
> Meanwhile, as the owner of Video 61 said on this base during
> another anti-Ben flurry a year or two ago, the other three remain-
> ing Atari 8-bit dealers in North America are afraid to post here
> because of the hostile atmosphere created by the anti-Ben crowd.
> There's no question in this case about which side is responsible
> and which side is continually irresponsible. Venting personal at-
> tacks based on cultural biases is simply irrelevant to the purpose
> of this message base.
>
> ->And to qualify as a legit post, I'm selling my 2001 Cadillac DHS
> ->for $55,000.
>
> That is not a legitimate announcement on this base. It's off-
> topic. Ben's posts are on-topic.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * 8 Bits Forever! ... OR BUST! *
>
> (Headers munged to foil spammers; real info in taglines)
>
>

466. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 01:52:27 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <vp_Qb.118331$sv6.643028@attbi_s52>
Source record: 17373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Ben, if you are having problems moving merchandise lately then instead of cross-spamming the newsgroup with the same old message, how about actually having a sale to give people incentive to buy something from you? Or put some of your stuff up on ebay.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0401230443350.12356-100000@onyx.spiritone.com...
> To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
> http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

467. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 03:20:48 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401252203260.9916@shell1>
Source record: 17374

On Sun, 25 Jan 2004 at 17:10:35 -0500, "russg" scribbled:
->Sorta coy about the unknown 'other regular advertiser'?

Not at all. See next sentence.

->Dean Garrahty?

You're darn tootin' right! Congratulations!

->Haven't seen an ad from him in a long time.

So that proves he's a lot more active here than you are. He's
been posting his announcements here every week or so for the last
couple of years!

->I know my memory is bad, but I can't remember any other regular
->advertiser.

That's about the size of it.

->There are fairly often notices of auctions, those are good, they
->are single notices of sale of A8 stuff.'

Selling is selling. That's the point the anti-Ben posters (and
before that the anti-Ortman posters) have been mashing down our
ears (and modems) for years. I'm in favor of the sellers having a
right to post here and have said so, but the anti-Ben posters would
disagree with you.

Except they pick and choose which sellers to attack. It's about
time people stand up to their antics and their blather. As I said,
let's get back to technicals. If you don't want to read ads, then
when you see an ad in the message list, just skip to the next post-
ing on the list.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

468. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 03:24:38 UTC
From: Pizzo <none@nospam.nospam>
Message-ID: <WL%Qb.25490$q4.5300@newsread3.news.atl.earthlink.net>
Source record: 17375

> Out of all your Atari stuff, what are the things coolest things that you
> own?

I suppose my Atari 800, which is still remarkably fully functional over 20
years later. It has never broken down...once! :)

469. WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 03:36:08 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <10192p9aqgouc4d@corp.supernews.com>
Source record: 17376

I am looking for the following Activision carts for the Atari 800:

Space Shuttle
Beamrider
Pastfinder

Loose or boxed.

Thanks
Tim

470. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 03:50:33 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401252221010.9916@shell1>
Source record: 17377

On Mon, 26 Jan 2004 at 01:40:50 GMT, "SteveV4V" scribbled:
->Three posts in a row?

And your point is? (I know; don't tell me: only anti-Ben post-
ers are allowed to post here. Yeah, yeah, we've heard it over and
over. Give it a rest!)

Fact is those were three replies to three different postings.
So what? (Or as Americans are wont to say, "So *#%!@&-ing what?")

->I doubt any of this complaining/defending is going to change any-
->body's mind... really.

Thanks for throwing the softball! I really appreciate that! Now
I'm gonna swat that one outta the park! Your implication, of course,
is that everybody should just put up with the antics of the anti-Ben
crowd, with their intemperate language, personality attacks, and
overall bad conduct. You appear to be implying that the defenders of
Netiquette and good behavior and the right for some ads to appear on
this forum should keep quiet about the havoc caused by "the other
side" (to use Dean Rusk's memorable phrase) because otherwise there
might be -- oh, horrors, this is just too awful! -- a bit of contro-
versy hereabouts. Well, I got bad news for ya. There ALREADY IS a
bit of controversy here.

You're right on one count: opinions won't change. But it's
wrong to think that the rest of us should just keep mum while the
disrupters and juvenile delinquents wreak havoc. To the contrary,
a clear message needs to be sent to the crybabies that their bad
language and temper tantrums aren't appreciated here. They should
shut up or else we're gonna tell their mommies to take their com-
puters away from them. Then maybe we can go back to 8-bit techni-
cal talk.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

471. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 04:21:09 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0401252254001.11764@shell1>
Source record: 17378

```
On Sun, 25 Jan 2004 at 17:55:12 -0500, Daniel Miller scribbled:
->Yeah, and who are the "other three remaining 8bit dealers in North
->America?"

This was mentioned about two years ago, in an earlier flareup of
the cultural war between Ben and his self-professed enemies: the
other three being Video 61 (whose earlier statement I repeated),
B&C Computervisions, and Best Electronics.

Frankly, the last time I looked at the FAQ there were dozens of
additional dealers and vendors listed, but based on mentions and
contacts posted by people on this newsgroup in recent years, Lance
would seem to be right.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)
```

472. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 08:14:37 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <4014cc4a$0$329$e4fe514c@news.xs4all.nl>
Source record: 17379

Cool ! When it's real :-)

"Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message
news:a5a4ac7a.0401251612.c338785@posting.google.com...
> Yes, GTA 3 with full 3D graphics.It uses a massive 1 Mbyte cartridge
> for fast data access, so the computer only has to copy data and not
> much must be calculated.
>
> The frame rates are ok on a normal ATARI, but even better on
> accelerated systems.
>
> I will release a demo, soon.

473. FA: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 08:30:16 UTC
From: j131@op.dot.pl
Message-ID: <bv2j6o$a64$1@korweta.task.gda.pl>
Source record: 17380

Check it out at:

http://members.ebay.com/aboutme/j131/

j131

474. Re: Software sprite performance

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 09:15:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bv2lsc$j16$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17381

Hi,

> I was wondering what kind of performance I could expect from a
> state-of-the-art character-based
> software sprite routine:

> 1) without masking, i.e. each character entirely replaces the
> background character

> 2) with masking, i.e. each character is combine with the existing
> background to yield a new character

Depends on the size of the objects you'd like to move. Then go
and calculate. A one-byte load/store requires around eight
cycles for the 6502. A 16x16 object will hence require 2x16x8 = 256
cycles. 40 objects require then 10240 cycles.
A horizontal line has 114 cycles, and there are 312 of them in PAL,
giving you a total of 35568 cycles per frame (in PAL). Thus, theoretically,
you could run around 120 objects of 16x16 pixels size provided you do
nothing else. This is of course a flawed calculation since I did not
include cycles stolen by DMA.
Again, for antic modes 2,3, E and F, we have a total of 40 DMA cycles
for display DMA, 9 for memory refresh, one for DList fetch, leaving
64 cycles for the CPU. Thus,we arrive (approximately) at around 20000
cycles for a frame. Given that there is a certain overhead of actually
administrating the objects, and actually implementing some "game play",
this is pretty close. The cycle count does *not* include any kind of
shifting, yet. You would have to use pre-shifted objects, and possibly
a double-XOR technique to get the objects erased again. Then you're
at twice of the cycle count, and at the threshold.

Greetings,
Thomas

475. Atari 8bit Carts available for Trade

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 10:08:54 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <JH5Rb.19017$ws.2478730@news02.tsnz.net>
Source record: 17382

I have the follow 8bit carts for trade or offers. Can accept payment via Paypal.

I have currently:
Flight Sim II + Manual (Grey)
Donkey Kong (Brown/silver label)
MS Pacman (Grey/Silver label)
Rescue on Fractalus! (Grey)
Donkey Kong Jr (Brown/Silver label)
Final Legacy (Grey/Silver label)
Barnyard Blaster (Grey)
Pitfall II
Decathalon

Photos can be provided, and a link to my ebay feedback. Not expecting the world, just prefer to move them on without ebaying them.

Please email me at: atari-NOSPAM-@paradise.net.nz
remove -NOSPAM-

476. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 14:21:38 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401260621.633883e9@posting.google.com>
Source record: 17383

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<40121716ce4a71@comcast.net>...

(Regarding BASIC test of line 40 DIME$="TEST3")

> I have not done this in a while, but everything looks ok to me, so
> I say yes......
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Ed -

I remember first stumbling upon this by accident when I was
programming back in the 80's. I'm not sure what the EXACT line is I
tried typing then, but the Atari slapped me and said "No.". Typing the
line, 40 DIME$="TEST3" will produce an error soon as you press
[return]! It's tiny brain sees "DIM" as a reserved word and can't
figure out what you're trying to do. BUT...if you type LET
DIME$="TEST3" then it will work. Back in the day, I don't think I
EVER used the "let" statement (c'mon - it took up precious memory!)
but it would bypass this problem for sure.

-regards & merry yaksmas,
Z
[aka Rob]

477. Re: I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 14:24:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040126092434.24596.00000665@mb-m13.aol.com>
Source record: 17384

GTA 3 -- Grand Theft Auto 3? or?

478. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 19:25:55 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <101aqcq96padt5f@corp.supernews.com>
Source record: 17385

> ->Haven't seen an ad from him in a long time.
Uhm I take umbrage. I did a 'find' in OE and the last post from Dean was 11/20/03. I don't think you'll find someone who comes here more often than me.
Yes, there for a while, back in June, July, August Dean G. was posting a lot of ads.
Before 11/20/03, I think he had one or two posts between 9/03 and 11/03.
I'm don't want to argue. Just I believe you're wrong about weekly posts from DG for at least 3 months.
> So that proves he's a lot more active here than you are. He's
> been posting his announcements here every week or so for the last
> couple of years!

> ->I know my memory is bad, but I can't remember any other regular
> ->advertiser.
>
> That's about the size of it.
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *

479. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 22:29:00 UTC
From: oes <oes@deja.com>
Message-ID: <MwgRb.113168$873.2000445@twister.tampabay.rr.com>
Source record: 17386

I'm sure it will be ready on April 1st ;-)

480. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 23:36:24 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv489j$1lk$2@hercules.btinternet.com>
Source record: 17387
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:1017le218g6as59@corp.supernews.com...

> Suffering from a little PMS this morning Steve?

No!

> > > I'm so very sorry, I haven't made a sale in over a Month, yet the
bills keep coming in.
> >
> > SO get a real job you parasite and get out of here with your incessant
begging crap.
> >
> > Life is a bitch, would you like fries with it?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

481. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-26 23:36:32 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv489q$1lk$3@hercules.btinternet.com>
Source record: 17388
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

HI Brian

> > Hmmmm..... Seems Ben is the only one around here doing any selling,
in a
> > For Sale news group.
> >
> > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > $55,000.
> >
> > Cash only. And will accept a best offer above the selling price.

Its ironic that some of the very people who support Ben's ad's are also very vocal on the subject of Spam in Usenet and how they are actively trying to set filters to get rid of anything remotely Microsoft posted, yet they happily accept Ben-Spam.

Hypocrites??

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

482. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 00:30:28 UTC
From: ems <maskman@pacifier.com>
Message-ID: <2601200416302812 51%maskman@pacifier.com>
Source record: 17389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

In article <bv489q$1lk$3@hercules.btinternet.com>, Steve Sweet
<steve.sweet@btopen-2-viri-world.com> wrote:

> Its ironic that some of the very people who support Ben's ad's are also very
> vocal on the subject of Spam in Usenet and how they are actively trying to
> set filters to get rid of anything remotely Microsoft posted, yet they
> happily accept Ben-Spam.
>
> Hypocrites??

I have Zero interest in Atari stuff, so I just kill filter anything
from Bravo Sierra, but I hate rude, crude people even more, so I kill
filter you from now on too. So simple.

EMS

483. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 00:51:59 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101bdhd7qit7l4b@corp.supernews.com>
Source record: 17390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Very strange. Using the selling of my beautiful, well cared for, 2001 Cadillac DHS for sale ($55,000) ad in reference to anti spam, anti Microsoft comments. I've never been anti Microsoft. I think Bill Gates is as close to being a Saint as any CEO can get. Providing employment for literally thousands of people, being the at the top of the list as the most generous giver to charities. He's what German/Italians are made of, Saintly, Generous Geniuses.

BTW, Spam is associated with e-mail, not news groups.

Donald, The Magnificent!

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message news:bv489q$1lk$3@hercules.btinternet.com...
> HI Brian
>
> > > Hmmmm..... Seems Ben is the only one around here doing any selling,
> > > in a For Sale news group.
> > >
> > > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > > $55,000.
> > >
> > > Cash only. And will accept a best offer above the selling price.
>
> Its ironic that some of the very people who support Ben's ad's are also very
> vocal on the subject of Spam in Usenet and how they are actively trying to
> set filters to get rid of anything remotely Microsoft posted, yet they
> happily accept Ben-Spam.
>
> Hypocrites??
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).

Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

484. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 01:19:42 UTC
From: 8-Bit <yeah@sure.iam>
Message-ID: <m4fb10dn3k8h7c4juuf02567h224qk526m@4ax.com>
Source record: 17391

Check out the comp.sys.cbm, he is porting Wolf3D to the C64. He is
known to post foolish stuff.

On 26 Jan 2004 14:24:34 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>GTA 3 -- Grand Theft Auto 3? or?

485. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 04:16:31 UTC
From: rlangenineteen@comcast.net
Message-ID: <mdpb10tr7l9br0t57gpgovgp6r62vfdt2m@4ax.com>
Source record: 17392

Would you two please give it a rest?

On Sun, 25 Jan 2004 22:50:33 -0500, Roy G Biv
<8-bitter@6502.chip.old.folks.home> wrote:

> On Mon, 26 Jan 2004 at 01:40:50 GMT, "SteveV4V" scribbled:
>->Three posts in a row?
>
> And your point is? (I know; don't tell me: only anti-Ben post-
>ers are allowed to post here. Yeah, yeah, we've heard it over and
>over. Give it a rest!)
>
> Fact is those were three replies to three different postings.
>So what? (Or as Americans are wont to say, "So *#%!@&-ing what?")
>
>->I doubt any of this complaining/defending is going to change any-
>->body's mind... really.
>
> Thanks for throwing the softball! I really appreciate that! Now
>I'm gonna swat that one outta the park! Your implication, of course,
>is that everybody should just put up with the antics of the anti-Ben
>crowd, with their intemperate language, personality attacks, and
>overall bad conduct. You appear to be implying that the defenders of
>Netiquette and good behavior and the right for some ads to appear on
>this forum should keep quiet about the havoc caused by "the other
>side" (to use Dean Rusk's memorable phrase) because otherwise there
>might be -- oh, horrors, this is just too awful! -- a bit of contro-
>versy hereabouts. Well, I got bad news for ya. There ALREADY IS a
>bit of controversy here.
>
> You're right on one count: opinions won't change. But it's
>wrong to think that the rest of us should just keep mum while the
>disrupters and juvenile delinquents wreak havoc. To the contrary,
>a clear message needs to be sent to the crybabies that their bad
>language and temper tantrums aren't appreciated here. They should
>shut up or else we're gonna tell their mommies to take their com-
>puters away from them. Then maybe we can go back to 8-bit techni-
>cal talk.

486. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 04:17:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv4onvgmk1@titan.btinternet.com>
Source record: 17394
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

HI There

"ems" <maskman@pacifier.com> wrote in message
news:260120041630281251%maskman@pacifier.com...
> In article <bv489q$1lk$3@hercules.btinternet.com>, Steve Sweet
> <steve.sweet@btopen-2-viri-world.com> wrote:
>
> > Its ironic that some of the very people who support Ben's ad's are also
very
> > vocal on the subject of Spam in Usenet and how they are actively trying
to
> > set filters to get rid of anything remotely Microsoft posted, yet they
> > happily accept Ben-Spam.
> >
> > Hypocrites??
>
> I have Zero interest in Atari stuff, so I just kill filter anything
> from Bravo Sierra, but I hate rude, crude people even more, so I kill
> filter you from now on too. So simple.

Would you like fries with that?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

487. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 04:17:06 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv4oo0gmk2@titan.btinternet.com>
Source record: 17393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Don

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101bdhd7qit7l4b@corp.supernews.com...
> Very strange. Using the selling of my beautiful, well cared for, 2001
> Cadillac DHS for sale ($55,000) ad in reference to anti spam, anti
Microsoft
> comments. I've never been anti Microsoft. I think Bill Gates is as close
to
> being a Saint as any CEO can get. Providing employment for literally
> thousands of people, being the at the top of the list as the most generous
> giver to charities. He's what German/Italians are made of, Saintly,
> Generous Geniuses.
>
> BTW, Spam is associated with e-mail, not news groups.

SPAM is unsolicited unwanted advertising.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

488. WTB: Space Shuttle, Pastfinder on cart!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 05:27:34 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <101btm7fq4h4659@corp.supernews.com>
Source record: 17395

Looking to buy the above said games on Cartridge.

Tim

489. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 06:59:08 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <0%nRb.123300$Rc4.973621@attbi_s54>
Source record: 17396

LOL

R-E-L-A-X. You are beginning to make a fool out of yourself.
Well, anyway you make me laugh... (not that you intended to.)

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0401252254001.11764@shell1...
> On Sun, 25 Jan 2004 at 17:55:12 -0500, Daniel Miller scribbled:
> ->Yeah, and who are the "other three remaining 8bit dealers in North
> ->America?"
>
> This was mentioned about two years ago, in an earlier flareup of
> the cultural war between Ben and his self-professed enemies: the
> other three being Video 61 (whose earlier statement I repeated),
> B&C Computervisions, and Best Electronics.
>
> Frankly, the last time I looked at the FAQ there were dozens of
> additional dealers and vendors listed, but based on mentions and
> contacts posted by people on this newsgroup in recent years, Lance
> would seem to be right.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * 2 bits, 4 bits, 8 bits... Burma Shave! *
>
> (Headers munged to foil spammers; real info in taglines)

490. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 07:03:00 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <D2oRb.125874$sv6.683525@attbi_s52>
Source record: 17297

This issue has already been addressed.

> This is a somewhat belated response, but since the above was a
> reply to my post, I'll tackle it directly even tho others have al-
> ready touched on the issue.
>
> What you're missing is that the Indus takes direct current (DC)
> whereas the original Atari Company hardware used alternating cur-
> rent (AC).
>
> As for power supplies with about 9.5V DC, anecdotal experiences
> posted on this board have shown that you're right.
> --
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" *
>

491. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 08:24:13 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bv577b$1q0$1@news.tudelft.nl>
Source record: 17298

Z.Beeblebrox wrote:

> [...] Back in the day, I don't think I
> EVER used the "let" statement (c'mon - it took up precious memory!)
> but it would bypass this problem for sure.

Just for the record, it doesn't take up any more memory than just the assignment. Both explicit LET and implicit assignment get translated to (different) tokens.

Best regards,

Sidney

492. Re: WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 13:26:59 UTC
From: dunxuk@aol.commercial
Message-ID: <20040127082659.17204.00000874@mb-m03.aol.com>
Source record: 17299

I've got Beamrider, are you sure you want it (it really is dreadful)..?

493. FS: Motor Psycho Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 20:16:03 UTC
From: pete <peter.saunderson@blueyonder.co.uk>
Message-ID: <9GzRb.9$Im5.0@news-binary.blueyonder.co.uk>
Source record: 17300

Motor Psycho for the Atari 7800 in box with instructions and still sealed. £5 inc. U.K. delivery - if interested email for photo

494. Re: WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-27 22:13:29 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <101dokfc0ccic7d@corp.supernews.com>
Source record: 17301

"Duncan Ross" <dunxuk@aol.commercial> wrote in message
news:20040127082659.17204.00000874@mb-m03.aol.com...
> I've got Beamrider, are you sure you want it (it really is dreadful)..?

I found a firm that has in new in the box. I placed a order. If I cannot get it I will let you know.

Well I am collecting ALL 8-bit Activision cartridges for the Atari 800, thats the only reason I want it. Though I would love to get Pastfinder I like that game better!

Tim

495. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 00:27:29 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <RIDRb.130541$sv6.691092@attbi_s52>
Source record: 17302
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> BTW, Spam is associated with e-mail, not news groups.

Actually this is not true, here is how dictionary.com describes spam:

"Unsolicited e-mail, often of a commercial nature, sent indiscriminately to
multiple mailing lists, individuals, or newsgroups; junk e-mail."

Here is the url, in case you would like to verify this:

http://dictionary.reference.com/search?q=spam

Just an FYI.

In the end, all this pointless bickering does is make this newsgroup look
bad as the size of the discussion thread
outweighs anything Atari-related... and that's a shame.

496. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 03:14:06 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <ae6c96e02d74c88e24a1d2b7cc9421f9@news.teranews.com>
Source record: 17303

A marvelous device, I use one myself.

"remove dot" <j131@op.dot.pl> wrote in message
news:bv2j6o$a64$1@korweta.task.gda.pl...
>
> Check it out at:
>
> http://members.ebay.com/aboutme/j131/
>
> j131

497. FS: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 11:52:39 UTC
From: "(t'other) Dave" <no-one@nowhere.org>
Message-ID: <7oNRb.2189$Pw5.683@news-binary.blueyonder.co.uk>
Source record: 17304

Hi,
Apologies if this seems like a for sale post, but what I'm really after is expert advice as to where I can get a reasonable deal on an old Atari 800 that was dumped on us by my bro-in-law 'some years ago'.....
Inventory is as follows :-
800 PC (beige keyboard style thing)
1050 Floppy drive + manual
410 programme recorder (old fashioned tape recorder thingy)
Joy stick
400/800 guide to effective programming manual & programmers card
6502 assembly language programme manual
Your Atari Computer - guide to 400/800 personal computer manual.
Writing Strategy Games in your Atari Computer manual
'Page6' Atari user mags, July/August '87 - July/August '88 (7 in all)

I'd prefer not to use e-bay. Any experts out there and is it worth selling or should I just nip down the local tip with 'em ?
Never used by us but was working when handed over to us 'all those years ago' !

Cheers,

Dave.

498. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 11:55:31 UTC
From: "(t'other) Dave" <no-one@nowhere.org>
Message-ID: <QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk>
Source record: 17305

Based in West Midlands, UK....(and it's snowing!!)
Dave.

"(t'other) Dave" <no-one@nowhere.org> wrote in message
news:7oNRb.2189$Pw5.683@news-binary.blueyonder.co.uk...
> Hi,
> Apologies if this seems like a for sale post, but what I'm really after is
> expert advice as to where I can get a reasonable deal on an old Atari 800
> that was dumped on us by my bro-in-law 'some years ago'.....
> Inventory is as follows :-
> 800 PC (beige keyboard style thing)
> 1050 Floppy drive + manual
> 410 programme recorder (old fashioned tape recorder thingy)
> Joy stick
> 400/800 guide to effective programming manual & programmers card
> 6502 assembly language programme manual
> Your Atari Computer - guide to 400/800 personal computer manual.
> Writing Strategy Games in your Atari Computer manual
> 'Page6' Atari user mags, July/August '87 - July/August '88 (7 in all)
>
> I'd prefer not to use e-bay. Any experts out there and is it worth selling
> or should I just nip down the local tip with 'em ?
> Never used by us but was working when handed over to us 'all those years
> ago' !
>
> Cheers,
>
> Dave.
>

499. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 13:41:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040128134132.36745C@ilaskey.cix.co.uk>
Source record: 17306

In article <QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk>,
no-one@nowhere.org (\(t'other\) Dave) wrote:

> Based in West Midlands, UK....(and it's snowing!!)
> Dave.
Bummer - I'm in Essex, I'd have taken it off your hands.

500. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 14:48:03 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <4017cb13$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 17307

```
"(t'other) Dave" <no-one@nowhere.org> wrote in message
news:QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk...
> Based in West Midlands, UK....(and it's snowing!!)
> Dave.
>
>
> "(t'other) Dave" <no-one@nowhere.org> wrote in message
> news:7oNRb.2189$Pw5.683@news-binary.blueyonder.co.uk...
> > Hi,
> > Apologies if this seems like a for sale post, but what I'm really after
is
> > expert advice as to where I can get a reasonable deal on an old Atari
800
> > that was dumped on us by my bro-in-law 'some years ago'.....
> > Inventory is as follows :-
> > 800 PC (beige keyboard style thing)
> > 1050 Floppy drive + manual
> > 410 programme recorder (old fashioned tape recorder thingy)
> > Joy stick
> > 400/800 guide to effective programming manual & programmers card
> > 6502 assembly language programme manual
> > Your Atari Computer - guide to 400/800 personal computer manual.
> > Writing Strategy Games in your Atari Computer manual
> > 'Page6' Atari user mags, July/August '87 - July/August '88 (7 in all)
> >
> > I'd prefer not to use e-bay. Any experts out there and is it worth
selling
> > or should I just nip down the local tip with 'em ?
> > Never used by us but was working when handed over to us 'all those years
> > ago' !
> >
> > Cheers,
> >
> > Dave.

Stick it on Ebay ya bugger, i buy all by old computers off their :)
```

501. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 14:53:12 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <4017cc48_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 17308

"remove dot" <j131@op.dot.pl> wrote in message
news:bv2j6o$a64$1@korweta.task.gda.pl...
>
> Check it out at:
>
> http://members.ebay.com/aboutme/j131/
>
> j131

Ive built one but i looks like a rats nest lol

Being im not good with a soldering iron :)

But it works which is the main point, but not very practicle,being i dont
have a SIO plug so just soldered wires to the atari port lol

So i might just bid for it :)

502. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 15:29:38 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <FO2dnbGMzqT9SIrdRVn-jQ@adelphia.com>
Source record: 17309

Ian wrote:
> "remove dot" <j131@op.dot.pl> wrote in message
> news:bv2j6o$a64$1@korweta.task.gda.pl...
>
>>Check it out at:
>>
>>http://members.ebay.com/aboutme/j131/
>>
>>j131
>
> Ive built one but i looks like a rats nest lol
>
> Being im not good with a soldering iron :)
>
> But it works which is the main point, but not very practicle,being i dont
> have a SIO plug so just soldered wires to the atari port lol
>
> So i might just bid for it :)

You can also get cables and PCB versions at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

503. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 16:07:04 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101fnh9egj9t314@corp.supernews.com>
Source record: 17310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm pleased you realize you are the source of the problem.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in
America!

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:RlDRb.130541$sv6.691092@attbi_s52...
> > BTW, Spam is associated with e-mail, not news groups.
>
> Actually this is not true, here is how dictionary.com describes spam:
>
> "Unsolicited e-mail, often of a commercial nature, sent indiscriminately
to
> multiple mailing lists, individuals, or newsgroups; junk e-mail."
>
> Here is the url, in case you would like to verify this:
>
> http://dictionary.reference.com/search?q=spam
>
> Just an FYI.
>
> In the end, all this pointless bickering does is make this newsgroup look
> bad as the size of the discussion thread
> outweighs anything Atari-related... and that's a shame.
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

504. vintagecomputers.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 16:51:38 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <4017e809_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 17311

Anyone know whats happend to www.vintagecomputer.co.uk only i ordered somting from them a week ago and their website is down and their email isnt working :(

505. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 17:12:01 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <B3SRb.136102$nt4.595960@attbi_s51>
Source record: 17312
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

That's the best you can do when I expose your ignorance?

Hahahaha... what a joke.

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101fnh9egj9t314@corp.supernews.com...
> I'm pleased you realize you are the source of the problem.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "SteveV4V" <stevev4v1@comcast.net> wrote in message
> news:RlDRb.130541$sv6.691092@attbi_s52...
> > > BTW, Spam is associated with e-mail, not news groups.
> >
> > Actually this is not true, here is how dictionary.com describes spam:
> >
> > "Unsolicited e-mail, often of a commercial nature, sent indiscriminately
> to
> > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> >
> > Here is the url, in case you would like to verify this:
> >
> > http://dictionary.reference.com/search?q=spam
> >
> > Just an FYI.
> >
> > In the end, all this pointless bickering does is make this newsgroup
look
> > bad as the size of the discussion thread
> > outweighs anything Atari-related... and that's a shame.
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

>
>

506. Re: vintagecomputers.co.uk

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 17:13:45 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <d5SRb.130944$Rc4.1014659@attbi_s54>
Source record: 17313

Ian,

I just checked it and it seems to be up and running... maybe it was just a
server problem... ?

Cheers.
Steve

"Ian" <cker@SPAMOFF.co.uk> wrote in message
news:4017e809_1@mk-nntp-2.news.uk.tiscali.com...
> Anyone know whats happend to www.vintagecomputer.co.uk only i ordered
> somting from them a week ago and their website is down and their email
isnt
> working :(
>
>
>

507. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 17:47:21 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <s7tf10l5vl8g6h0o7pu65ak9pc0omf9k2t@4ax.com>
Source record: 17314

On Wed, 28 Jan 2004 03:14:06 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>A marvelous device, I use one myself.

I have a question about this. Can you just turn the atari on and it
recopgnizes this setup as a booting floppy? Do you need special
software running on the atari? The reason I ask is because I have a
couple old 8-bits, but I sold my 1050's years ago and my old disks are
probably curupt by now anyway. I think it would be neat for 20 bucks
if I could plug my 130xe into an old pc and have every game ever made
for it ready to go...

kvn

508. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 17:59:46 UTC
From: Bralgar <bralgar@PRIcomVATEcast.net>
Message-ID: <hqSdnQvMoooWZYrdRVn-uw@comcast.com>
Source record: 17315

I mostly lurk this newsgroup, but I have participated on occasion (under a different user name).
What amazes me, is that even though the age of the Atari 8, and the (I suspect) age demographic of it's users (late twenties to 60+ years) that we would have such a childish display of flaming, bickering and disrespect. I expect more of my peers, and also would expect the kind of behavior I'm witnessing to come from adolecent juveniles. I guess the A8 still creates new (younger) fans to this day, or 'some' of the older users haven't grown up yet.

That is all.
Brent Garvey

509. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 19:32:06 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101g3hp98hoe212@corp.supernews.com>
Source record: 17316
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
Intelligence is directly proportional to one's wealth.

--
Don
--------
Vancouver, USA - One of the great cities in one of the 45+ countries in
America!

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:B3SRb.136102$nt4.595960@attbi_s51...
> That's the best you can do when I expose your ignorance?
>
> Hahahaha... what a joke.
>
> "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> news:101fnh9egj9t314@corp.supernews.com...
> > I'm pleased you realize you are the source of the problem.
> >
> >
> > --
> > Don
> > --------
> > Vancouver, USA - One of the great cities in one of the 45+ countries in
> > America!
> >
> >
> > "SteveV4V" <stevev4v1@comcast.net> wrote in message
> > news:RlDRb.130541$sv6.691092@attbi_s52...
> > > > BTW, Spam is associated with e-mail, not news groups.
> > >
> > > Actually this is not true, here is how dictionary.com describes spam:
> > >
> > > "Unsolicited e-mail, often of a commercial nature, sent
indiscriminately
> > to
> > > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> > >
> > > Here is the url, in case you would like to verify this:
> > >
> > > http://dictionary.reference.com/search?q=spam
> > >
> > > Just an FYI.
> > >
> > > In the end, all this pointless bickering does is make this newsgroup
```

> look
> > > bad as the size of the discussion thread
> > > outweighs anything Atari-related... and that's a shame.
> > >
> > >
> >
> >
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
> >
> >
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

510. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 20:11:23 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <LHURb.5892506$be.961911@news.easynews.com>
Source record: 17318

> I have a question about this.ï¿½ï¿½Canï¿½youï¿½justï¿½turnï¿½theï¿½atariï¿½onï¿½andï¿½it
> recopgnizes this setup as a booting floppy?ï¿½ï¿½Doï¿½youï¿½needï¿½special
> software running on the atari?ï¿½ï¿½Theï¿½reasonï¿½Iï¿½askï¿½isï¿½becauseï¿½Iï¿½haveï¿½a
> couple old 8-bits, but I sold my 1050's years ago and my old disks are
> probably curupt by now
anyway.ï¿½ï¿½Iï¿½thinkï¿½itï¿½wouldï¿½beï¿½neatï¿½forï¿½20ï¿½bucks
> if I could plug my 130xe into an old pc and have every game ever made
> for it ready to go...

The PC behaves just like a 1050 (except slightly quicker). No software is
needed on the Atari side. Only on the PC side.

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

511. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 20:11:35 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <VoGdnRx30v3rioXd4p2dnA@adelphia.com>
Source record: 17317

> On Wed, 28 Jan 2004 03:14:06 GMT, "Steve S" <j70141@hotmail.com>
> wrote:
>
>
>>A marvelous device, I use one myself.
>
>
>
> I have a question about this. Can you just turn the atari on and it
> recopgnizes this setup as a booting floppy? Do you need special
> software running on the atari? The reason I ask is because I have a
> couple old 8-bits, but I sold my 1050's years ago and my old disks are
> probably curupt by now anyway. I think it would be neat for 20 bucks
> if I could plug my 130xe into an old pc and have every game ever made
> for it ready to go...

No special software is required on the Atari. With the software
running on the PC, to the Atari your PC just looks like real Atari
peripherals.

Steve

512. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 20:27:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040128152755.23011.00001047@mb-m04.aol.com>
Source record: 17319

> I have a question about this. Can you just turn the atari on and it recognizes this setup as a booting floppy? Do you need special software running on the atari? <

The short answer is "yes". And nothing special is needed on the Atari. The Atari sees this as as if it is one or more disk and/or *hard drives*. Read the FAQs or Google (Atari) APE or SIO2PC or Atari 810.

But to temper my enthusiam just a bit, these interfaces can be a little tricky. My experience is that if you have a really fast PC and/or use Win XP, you may have a few "bumps in the road" before you get things working properly.
Larry

513. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 21:50:55 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <7gbg10pu1m84naa8kubbca24426o4s72n7@4ax.com>
Source record: 17320

On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>But to temper my enthusiam just a bit, these interfaces can be a little tricky.
> My experience is that if you have a really fast PC and/or use Win XP, you may
>have a few "bumps in the road" before you get things working properly.

I was thinking of piecing together a pc with old parts I have laying
around, something that I would just use with the atari. I even have
an old matrox millienium card with VIDEO-IN, so I can I use an old pc
monitor with the atari just by plugging my atari monitor cable into
it... can I just download every atari game in ATR format? DO I need
to do anything else to them to get to work? This sounds pretty cool.

kvn

514. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-28 22:46:23 UTC
From: "(t'other) Dave" <no-one@nowhere.org>
Message-ID: <2ZWRb.2$XZ.1@news-binary.blueyonder.co.uk>
Source record: 17321

```
"Ian" <cker@SPAMOFF.co.uk> wrote in message
news:4017cb13$1_1@mk-nntp-2.news.uk.tiscali.com...
>
> "(t'other) Dave" <no-one@nowhere.org> wrote in message
> news:QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk...
> > Based in West Midlands, UK....(and it's snowing!!)
> > Dave.
> >
> >
> > "(t'other) Dave" <no-one@nowhere.org> wrote in message
> > news:7oNRb.2189$Pw5.683@news-binary.blueyonder.co.uk...
> > > Hi,
> > > Apologies if this seems like a for sale post, but what I'm really
after
> is
> > > expert advice as to where I can get a reasonable deal on an old Atari
> 800
> > > that was dumped on us by my bro-in-law 'some years ago'.....
> > > Inventory is as follows :-
> > > 800 PC (beige keyboard style thing)
> > > 1050 Floppy drive + manual
> > > 410 programme recorder (old fashioned tape recorder thingy)
> > > Joy stick
> > > 400/800 guide to effective programming manual & programmers card
> > > 6502 assembly language programme manual
> > > Your Atari Computer - guide to 400/800 personal computer manual.
> > > Writing Strategy Games in your Atari Computer manual
> > > 'Page6' Atari user mags, July/August '87 - July/August '88 (7 in all)
> > >
> > > I'd prefer not to use e-bay. Any experts out there and is it worth
> selling
> > > or should I just nip down the local tip with 'em ?
> > > Never used by us but was working when handed over to us 'all those
years
> > > ago' !
> > >
> > > Cheers,
> > >
> > > Dave.
> >
> >
> Stick it on Ebay ya bugger, i buy all by old computers off their :)
>
but...I really, really..really hate ebay!!...
```

make me an offer ;-)...we can pretend...just go:-
/ebay mode on/
<offer>
/ebay mode off/
I'm sure no-one will mind
;-)

Dave.

515. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 02:42:13 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <9q_Rb.135443$sv6.723053@attbi_s52>
Source record: 17322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
Maybe... but only pimps and old farts drive cadillacs. :)

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101g3hp98hoe212@corp.supernews.com...
> Intelligence is directly proportional to one's wealth.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "SteveV4V" <stevev4v1@comcast.net> wrote in message
> news:B3SRb.136102$nt4.595960@attbi_s51...
> > That's the best you can do when I expose your ignorance?
> >
> > Hahahaha... what a joke.
> >
> > "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> > news:101fnh9egj9t314@corp.supernews.com...
> > > I'm pleased you realize you are the source of the problem.
> > >
> > >
> > > --
> > > Don
> > > --------
> > > Vancouver, USA - One of the great cities in one of the 45+ countries
in
> > > America!
> > >
> > >
> > > "SteveV4V" <stevev4v1@comcast.net> wrote in message
> > > news:RlDRb.130541$sv6.691092@attbi_s52...
> > > > > BTW, Spam is associated with e-mail, not news groups.
> > > >
> > > > Actually this is not true, here is how dictionary.com describes
spam:
> > > >
> > > > "Unsolicited e-mail, often of a commercial nature, sent
> indiscriminately
> > > to
```

> > > > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> > > >
> > > > Here is the url, in case you would like to verify this:
> > > >
> > > > http://dictionary.reference.com/search?q=spam
> > > >
> > > > Just an FYI.
> > > >
> > > > In the end, all this pointless bickering does is make this newsgroup
> > look
> > > > bad as the size of the discussion thread
> > > > outweighs anything Atari-related... and that's a shame.
> > > >
> > > >
> > >
> > >
> > > ---
> > > Outgoing mail is certified Virus Free.
> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
> > >
> > >
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
>
>

516. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 03:50:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Aq%Rb.1416$F23.1289@newsread2.news.pas.earthlink.net>
Source record: 17323

"|<evin" <nospam@nospam.org> wrote in message
news:7gbg10pu1m84naa8kubbca24426o4s72n7@4ax.com...
> On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> >But to temper my enthusiam just a bit, these interfaces can be a little
tricky.
> > My experience is that if you have a really fast PC and/or use Win XP,
you may
> >have a few "bumps in the road" before you get things working properly.
>
> I was thinking of piecing together a pc with old parts I have laying
> around, something that I would just use with the atari. I even have
> an old matrox millienium card with VIDEO-IN, so I can I use an old pc
> monitor with the atari just by plugging my atari monitor cable into
> it... can I just download every atari game in ATR format? DO I need
> to do anything else to them to get to work? This sounds pretty cool.

FWIW: One of my favorite computers for using SIO2PC was a Hyundai 10 mHz
8088 computer with built in video and serial ports. I just had an old 20 meg
Hard Card for storage.

Everything runs much better if you can find an old copy of DOS or DR DOS.
>
>
>
>
>
>
> kvn

517. Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 04:03:22 UTC
From: mikec_cbm@hotmail.com
Message-ID: <1121cdb3.0401282003.606b08e0@posting.google.com>
Source record: 17324

Hi Everyone,

I'm just interesting in getting people's opinions on what were the best games, from a graphical perspective, ever created on the Atari XL/XE series?

Thanks,

Mike

518. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 04:45:12 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40188f2d.86414828@news.charter.net>
Source record: 17325

He won't be seeing your fries query. And ah, BTW, your straw man
tactic doesn't hold water. I won't be engaging with you on this
subject at least. I'm not going to kill filter you because there may
be other threads or subjects where your input might be of interest.
At least I will see how things turn out.

On Tue, 27 Jan 2004 04:17:04 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopen-2-viri-world.com> wrote:

>HI There
>
>"ems" <maskman@pacifier.com> wrote in message
>news:260120041630281251%maskman@pacifier.com...
>> In article <bv489q$1lk$3@hercules.btinternet.com>, Steve Sweet
>> <steve.sweet@btopen-2-viri-world.com> wrote:
>>
>> > Its ironic that some of the very people who support Ben's ad's are also
>very
>> > vocal on the subject of Spam in Usenet and how they are actively trying
>to
>> > set filters to get rid of anything remotely Microsoft posted, yet they
>> > happily accept Ben-Spam.
>> >
>> > Hypocrites??
>>
>> I have Zero interest in Atari stuff, so I just kill filter anything
>> from Bravo Sierra, but I hate rude, crude people even more, so I kill
>> filter you from now on too. So simple.
>
>Would you like fries with that?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

519. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 05:20:20 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401991ff.87137109@news.charter.net>
Source record: 17326

Hello. I want to state that I find the ads from Ben and the like very easy to skip past when not interested, and appreciated once in a while if I'm curious about his wares. I'm with you there.

As to those who complain about the ads and get their panties all bunched up... well I rather dislike them. Their complaints they ultimately justify, by pointing out that them having to deal with those ads wastes some time and possibly some bandwidth. When it would be easy for them to just skip past ad threads or even kill filter the ad posters, they instead spend how much time and transmit how much in their complaints. So quite literally, the amount of time or "bandwidth" anyone has to deal with ads in here is really not even a blink of an eye. No... these people have another, hidden, issue that motivates their endless, and quite frankly tiresome blather. It's an issue which drives them to try and control the interaction between other people; interaction which is none of their damn business.

But anyway, those people are easy to ignore or even kill filter if need be. So I'm not so bothered by their blather (I like that word, thanks to whomever used it in here recently) as you. For those people the real issue isn't the ads. The issue is about them being for the "one true way", and their ability to force, persuade, ridicule or shame others into that way. It's almost like they're saying "I'm great. I'm great because I have great ways. You should recognize the greatness of my ways (and thus me), and strive to aspire to my greatness." Anyway, that's the way I see those people. And I will kill filter any/all that tire me enough. I think when no one pays any attention to them that they shrivel up and die. ;>)

On Sun, 25 Jan 2004 22:50:33 -0500, Roy G Biv
<8-bitter@6502.chip.old.folks.home> wrote:

> Thanks for throwing the softball! I really appreciate that! Now
>I'm gonna swat that one outta the park! Your implication, of course,
>is that everybody should just put up with the antics of the anti-Ben
>crowd, with their intemperate language, personality attacks, and
>overall bad conduct. You appear to be implying that the defenders of
>Netiquette and good behavior and the right for some ads to appear on
>this forum should keep quiet about the havoc caused by "the other
>side" (to use Dean Rusk's memorable phrase) because otherwise there
>might be -- oh, horrors, this is just too awful! -- a bit of contro-
>versy hereabouts. Well, I got bad news for ya. There ALREADY IS a
>bit of controversy here.
>
> You're right on one count: opinions won't change. But it's

>wrong to think that the rest of us should just keep mum while the
>disrupters and juvenile delinquents wreak havoc. To the contrary,
>a clear message needs to be sent to the crybabies that their bad
>language and temper tantrums aren't appreciated here. They should
>shut up or else we're gonna tell their mommies to take their com-
>puters away from them. Then maybe we can go back to 8-bit techni-
>cal talk.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

520. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 05:22:20 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401a9881.88803171@news.charter.net>
Source record: 17327

You should be a comic.

On 25 Jan 2004 16:12:15 -0800, moltotarl@yahoo.com.mx (Alberto
Panno-Peano) wrote:

>Yes, GTA 3 with full 3D graphics.It uses a massive 1 Mbyte cartridge
>for fast data access, so the computer only has to copy data and not
>much must be calculated.
>
>The frame rates are ok on a normal ATARI, but even better on
>accelerated systems.
>
>I will release a demo, soon.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

521. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 05:47:09 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401b9db2.90132296@news.charter.net>
Source record: 17328

Looks like a great product. I just wish you would have had that
available back when I bought the APE and Prosys cables. ;-)

Anyway, this new design is just so clean it almost tempts me to get
one anyway.

On Wed, 28 Jan 2004 15:11:35 -0500, Steven J Tucker
<classics@atarimax.com> wrote:

>> On Wed, 28 Jan 2004 03:14:06 GMT, "Steve S" <j70141@hotmail.com>
>> wrote:
>>
>>
>>>A marvelous device, I use one myself.
>>
>>
>>
>> I have a question about this. Can you just turn the atari on and it
>> recopgnizes this setup as a booting floppy? Do you need special
>> software running on the atari? The reason I ask is because I have a
>> couple old 8-bits, but I sold my 1050's years ago and my old disks are
>> probably curupt by now anyway. I think it would be neat for 20 bucks
>> if I could plug my 130xe into an old pc and have every game ever made
>> for it ready to go...
>
> No special software is required on the Atari. With the software
> running on the PC, to the Atari your PC just looks like real Atari
> peripherals.
>
>Steve

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

522. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 06:02:12 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401ca10a.90988375@news.charter.net>
Source record: 17329

- The Lucasfilm games Ballblazer, Rescue on Fractalus, Koronos Rift
(Eidolon wasn't as nifty).
- Star Raiders (and II)

That's from a "graphical" perspective. For just plain fun I think
Archon was awesome and of course the Alternate Reality series.

My 2 cents.

On 28 Jan 2004 20:03:22 -0800, mikec_cbm@hotmail.com (mikec) wrote:

>Hi Everyone,
>
>I'm just interesting in getting people's opinions on what were the
>best games, from a graphical perspective, ever created on the Atari
>XL/XE series?
>
>Thanks,
>
>Mike

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

523. Re: Atari 8bit Carts available for Trade - All Sold

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 09:04:51 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <N14Sb.19545$ws.2579105@news02.tsnz.net>
Source record: 17330

> I have the follow 8bit carts for trade or offers. Can accept payment via
> Flight Sim II + Manual (Grey)
> Donkey Kong (Brown/silver label)
> MS Pacman (Grey/Silver label)
> Rescue on Fractalus! (Grey)
> Donkey Kong Jr (Brown/Silver label)
> Final Legacy (Grey/Silver label)
> Barnyard Blaster (Grey)
> Pitfall II
> Decathalon

Thanks for the interest, all have been sold.

524. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 09:07:49 UTC
From: j131@op.dot.pl
Message-ID: <bvaih5afb1@korweta.task.gda.pl>
Source record: 17331

In article <7gbg10pu1m84naa8kubbca24426o4s72n7@4ax.com>, "|<evin" <nospam@nospam.org>
wrote:
>On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
>>But to temper my enthusiam just a bit, these interfaces can be a little
> tricky.
>> My experience is that if you have a really fast PC and/or use Win XP, you may
>>have a few "bumps in the road" before you get things working properly.
>
>I was thinking of piecing together a pc with old parts I have laying
>around, something that I would just use with the atari. I even have
>an old matrox millienium card with VIDEO-IN, so I can I use an old pc
>monitor with the atari just by plugging my atari monitor cable into
>it... can I just download every atari game in ATR format? DO I need
>to do anything else to them to get to work? This sounds pretty cool.
>

Your assumptions are quite correct.
All you will need for your PC is either APE or SIO2PC or linux SIO driver or
Atari810 (there are also other programs) - depending on your OS.

APE is probably the best but requires registration for full functionality.
SIO2PC is uncrippled shareware and other programs are free.

Yes - you can download just about every Atari game in ATR format.
No, you dont need to do anything to those files - just load them up in PC
software - they would look just like floppies for your Atari.

Greetings,

j131

525. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 13:05:49 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvaspptkf1@news1.nivel5.cl>
Source record: 17332

I love Archon (I and II) StarRaiders I and II, BlackLamp , Draconus, Eidolon, Rescue on Fractalus, etc :o)

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> escribi&#65533; en el mensaje news:401ca10a.90988375@news.charter.net...
> - The Lucasfilm games Ballblazer, Rescue on Fractalus, Koronos Rift
> (Eidolon wasn't as nifty).
> - Star Raiders (and II)
>
> That's from a "graphical" perspective. For just plain fun I think
> Archon was awesome and of course the Alternate Reality series.
>
> My 2 cents.
>
>
> On 28 Jan 2004 20:03:22 -0800, mikec_cbm@hotmail.com (mikec) wrote:
>
> >Hi Everyone,
> >
> >I'm just interesting in getting people's opinions on what were the
> >best games, from a graphical perspective, ever created on the Atari
> >XL/XE series?
> >
> >Thanks,
> >
> >Mike
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

526. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 14:04:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc91@comcast.net>
Source record: 17333

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<40121716ce4a71@comcast.net>...
>
>(Regarding BASIC test of line 40 DIME$="TEST3")
>
>> I have not done this in a while, but everything looks ok to me, so
>> I say yes......
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>Ed ->
>I remember first stumbling upon this by accident when I was
>programming back in the 80's. I'm not sure what the EXACT line is I
>tried typing then, but the Atari slapped me and said "No.". Typing the
>line, 40 DIME$="TEST3" will produce an error soon as you press
>[return]! It's tiny brain sees "DIM" as a reserved word and can't
>figure out what you're trying to do. BUT...if you type LET
>DIME$="TEST3" then it will work. Back in the day, I don't think I
>EVER used the "let" statement (c'mon - it took up precious memory!)
>but it would bypass this problem for sure.
>
>-regards & merry yaksmas,
>Z
>[aka Rob]

See, I told you I had not done this in a while. <g> Just from what
you said I can see that I was wrong....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

527. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 14:04:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc92@comcast.net>
Source record: 17334

>Hi Everyone,
>
>I'm just interesting in getting people's opinions on what were the
>best games, from a graphical perspective, ever created on the Atari
>XL/XE series?
>
>Thanks,
>
>Mike

Ball Blazer comes to mind for me. Great game that I still enjoy.
Necromencer (spelling) was another. Rescue on Fractalus was good
also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

528. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 14:14:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290609030.27804-100000@onyx.spiritone.com>
Source record: 17335
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari
Customers covering All Games/SoftWare, Books/References and Most HardWare/
Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders
of at least $100.00 will also get a gift. Read specials.htm Link below for
Details. Buyers outside the US can take advantage of favorable exchange
Rates over the Dollar! Shipping and selling to anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

529. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 14:24:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290620080.27804-100000@onyx.spiritone.com>
Source record: 17336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

530. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 16:05:47 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <xbFk+tro8SGAFwtA@btinternet.com>
Source record: 17337

In article <QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk>, "(t'other)
Dave" <no-one@nowhere.org> writes
>Based in West Midlands, UK....(and it's snowing!!)
>Dave.

I'm passing through the midlands (M6) at the weekend to collect a
Domesday machine and Mac Colour Classic. I'm interested in having an 800
and 1050 to play with, if it's cheap (you don't want to know what I'm
spending on classic computers at the moment!).

Email me - my email addy is correct, I'd email you but I don't seem to
be able to find a proper one ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

531. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 16:32:10 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <401934f7$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 17338

"mikec" <mikec_cbm@hotmail.com> wrote in message
news:1121cdb3.0401282003.606b08e0@posting.google.com...
> Hi Everyone,
>
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?
>
> Thanks,
>
> Mike

That had gr8 graphics henrys house, i dont know why they couldnt use the same graphic resolution and colours on every other game,which would have made them all great.instead they use greyscale or purplescale which made the game look mildly better than a speccy. :(

most Atari games were crap, because the programmer looked like they couldnt be botherd doing a good job.

532. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 16:32:54 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <WAaSb.182024$na.296102@attbi_s04>
Source record: 17339

On the other hand, your "blather" has some merit? Right? It's interesting to me that you stand by Ben's right to post whatever he wants but have the unmitigated gall to blast anybody that has a dissenting viewpoint? Even your little witless diatribe has some value in the context of free speech. If you would practice what you preach then you would have updated your filters/killfill silently, without the need for your grand speech... but you felt your opinion was worthy of public consumption... well, I have news for you... so do other people.

I have really nothing against Ben's ads (as long as they are done in moderation) but I do support people's right to have a dissenting view... your own attempt to "force, persuade, ridicule or shame others into" assuming your point of view by publicly asserting that they do not conform to your grade-school level psychology diagnosis is certainly contradictory to your own stated principles.

> No... these people have another, hidden, issue that
> motivates their endless, and quite frankly tiresome blather. It's an
> issue which drives them to try and control the interaction between
> other people; interaction which is none of their damn business.

In fact, when an item is posted in a public forum such as this... it IS everybody's business. I do wonder what hidden issue motivates your tiresome blather? Possibly to try and control the interaction between other people in this newsgroup?

> Their complaints they
> ultimately justify, by pointing out that them having to deal with
> those ads wastes some time and possibly some bandwidth. When it would
> be easy for them to just skip past ad threads or even kill filter the
> ad posters, they instead spend how much time and transmit how much in
> their complaints.

Well, you set a mighty fine example here because you did just exactly what you accused others of being unable or unwilling to do. You want to condemn others for not quietly accepting whatever has been posted but you find yourself unable to do the same.

Funny.

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message news:401991ff.87137109@news.charter.net...
> Hello. I want to state that I find the ads from Ben and the like very
> easy to skip past when not interested, and appreciated once in a while
> if I'm curious about his wares. I'm with you there.
>

> As to those who complain about the ads and get their panties all
> bunched up... well I rather dislike them. Their complaints they
> ultimately justify, by pointing out that them having to deal with
> those ads wastes some time and possibly some bandwidth. When it would
> be easy for them to just skip past ad threads or even kill filter the
> ad posters, they instead spend how much time and transmit how much in
> their complaints. So quite literally, the amount of time or
> "bandwidth" anyone has to deal with ads in here is really not even a
> blink of an eye. No... these people have another, hidden, issue that
> motivates their endless, and quite frankly tiresome blather. It's an
> issue which drives them to try and control the interaction between
> other people; interaction which is none of their damn business.
>
> But anyway, those people are easy to ignore or even kill filter if
> need be. So I'm not so bothered by their blather (I like that word,
> thanks to whomever used it in here recently) as you. For those people
> the real issue isn't the ads. The issue is about them being for the
> "one true way", and their ability to force, persuade, ridicule or
> shame others into that way. It's almost like they're saying "I'm
> great. I'm great because I have great ways. You should recognize the
> greatness of my ways (and thus me), and strive to aspire to my
> greatness." Anyway, that's the way I see those people. And I will
> kill filter any/all that tire me enough. I think when no one pays any
> attention to them that they shrivel up and die. ;>)
>
>
> On Sun, 25 Jan 2004 22:50:33 -0500, Roy G Biv
> <8-bitter@6502.chip.old.folks.home> wrote:
>
> > Thanks for throwing the softball! I really appreciate that! Now
> >I'm gonna swat that one outta the park! Your implication, of course,
> >is that everybody should just put up with the antics of the anti-Ben
> >crowd, with their intemperate language, personality attacks, and
> >overall bad conduct. You appear to be implying that the defenders of
> >Netiquette and good behavior and the right for some ads to appear on
> >this forum should keep quiet about the havoc caused by "the other
> >side" (to use Dean Rusk's memorable phrase) because otherwise there
> >might be -- oh, horrors, this is just too awful! -- a bit of contro-
> >versy hereabouts. Well, I got bad news for ya. There ALREADY IS a
> >bit of controversy here.
> >
> > You're right on one count: opinions won't change. But it's
> >wrong to think that the rest of us should just keep mum while the
> >disrupters and juvenile delinquents wreak havoc. To the contrary,
> >a clear message needs to be sent to the crybabies that their bad
> >language and temper tantrums aren't appreciated here. They should
> >shut up or else we're gonna tell their mommies to take their com-
> >puters away from them. Then maybe we can go back to 8-bit techni-
> >cal talk.
>

>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

533. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 16:42:38 UTC
From: Matthias Reichl <usenet-20040129@hias.horus.com>
Message-ID: <slrnc1idvu.1or.usenet-20040129@camel.hias.horus.com>
Source record: 17340

On Wed, 28 Jan 2004 16:50:55 -0500, |<evin wrote:
> On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
>>But to temper my enthusiam just a bit, these interfaces can be a little tricky.
>> My experience is that if you have a really fast PC and/or use Win XP, you may
>>have a few "bumps in the road" before you get things working properly.
>
> I was thinking of piecing together a pc with old parts I have laying
> around, something that I would just use with the atari.

That's a good idea.

BTW: an even better solution (IMHO) is if you can find an old notebook,
perferrably a small one. An old 386 or 486 will do just fine, just be
sure the harddrive is big enough. If you are lucky you should be able to
get it for free.

I've got a Compaq Contura Aero 4/33C (486MHz SX processor @ 33MHz,
8MB RAM) and it runs Linux and my AtariSIO program just fine - and it's
really fun if you are able to carry around your whole program collection
over to a friend/the local Atari meeting/... !

Speaking of programs: If you intend to use DOS on your PC, I'd
strongly recommend APE for Dos - if you are willing to pay the
registration fee. The starting screen and the limitations of the
shareware version are somewhat annoying, but besides that APE is
really an excellent program.

SIO2PC works also quite good, but it has some small bugs with
double density ATR images.

If you want to use Linux on your PC, the only (but very fine :-)
program is my AtariSIO software. Currently I'm working on a new
version with a completely new (curses) frontend with some new
features. ATM it's not fully finished (I still have to rework
ATP support) but it's already quite stable. Contatct me by email
if you want to have the current snapshot.

so long,

Hias

534. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 16:50:04 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <0RaSb.28974$qx2.3416344@stones.force9.net>
Source record: 17341

Ian wrote:

> most Atari games were crap, because the programmer looked > like they couldnt be botherd doing a good job.

That's a bit harsh - a fair few, but not most ;)

Good 3/4 colour examples :- Zybex, Beer Belly Bert's Brew Biz.

Graphically good - LucasArts titles, Raindow Walker, Mercenary, International Karate (World Karate Championship)

535. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 17:38:43 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <DybSb.176967$I06.1813010@attbi_s01>
Source record: 17342

I have an SIO2PC cable and a 1050 pro cable. I registered Ape for Windows and it is an excellent program and Steve does support it with regular updates. Steve's stuff is a bit on the expensive side... BUT it is always excellent quality and works as described. My only major gripe is that the documentation for Ape for Windows User Manual has "been in production" on the website for years. (http://www.atarimax.com/) so I don't feel I have been able to use the software to it's fullest. Since I personally cannot stand DOS programs, I decided to pay the $50 registration fee and be done with it. I can honestly say that I have gotten more use out of this $50 purchase than most $50 games I have purchased over the past few years. Also, you get more than a disk drive... you get an Internet modem device (although I don't know how to use it) and a virtual printer interface, among other things.

Oh also, I have an AMD 2800+ and WinXP and have had no issues whatsoever in terms of compatibility with the cable or Ape for Windows and my cable is at least 3 or so years old.

Cheers.
Steve

"remove dot" <j131@op.dot.pl> wrote in message
news:bvaih5afb1@korweta.task.gda.pl...
> In article <7gbg10pu1m84naa8kubbca24426o4s72n7@4ax.com>, "|<evin"
<nospam@nospam.org> wrote:
> >On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
> >
> >>But to temper my enthusiam just a bit, these interfaces can be a little
> > tricky.
> >> My experience is that if you have a really fast PC and/or use Win XP,
you may
> >>have a few "bumps in the road" before you get things working properly.
> >
> >I was thinking of piecing together a pc with old parts I have laying
> >around, something that I would just use with the atari. I even have
> >an old matrox millienium card with VIDEO-IN, so I can I use an old pc
> >monitor with the atari just by plugging my atari monitor cable into
> >it... can I just download every atari game in ATR format? DO I need
> >to do anything else to them to get to work? This sounds pretty cool.
> >
>
> Your assumptions are quite correct.
> All you will need for your PC is either APE or SIO2PC or linux SIO driver
or
> Atari810 (there are also other programs) - depending on your OS.

>
> APE is probably the best but requires registration for full functionality.
> SIO2PC is uncrippled shareware and other programs are free.
>
> Yes - you can download just about every Atari game in ATR format.
> No, you dont need to do anything to those files - just load them up in PC
> software - they would look just like floppies for your Atari.
>
> Greetings,
>
> j131
>

536. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 19:34:56 UTC
From: mstepansky@aol.com
Message-ID: <20040129143456.13001.00001291@mb-m02.aol.com>
Source record: 17343

"Shrink XL" for the Atari 800XL (64k) to trick the memory space into "128Kb" of RAM? COOL!!

Reminds me of RamDoubler or Tripler for Macs.

Where can I get Shrink-XL/XE?

Sorry for the confusion in my earlier postings about ROI (Realm of Impossibility), when I said "3D maze", I do not mean by "Doom-3D perspective" kind.

If you remember "Paper Boy" game, where it is sort of aerial type with buldings at angles; but not much colors in ROI.

BREAKING NEWS!!

In "Airball XE", it says it requires "at least 128K of ram" - when I use Atari800WinPlus3.1 emu. But the guy at the ebay who sold "Airball XE" cartridge said "...this game should work for XL as well, according to the Airball XE box."

Hmm....conflicting memory requirements. I need to confirm if Airball XE is working in XL or not. I am unable to find such Airball.atr file to test out on emulator. Airball reminds me like SpinDizzy.

Also, 'VideoBlitz' - a 3D graphics demo for XE works (if you use 128K mode, otherwise, it flicker 2 frames in a loop in XL mode). An good test for your XE emulator.

'Grud in Space' uses up about 71k of RAM...but it probably uses the main program (the frame loader, phrases parameters, etc) plus active graphics data within the XL memory space. The rest of the extra data (in 71k file) is probably for different graphics. It is on DiskA/B.

'Grud in Space' is a fun graphical adventure for 800XL using Graphics#8 but somehow it uses color nicely - where you explore and meet new aliens and hazards on planets. You use objects, teleportation codes, orb colors, caves explore, mothership rooms to find objects, etc.

Good old adv. map drawing days!

Mike

537. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 19:57:29 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0401291157.688b197@posting.google.com>
Source record: 17344

Sidney Cadot <sidney@jigsaw.nl> wrote in message news:<bv577b$1q0$1@news.tudelft.nl>...
>
> Just for the record, it doesn't take up any more memory than just the
> assignment. Both explicit LET and implicit assignment get translated to
> (different) tokens.
>
> Best regards,
>
> Sidney

Oh yes, it took up MY PRECIOUS MEMORY!!!
I was able to remember one more basic statement by purging the "LET"
command from my sore little brain.

-bleat,
z

538. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 20:09:18 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <401967da$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 17345

"remove dot" <j131@op.dot.pl> wrote in message
news:bv2j6o$a64$1@korweta.task.gda.pl...
>
> Check it out at:
>
> http://members.ebay.com/aboutme/j131/
>
> j131

Can any1 get the cas files to work with APE for XP, mine always comes up
with error 126

539. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 21:09:43 UTC
From: "(t'other) Dave" <no-one@nowhere.org>
Message-ID: <oEeSb.180$FX2.129@news-binary.blueyonder.co.uk>
Source record: 17346

```
"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:xbFk+tro8SGAFwtA@btinternet.com...
> In article <QqNRb.2194$Pw5.8@news-binary.blueyonder.co.uk>, "(t'other)
> Dave" <no-one@nowhere.org> writes
> >Based in West Midlands, UK....(and it's snowing!!)
> >Dave.
>
> I'm passing through the midlands (M6) at the weekend to collect a
> Domesday machine and Mac Colour Classic. I'm interested in having an 800
> and 1050 to play with, if it's cheap (you don't want to know what I'm
> spending on classic computers at the moment!).
>
> Email me - my email addy is correct, I'd email you but I don't seem to
> be able to find a proper one ;)
>
> Richard
> --
> Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
> Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
> http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ (
`'::.
> Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--'
`-'\_)Morticia

Replied directly to you Richard. Possibly see you at the weekend if the
price is right ;-)
Dave.
```

540. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 21:40:07 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0401291340.9c7bf2@posting.google.com>
Source record: 17197

mikec_cbm@hotmail.com (mikec) wrote in message
news:<1121cdb3.0401282003.606b08e0@posting.google.com>...
> Hi Everyone,
>
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?
>
> Thanks,
>
> Mike

Definitely International Karate is the best. Very interesting is also
Another World and Lemmings conversion named Brundles /impressive on
XL/XE/.

stanley

541. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 22:18:37 UTC
From: mstepansky@aol.com
Message-ID: <20040129171837.04631.00001048@mb-m10.aol.com>
Source record: 17198

The coolest thing I ever own is this:

Atari Silver Jacket (1982) with blue stripe on armsides, with the silver word "Atari"; it has blue circular Atari "rainbow color" logo on my chest. It is VERY RARE as most jacket has "silver" logo. :o)

SIO2PC cable, to be able to connect Atari to the master server, the PC - so I can burn some files or favorite games to keep for years to come.

And Atari800XL to explore many possibilities, programming, games, graphics, Touch Tablet - the pivotal point which leads me to computer graphics field, which I end up getting involved into SGI (Silicon Graphics Iris) workstations now and then.

And...Atari Scuba diving tank....just kidding...

Mike
Toledo OH

542. Re: 1,000,000 Atari 2600 and 7800 video games!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 22:19:55 UTC
From: mstepansky@aol.com
Message-ID: <20040129171955.04631.00001050@mb-m10.aol.com>
Source record: 17199

and check out www.atariage.com - which has some ROMs in the list....nice sorted, well thought out listings.

if you know where to find it.... hint hint

Mike

543. Re: WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 22:21:50 UTC
From: mstepansky@aol.com
Message-ID: <20040129172150.04631.00001051@mb-m10.aol.com>
Source record: 17200

WTB: Activision HERO cartridge for XL/XE.

Pls let me know offlist.

Mike
Toledo, OH

544. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-29 23:54:00 UTC
From: mstepansky@aol.com
Message-ID: <20040129185400.04631.00001063@mb-m10.aol.com>
Source record: 17201

- The Lucasfilm games Ballblazer, Rescue on Fractalus, Koronos Rift

- Star Raiders (and II) or "Last Starfighter"

Yeah, I agree.

Now my picks for the best 3D games with "great", "most colors" graphics to the "strangest" or addictive on Atari XL/XE, not in order:

-Nadral, one of the strangest aerial maze-room adventure; it uses strange colorful, rolling-patterns; has voice synthesis (speaks German "speiler los"); and has one of the strangest reverbed spacey sound efx and ends up with lovely music.
(the only other voice synthesis game is BioDefense and PokerSAM)

- Landscape (or "Stealth"), very nice mountains at the horizon; youre riding on Stealth plane, hovering over the 3D perspective desert roads with enemies; collecting energy sources at your pace, etc.; goal is go toward the Dark Tower in the center of horizon and destroy it, assuming you have enough time.

-Mr. Robot, simple but highly creative objects (ie. trampoline, bombs, teleport, magnets, etc!) - colorful "level-based" game. I still fell in love with this one and its challenges. Cute! I made it up to "Level L" without cheats.

-Ollie's Follies, if you like Mr.Robot, then you ll like this one; it has more 3D looking objects, levels, to it. Has teleport, fans, tunnels, many nice challenges ahead!

-Cohen's Tower: if you like Ollie's Follies, but dont care of graphics, then you will like Cohen's Tower; elevator-level game with "mailing" objectives. Hard.

-ElektraGlide, UK disk version of Pole Position; very nice 3D arcade-graphics feel to it. Nice sound. I was unable to finished it because it is hard!!

- FlipFlop, a nice 3D-topsy-turvy, floor-level mazes (floor titles and ladder that is). One of my favorites next to HERO; got up to Level 14 so far.

-Flak, good graphics (shows CPU, chips) , nice smooth scrolling, but very difficult version of Xevious.

-Grud in Space, a great graphic sci-fi adventure; my only favorite graphics adv. for Atari XL (the other adv were too hard or textual-based)

-Electrician, a good challenging game where you have to fix broken electricial wiring in houses; ok graphics but good plot.

-HERO, Oil's Well are one of the few addictive games (after got tired of Pacman).

-Encounter (Battlezone-clone): uses 3D effects, especially how the bullets scale from tiny to LARGE BALL in front of you; before it kills you! No 3D glasses required!!! :o)

-AgentUSA (or it should have called "Where in the USA is AgentUSA?"); you are CIA agent, with your head tucked hideously under hat and trenchcoat; EXCELLENT educational game for kids/adults; for memory reinforcement to know your correct train schedule after you buy ticket; it keeps you going;...also...

ahem....probably the ONLY Atari games to have WTC - World Trade Center blg. in the background.

Mike
Toledo, OH

545. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 00:47:53 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <maaj109sa399pg8bsh508s73k2euuktkca@4ax.com>
Source record: 17202

On 29 Jan 2004 13:40:07 -0800, stano2000@yahoo.com (Stanley) wrote:

>Definitely International Karate is the best. Very interesting is also
>Another World and Lemmings conversion named Brundles /impressive on
>XL/XE/.

they made Another World for the 8-bits? Is this the same game I had
on the Amiga where you run away from a big bull and kick little black
snakey things? How could the atari handle that type of graphics?

kvn

546. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 02:02:07 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com>
Source record: 17204

On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:

>i have Another world for atari...
>It is a port of the other versions.. (being one of the best.. the pc i
>played long time ago)
>
>anyways...It's pretty good too :o)

Are we talking about the game created by Delphine software that was
originally for the Amiga and was ported for ST, SNES,
Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
was done on the atari 8-bits. I'd like to see the 8-bit version.

kvn

547. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 02:25:11 UTC
From: oes <oes@deja.com>
Message-ID: <bgjSb.153492$I05.2702364@twister.tampabay.rr.com>
Source record: 17205

"|<evin" <nospam@nospam.org> wrote in message
news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
>
> >i have Another world for atari...
> >It is a port of the other versions.. (being one of the best.. the pc i
> >played long time ago)
> >
> >anyways...It's pretty good too :o)
>
> Are we talking about the game created by Delphine software that was
> originally for the Amiga and was ported for ST, SNES,
> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
> was done on the atari 8-bits. I'd like to see the 8-bit version.
>

Looks like you can download a disk image of it here:

http://emul8.xlabs.sk/emulators/xl/

548. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 02:36:00 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvcc8rdgv1@news1.nivel5.cl>
Source record: 17203

```
i have Another world for atari...
It is a port of the other versions.. (being one of the best.. the pc i
played long time ago)

anyways...It's pretty good too :o)
```

"|<evin" <nospam@nospam.org> escribi&#65533; en el mensaje
news:maaj109sa399pg8bsh508s73k2euuktkca@4ax.com...
> On 29 Jan 2004 13:40:07 -0800, stano2000@yahoo.com (Stanley) wrote:
>
> >Definitely International Karate is the best. Very interesting is also
> >Another World and Lemmings conversion named Brundles /impressive on
> >XL/XE/.
>
>
> they made Another World for the 8-bits? Is this the same game I had
> on the Amiga where you run away from a big bull and kick little black
> snakey things? How could the atari handle that type of graphics?
>
>
>
>
> kvn

549. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 03:43:47 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <clkj10p5ot2d4rl89mkeuojtseqm12cmhu@4ax.com>
Source record: 17206

On Fri, 30 Jan 2004 02:25:11 GMT, "oes" <oes@deja.com> wrote:

>
>"|<evin" <nospam@nospam.org> wrote in message
>news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
>> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
>>
>> >i have Another world for atari...
>> >It is a port of the other versions.. (being one of the best.. the pc i
>> >played long time ago)
>> >
>> >anyways...It's pretty good too :o)
>>
>> Are we talking about the game created by Delphine software that was
>> originally for the Amiga and was ported for ST, SNES,
>> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
>> was done on the atari 8-bits. I'd like to see the 8-bit version.
>>
>
>
>Looks like you can download a disk image of it here:
>
>http://emul8.xlabs.sk/emulators/xl/
>

well I'll be damned. I didnt realise anyone was still making games
for 8-bit atari in 1992. I must say, although impressive for the XE,
it is the lamest version of Another world I've ever seen.

kvn

550. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 06:29:30 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <eRmSb.376$KW.21314@news.optus.net.au>
Source record: 17207

"mikec" <mikec_cbm@hotmail.com> wrote in message
news:1121cdb3.0401282003.606b08e0@posting.google.com...
> Hi Everyone,
>
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?

what about wall war? dropzone,

There is a wallwar like one that will work on a xe, has sample sound etc.

James

551. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 09:55:16 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <401a2970$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 17208

```
"|<evin" <nospam@nospam.org> wrote in message
news:clkj10p5ot2d4rl89mkeuojtseqm12cmhu@4ax.com...
> On Fri, 30 Jan 2004 02:25:11 GMT, "oes" <oes@deja.com> wrote:
>
> >
> >"|<evin" <nospam@nospam.org> wrote in message
> >news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
> >> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
> >>
> >> >i have Another world for atari...
> >> >It is a port of the other versions.. (being one of the best.. the pc i
> >> >played long time ago)
> >> >
> >> >anyways...It's pretty good too :o)
> >>
> >> Are we talking about the game created by Delphine software that was
> >> originally for the Amiga and was ported for ST, SNES,
> >> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
> >> was done on the atari 8-bits. I'd like to see the 8-bit version.
> >>
> >
> >
> >Looks like you can download a disk image of it here:
> >
> >http://emul8.xlabs.sk/emulators/xl/
> >
>
>
> well I'll be damned. I didnt realise anyone was still making games
> for 8-bit atari in 1992. I must say, although impressive for the XE,
> it is the lamest version of Another world I've ever seen.
>
>
>
>
> kvn

Yeah, where are those little worms ,its got killer beatles instead, and i
cant jump .
```

552. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 13:37:08 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040130083708.27248.00001078@mb-m11.aol.com>
Source record: 17209

Hi Steve-
I'm curious about your experience with APE:

> Oh also, I have an AMD 2800+ and WinXP and have had no issues whatsoever in terms of compatibility with the cable or Ape for Windows and my cable is at least 3 or so years old. <

Interesting. What is your PC FSB speed, and do you print with APE?

Also, do you use XP Home Edition or Professional and what release version of APE do you use?
Thanks,
Larry

553. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 14:28:26 UTC
From: mikec_cbm@hotmail.com
Message-ID: <1121cdb3.0401300628.6650da9b@posting.google.com>
Source record: 17210

Hi Everyone,

Thanks for all the replies...a very interesting list. It seems like a lot of people really like the games from LucasFilm.

As an extension to my original question, what are the games that are available for the XL/XE that are "best of breed." Games that are exclusive or designed specifically for the platform (like Star Raiders II) and takes specific advantage of the Atari hardware?

Mike

554. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 15:34:40 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <65uk10dtd67ldr6rmh5g9jstj1cb126vvs@4ax.com>
Source record: 17211

On Fri, 30 Jan 2004 09:55:16 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:

>
>Yeah, where are those little worms ,its got killer beatles instead, and i
>cant jump .
>

you noticed that too? the beginning where you climb out of the water
is pretty sketchy, I mean, if you hadn't played the game on another
system it would be impossible to figure out whats going on. Still it
is quite an achievment considering it is running on hardware that
first saw the light of day in the 1970's!!! I'm still suprised a
company like delphine was willing to put that kind of time into an
atari port. Does anyone know if this was converted from a commodore
64?

kvn

555. Re: I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:18:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AAE0D.AE74E0EE@students.uni-mainz.de>
Source record: 17212

So,
thats gonna be an april joke then... or what ?!?
-Andreas.

oes schrieb:
>
> I'm sure it will be ready on April 1st ;-)

556. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:20:47 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <401aadf8$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 17213

"|<evin" <nospam@nospam.org> wrote in message
news:65uk10dtd67ldr6rmh5g9jstj1cb126vvs@4ax.com...
> On Fri, 30 Jan 2004 09:55:16 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:
>
> >
> >Yeah, where are those little worms ,its got killer beatles instead, and i
> >cant jump .
> >
>
> you noticed that too? the beginning where you climb out of the water
> is pretty sketchy, I mean, if you hadn't played the game on another
> system it would be impossible to figure out whats going on. Still it
> is quite an achievment considering it is running on hardware that
> first saw the light of day in the 1970's!!! I'm still suprised a
> company like delphine was willing to put that kind of time into an
> atari port. Does anyone know if this was converted from a commodore
> 64?
>
>
>
>
> kvn

Do u mean converted too a c64 or converted from a c64, only i don't think
the c64 had version of it,and i dont think delphine did the conversion, i
think it was a homemade job.

Ian

557. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:27:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB02E.B934C346@students.uni-mainz.de>
Source record: 17214

Hmmm,
well here are my suggestions:
- AR City+Dungeon,
- Rescue on Fractalus
- Koronis Rift
- The Eidolon
- Ballblazer
- Henry`s House (low budget, but great graphics!)
- Mousetrap (Microvalue/tynesoft)
- BC`s Quest for tires
- Herbert (a german game with a duck)
- Wloczykij (= The wanderer, a polish Jump & Run game)
- Space Harrier (now in the making)
- Super Mario 3 (currently under development!)
- International Karate / Karate International / world karate
championships
(one and the same game, just different names...)
and many many more games...
-Andreas.

mikec schrieb:
>
> Hi Everyone,
>
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?
>
> Thanks,
>
> Mike

558. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:34:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB1AA.1E3D09B@students.uni-mainz.de>
Source record: 17215

Well,
I can send you a copy of Shrink XE and other Disk or File packers. Just
send me an e-mail... Airball is a bankswitching cart, meaning it
requires only 64k if you have it on a cart. If you have a pirate copy
(=ATR), this one cannot use the bank switching technique of a cart and
thus requires 128k RAM. Otherwise said: How do I get a 128k-4096k game
into a small 64k computer? Answer: Use an Atari and its bank-switching
cartridges, that will make it work... -Andreas.

MStepansky schrieb:
>
> "Shrink XL" for the Atari 800XL (64k) to trick the memory space into "128Kb" of
> RAM? COOL!!
>
> Reminds me of RamDoubler or Tripler for Macs.
>
> Where can I get Shrink-XL/XE?
>
> Sorry for the confusion in my earlier postings about ROI (Realm of
> Impossibility), when I said "3D maze", I do not mean by "Doom-3D perspective"
> kind.
>
> If you remember "Paper Boy" game, where it is sort of aerial type with buldings
> at angles; but not much colors in ROI.
>
> BREAKING NEWS!!
>
> In "Airball XE", it says it requires "at least 128K of ram" - when I use
> Atari800WinPlus3.1 emu. But the guy at the ebay who sold "Airball XE"
> cartridge said "...this game should work for XL as well, according to the
> Airball XE box."
>
> Hmm....conflicting memory requirements. I need to confirm if Airball XE is
> working in XL or not. I am unable to find such Airball.atr file to test out on
> emulator. Airball reminds me like SpinDizzy.
>
> Also, 'VideoBlitz' - a 3D graphics demo for XE works (if you use 128K mode,
> otherwise, it flicker 2 frames in a loop in XL mode). An good test for your XE
> emulator.
>
> 'Grud in Space' uses up about 71k of RAM...but it probably uses the main
> program (the frame loader, phrases parameters, etc) plus active graphics data
> within the XL memory space. The rest of the extra data (in 71k file) is
> probably for different graphics. It is on DiskA/B.

>
> 'Grud in Space' is a fun graphical adventure for 800XL using Graphics#8 but
> somehow it uses color nicely - where you explore and meet new aliens and
> hazards on planets. You use objects, teleportation codes, orb colors, caves
> explore, mothership rooms to find objects, etc.
>
> Good old adv. map drawing days!
>
> Mike

559. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:37:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB26B.DBC38FF1@students.uni-mainz.de>
Source record: 17216

MStepansky schrieb:
>
> - The Lucasfilm games Ballblazer, Rescue on Fractalus, Koronos Rift
>
> - Star Raiders (and II) or "Last Starfighter"
>
> Yeah, I agree.
>
> Now my picks for the best 3D games with "great", "most colors" graphics to the
> "strangest" or addictive on Atari XL/XE, not in order:
>
> -Nadral, one of the strangest aerial maze-room adventure; it uses strange
> colorful, rolling-patterns; has voice synthesis (speaks German "speiler los");
> and has one of the strangest reverbed spacey sound efx and ends up with lovely
> music.
> (the only other voice synthesis game is BioDefense and PokerSAM)
>

[snip...]

Well,
what about the voice synthesis in games like Ghostbusters, ET, Berzerk,
Whomper Stomper, Deflector, to name just a few ... ?!? -Andreas.

560. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:39:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB2E4.E9E42ABA@students.uni-mainz.de>
Source record: 17217

Well,
an unfinished version (a sort of demo) exists for the A8. Think it uses
4-color graphics (was it Gr. 15 or just gr. 7?)... Alas, the game is
unfinished and does not work well on upgraded computers (on 48k or 64k
machines it seems to work alright)... -Andreas.

"|
>
> On 29 Jan 2004 13:40:07 -0800, stano2000@yahoo.com (Stanley) wrote:
>
> >Definitely International Karate is the best. Very interesting is also
> >Another World and Lemmings conversion named Brundles /impressive on
> >XL/XE/.
>
> they made Another World for the 8-bits? Is this the same game I had
> on the Amiga where you run away from a big bull and kick little black
> snakey things? How could the atari handle that type of graphics?
>
> kvn

561. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:41:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB352.AB09C1E9@students.uni-mainz.de>
Source record: 17218

Yep,
thats the game. Available as a playable demo for the A8...
The intro screen says "Copyright 1992 Delphine software", allthough the
author of the A8 version was/is an Atarian from Poland... -Andreas.

"|
>
> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
>
> >i have Another world for atari...
> >It is a port of the other versions.. (being one of the best.. the pc i
> >played long time ago)
> >
> >anyways...It's pretty good too :o)
>
> Are we talking about the game created by Delphine software that was
> originally for the Amiga and was ported for ST, SNES,
> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
> was done on the atari 8-bits. I'd like to see the 8-bit version.
>
> kvn

562. Re: Another World (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:43:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB3DB.B9E364B0@students.uni-mainz.de>
Source record: 17219

Well,
looks like you have the same problem that I have. Think it has to do
with the RAM upgrade - or maybe it is just a bug of the unfinished
version... -Andreas.

Ian schrieb:
>
> "|<evin" <nospam@nospam.org> wrote in message
> news:clkj10p5ot2d4rl89mkeuojtseqm12cmhu@4ax.com...
> > On Fri, 30 Jan 2004 02:25:11 GMT, "oes" <oes@deja.com> wrote:
> >
> > >
> > >"|<evin" <nospam@nospam.org> wrote in message
> > >news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
> > >> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
> > >>
> > >> >i have Another world for atari...
> > >> >It is a port of the other versions.. (being one of the best.. the pc i
> > >> >played long time ago)
> > >> >
> > >> >anyways...It's pretty good too :o)
> > >>
> > >> Are we talking about the game created by Delphine software that was
> > >> originally for the Amiga and was ported for ST, SNES,
> > >> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine it
> > >> was done on the atari 8-bits. I'd like to see the 8-bit version.
> > >>
> > >
> > >
> > >Looks like you can download a disk image of it here:
> > >
> > >http://emul8.xlabs.sk/emulators/xl/
> > >
> >
> >
> > well I'll be damned. I didnt realise anyone was still making games
> > for 8-bit atari in 1992. I must say, although impressive for the XE,
> > it is the lamest version of Another world I've ever seen.
> >
> >
> >
> >
> > kvn
>

> Yeah, where are those little worms ,its got killer beatles instead, and i
> cant jump .

563. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:49:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB545.6A3C01D5@students.uni-mainz.de>
Source record: 17220

Hmmm,
maybe: Encounter (really fast), Star Raiders, Star Raiders 2, Dropzone (also very fast) and many more games. To me "Pitstop 2" is a good example for a bad conversion, it is much too slow for a F1 racing game - but maybe thats because it was converted from the slower C64... A lot of mastertronic games are also bad and mostly buggy conversions (like Universal Hero - it does not accept the given password, Colony - after a while garbage appears on the screen, etc.) looks like these mastertronic guys converted the games fast, but never tested them fully on the A8, so they still include bugs... -Andreas.

mikec schrieb:
>
> Hi Everyone,
>
> Thanks for all the replies...a very interesting list. It seems like a
> lot of people really like the games from LucasFilm.
>
> As an extension to my original question, what are the games that are
> available for the XL/XE that are "best of breed." Games that are
> exclusive or designed specifically for the platform (like Star Raiders
> II) and takes specific advantage of the Atari hardware?
>
> Mike

564. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 19:51:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401AB5C8.A836576F@students.uni-mainz.de>
Source record: 17221

Nope,
it was not Delphine software that ported it to the A8. The unfinished A8
version was done by someone from Poland in his spare time (afaik he
coded this demo in a few hours)... -Andreas.

"|
> On Fri, 30 Jan 2004 09:55:16 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:
>
> >
> >Yeah, where are those little worms ,its got killer beatles instead, and i
> >cant jump .
> >
>
> you noticed that too? the beginning where you climb out of the water
> is pretty sketchy, I mean, if you hadn't played the game on another
> system it would be impossible to figure out whats going on. Still it
> is quite an achievment considering it is running on hardware that
> first saw the light of day in the 1970's!!! I'm still suprised a
> company like delphine was willing to put that kind of time into an
> atari port. Does anyone know if this was converted from a commodore
> 64?
>
> kvn

565. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-30 22:18:18 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <2tll101e4qdaonhtqav6pnei3rfnh1dpdg@4ax.com>
Source record: 17222

On Fri, 30 Jan 2004 20:51:36 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Nope,
>it was not Delphine software that ported it to the A8. The unfinished A8
>version was done by someone from Poland in his spare time (afaik he
>coded this demo in a few hours)... -Andreas.
>

so it's a demo? It said delphine software so I assumed it was
official. Is the game complete? I cant get it to run properly on my
emulator and until I buy one of those SIO2PC things, my 130xe is
dormant. The best I can do is get to the little beetle things that
are slug/snakes in the real version, but I can't get my guy to jump
over them. Whoever did it in his spare time did a good job, he
deserves a medal.

kvn

566. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 01:45:15 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvetll$1sf$1@news1.nivel5.cl>
Source record: 17223

```
yeah..
Someone knows how to pass that screen with the password on univ. hero ???
I never did... and i'm still trying :o)
```

"Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
mensaje news:401AB545.6A3C01D5@students.uni-mainz.de...
> Hmmm,
> maybe: Encounter (really fast), Star Raiders, Star Raiders 2, Dropzone
> (also very fast) and many more games. To me "Pitstop 2" is a good
> example for a bad conversion, it is much too slow for a F1 racing game -
> but maybe thats because it was converted from the slower C64... A lot
> of mastertronic games are also bad and mostly buggy conversions (like
> Universal Hero - it does not accept the given password, Colony - after a
> while garbage appears on the screen, etc.) looks like these mastertronic
> guys converted the games fast, but never tested them fully on the A8, so
> they still include bugs... -Andreas.
>
>
>
> mikec schrieb:
> >
> > Hi Everyone,
> >
> > Thanks for all the replies...a very interesting list. It seems like a
> > lot of people really like the games from LucasFilm.
> >
> > As an extension to my original question, what are the games that are
> > available for the XL/XE that are "best of breed." Games that are
> > exclusive or designed specifically for the platform (like Star Raiders
> > II) and takes specific advantage of the Atari hardware?
> >
> > Mike

567. Re: Another World (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 01:45:58 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvetmt$1so$1@news1.nivel5.cl>
Source record: 17224

```
It seems pretty unfinished...
after scaping the beast, you cant do anything...
It seems the game is just a demo of 6 screens (or 7.. didn't count :o)
```

"Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
mensaje news:401AB3DB.B9E364B0@students.uni-mainz.de...
> Well,
> looks like you have the same problem that I have. Think it has to do
> with the RAM upgrade - or maybe it is just a bug of the unfinished
> version... -Andreas.
>
>
>
> Ian schrieb:
> >
> > "|<evin" <nospam@nospam.org> wrote in message
> > news:clkj10p5ot2d4rl89mkeuojtseqm12cmhu@4ax.com...
> > > On Fri, 30 Jan 2004 02:25:11 GMT, "oes" <oes@deja.com> wrote:
> > >
> > > >
> > > > >"|<evin" <nospam@nospam.org> wrote in message
> > > >news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
> > > > >> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
> > > > >>
> > > > >> >i have Another world for atari...
> > > > >> >It is a port of the other versions.. (being one of the best.. the
pc i
> > > > >> >played long time ago)
> > > > >> >
> > > > >> >anyways...It's pretty good too :o)
> > > > >>
> > > > >> Are we talking about the game created by Delphine software that was
> > > > >> originally for the Amiga and was ported for ST, SNES,
> > > > >> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine
it
> > > > >> was done on the atari 8-bits. I'd like to see the 8-bit version.
> > > > >>
> > > > >
> > > > >
> > > > >Looks like you can download a disk image of it here:
> > > > >
> > > > >http://emul8.xlabs.sk/emulators/xl/
> > > > >

> > >
> > >
> > > well I'll be damned. I didnt realise anyone was still making games
> > > for 8-bit atari in 1992. I must say, although impressive for the XE,
> > > it is the lamest version of Another world I've ever seen.
> > >
> > >
> > >
> > >
> > > kvn
> >
> > Yeah, where are those little worms ,its got killer beatles instead, and
i
> > cant jump .

568. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 01:46:45 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvetoc$1t6$1@news1.nivel5.cl>
Source record: 17225

```
So What....
I ported Half-Life Counter Strike.
I use my 130 XE as a server.

I think it's AFD
```

"Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi� en el
mensaje news:401AAE0D.AE74E0EE@students.uni-mainz.de...
> So,
> thats gonna be an april joke then... or what ?!?
> -Andreas.
>
>
> oes schrieb:
> >
> > I'm sure it will be ready on April 1st ;-)

569. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 02:45:24 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401b1277.2649750@news.charter.net>
Source record: 17226

You are not only rude, but apparently not very comprehending. Perhaps
you are on edge because the truth might have hit a little too close
for your comfort. My view has been clear and consistent. Basically
it's that Bens (or other similar) ads usually do not interest me, but
I do not mind them being here. They are easy to skip past. Rather
than live and let live, you have to raise a fuss. I also stated that
I don't much care for that, but it's not that big of a deal either.
Even so, I am free to publicly comment and criticize the fuss you
make. Now that you get a taste of your own ugliness it is very
evident that you don't much like it. Why not see the elegant lesson
in all of this and stop casting stones if you do not like them cast at
you. As long as people such as yourself have to make a fuss, I will
criticize it when I feel like it, ignore it when I don't, and kill
file them when it becomes obvious there is no hope of civility and
tolerance.

So hey there chief... have a nice life at master control.

On Thu, 29 Jan 2004 16:32:54 GMT, "SteveV4V" <stevev4v1@comcast.net>
wrote:

>On the other hand, your "blather" has some merit? Right? It's interesting to
>me that you stand by Ben's right to post whatever he wants but have the
>unmitigated gall to blast anybody that has a dissenting viewpoint? Even your
>little witless diatribe has some value in the context of free speech. If you
>would practice what you preach then you would have updated your
>filters/killfill silently, without the need for your grand speech... but you
>felt your opinion was worthy of public consumption... well, I have news for
>you... so do other people.
>
>I have really nothing against Ben's ads (as long as they are done in
>moderation) but I do support people's right to have a dissenting view...
>your own attempt to "force, persuade, ridicule or shame others into"
>assuming your point of view by publicly asserting that they do not conform
>to your grade-school level psychology diagnosis is certainly contradictory
>to your own stated principles.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

570. Re: SIO2PC and 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 03:22:04 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401c187b.4190000@news.charter.net>
Source record: 17227

Likewise I went with the same set up (both cables and the Windows version of APE and Prosystem). I pretty much agree with most of SteveV4Vs sentiments. I would like to say also that I have trouble sometimes getting two 1050s to be recognized at the same time. It is hit and miss. Attaching just one drive works every time. Mostly I wanted to turn my disks into image files. Man does that Procable and software work well for that! On the other hand, I did try the APE system once and it didn't work for me. I fiddled with it a little but didn't bother to ask Steve (of Atarimax) or go to any great effort to make it work. So please understand I didn't ask for any help. I did ask him for help with the Prosystem and Steve at Atarimax was fairly accessible. Anyway APE was a side interest for me with possibly a future use. Making images was my main goal and it is working out well for that. Since my HDD are all in NTFS, DOS is out of the question without setting up (yet another) PC just for it.

Perhaps if the manual were updated for the Windows version I might have an easier (quicker) time of it getting APE to work.

On Thu, 29 Jan 2004 17:38:43 GMT, "SteveV4V" <stevev4v1@comcast.net> wrote:

>I have an SIO2PC cable and a 1050 pro cable. I registered Ape for Windows
>and it is an excellent program and Steve does support it with regular
>updates. Steve's stuff is a bit on the expensive side... BUT it is always
>excellent quality and works as described. My only major gripe is that the
>documentation for Ape for Windows User Manual has "been in production" on
>the website for years. (http://www.atarimax.com/) so I don't feel I have
>been able to use the software to it's fullest. Since I personally cannot
>stand DOS programs, I decided to pay the $50 registration fee and be done
>with it. I can honestly say that I have gotten more use out of this $50
>purchase than most $50 games I have purchased over the past few years. Also,
>you get more than a disk drive... you get an Internet modem device (although
>I don't know how to use it) and a virtual printer interface, among other
>things.
>
>Oh also, I have an AMD 2800+ and WinXP and have had no issues whatsoever in
>terms of compatibility with the cable or Ape for Windows and my cable is at
>least 3 or so years old.
>
>Cheers.
>Steve
>
>"remove dot" <j131@op.dot.pl> wrote in message
>news:bvaih5afb1@korweta.task.gda.pl...

>> In article <7gbg10pu1m84naa8kubbca24426o4s72n7@4ax.com>, "|<evin"
><nospam@nospam.org> wrote:
>> >On 28 Jan 2004 20:27:55 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>> >
>> >>But to temper my enthusiam just a bit, these interfaces can be a little
>> > tricky.
>> >> My experience is that if you have a really fast PC and/or use Win XP,
>you may
>> >>have a few "bumps in the road" before you get things working properly.
>> >
>> >I was thinking of piecing together a pc with old parts I have laying
>> >around, something that I would just use with the atari. I even have
>> >an old matrox millienium card with VIDEO-IN, so I can I use an old pc
>> >monitor with the atari just by plugging my atari monitor cable into
>> >it... can I just download every atari game in ATR format? DO I need
>> >to do anything else to them to get to work? This sounds pretty cool.
>> >
>>
>> Your assumptions are quite correct.
>> All you will need for your PC is either APE or SIO2PC or linux SIO driver
>or
>> Atari810 (there are also other programs) - depending on your OS.
>>
>> APE is probably the best but requires registration for full functionality.
>> SIO2PC is uncrippled shareware and other programs are free.
>>
>> Yes - you can download just about every Atari game in ATR format.
>> No, you dont need to do anything to those files - just load them up in PC
>> software - they would look just like floppies for your Atari.
>>
>> Greetings,
>>
>> j131
>>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

571. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 05:30:20 UTC
From: Bill K <renegade_inode@dev.null>
Message-ID: <M3HSb.7101$Jf2.2261@fe1.columbus.rr.com>
Source record: 17228

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bvetoc$1t6$1@news1.nivel5.cl...
> So What....
> I ported Half-Life Counter Strike.
> I use my 130 XE as a server.
>
>

Yeah, I know how it is.. I ported OpenGL to the Atari 400 and then slammed
Unreal 2003 onto it, but I had so much time on the 6502 left between frames
so I wrote a tcp stack with a web server into it with a cgi driver to
control my coffee pot.

t. servo
--

This is Linux Country.. if you listen carefully you can hear windoze boxes
crashing in the distance...

572. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 05:59:24 UTC
From: "Jack H. Lee" <eplicon@_NO_earthlink_SPAM_.net>
Message-ID: <0vHSb.3562$jH6.3556@newsread1.news.atl.earthlink.net>
Source record: 17229

Unless the .ATR image thing is different from the actual product, you're
supposed to squash those critters. Hold the button while you have the
joystick in the down position.

I find the game rather difficult to play, like so many other non-U.S. Atari
computer games. :)

On 30 Jan 2004, |<evin etched in stone for future generations:

>On Fri, 30 Jan 2004 20:51:36 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
>>Nope,
>>it was not Delphine software that ported it to the A8. The unfinished A8
>>version was done by someone from Poland in his spare time (afaik he
>>coded this demo in a few hours)... -Andreas.
>>
>
> so it's a demo? It said delphine software so I assumed it was
> official. Is the game complete? I cant get it to run properly on my
> emulator and until I buy one of those SIO2PC things, my 130xe is
> dormant. The best I can do is get to the little beetle things that
> are slug/snakes in the real version, but I can't get my guy to jump
> over them. Whoever did it in his spare time did a good job, he
> deserves a medal.
>
>
>
> kvn
>

573. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 08:11:40 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <2kom10tlnncg4opcm1v4biq3opnoe2espe@4ax.com>
Source record: 17230

On Sat, 31 Jan 2004 05:59:24 GMT, "Jack H. Lee"
<eplicon@_NO_earthlink_SPAM_.net> wrote:

>Unless the .ATR image thing is different from the actual product, you're
>supposed to squash those critters. Hold the button while you have the
>joystick in the down position.
>
>I find the game rather difficult to play, like so many other non-U.S. Atari
>computer games. :)

I was using an emulator called Atari 800+ but today I downloaded
xformer 2000 and it seems to work much better. I'll need to give it a
try with that. Speaking of hard to control. I decided to snatch up
some old games I played on my 130xe like Zybex which I completed about
14 years ago but I cant play for more than 2 minutes now. It's funny,
but most of the games seem alot better when you remember them then
when you actually sit down and play them.

I hate the stupid keyboard joystick too. What can you do?

kvn

kvn

574. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 08:27:44 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <IBJSb.294$3f3.53393@stones.force9.net>
Source record: 17231

Hi,

The game had a bug that prevent you getting passed this point.
(see http://www.atariage.com/forums/viewtopic.php?t=23848)

I've uploaded a patched version to:
http://www.mkeates.force9.co.uk/uh_good.atr

Enjoy,

Mark

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bvetll$1sf$1@news1.nivel5.cl...
> yeah..
> Someone knows how to pass that screen with the password on univ. hero ???
> I never did... and i'm still trying :o)
>

575. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 09:08:11 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <VfKSb.7143$zm5.4340@nntpserver.swip.net>
Source record: 17232

"mikec" <mikec_cbm@hotmail.com> skrev i meddelandet
news:1121cdb3.0401282003.606b08e0@posting.google.com...
> Hi Everyone,
>
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?

Lucasfilm games like "Koroni's Rift" feature graphics that probably cannot be done on any other 8-bit computer from the 1976-1984 era. Although the pixels are a bit blocky, the number of colours used make up for that.

A game that is less Atari specific but still good, is "Karateka" by, I think, Datasoft.

Among adventure games with graphics, "The Institute" has spectacular artwork, particularly the on-screen appearance of famous, or infamous, human characters is excellent.

Some games have graphics that are not so impressive if one looks at screen shots, still these games offer very atmospheric graphics when in action. One example I can think of is "Maxwell Manor" by Avalon Hill. Another example is "Master of the Lamps" by Activision. In Atari's "Pole Position", the strength is not in details, but in the fine tuned overall graphics impression.

Some tiny games are special. "Alien Ambush", very simplistic, looks "cool" in action.

Anders

576. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 13:00:13 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <xFNSb.381$KW.22619@news.optus.net.au>
Source record: 17233

> As an extension to my original question, what are the games that are
> available for the XL/XE that are "best of breed." Games that are
> exclusive or designed specifically for the platform (like Star Raiders
> II) and takes specific advantage of the Atari hardware?

MEGABLAST!!!!!!...

James

577. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 13:35:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040131083515.20606.00000682@mb-m21.aol.com>
Source record: 17234

> i think you have the composite video and luminance.. composite playing the part of chroma.. <

I've never tried this, but it might be very useful for many folks with 800 XL's.

But is there a potential problem with with signal overload? Or perhaps the S-video receiving device is filtered to only receive the chroma portion of the signal as part of whatever "noise" cancellation it provides?
Larry

578. Re: who knows how well this thing works?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 14:34:01 UTC
From: oes <oes@deja.com>
Message-ID: <t1PSb.183128$I05.2877558@twister.tampabay.rr.com>
Source record: 17235

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:bve1kq$3kn$1@reader10.wxs.nl...
> http://www.atariage.com/store/product_info.php?products_id=130
>
> Is there anyone here with some experience with this piece of technology?
>
> Marius
>

I don't think too many people have tried this out but here's some
information about the cart when it was released:

http://www.atariage.com/forums/viewtopic.php?t=17852&highlight=sunmark+real+cartridge

579. atari inside bbs online

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 14:59:20 UTC
From: Marius & Hester Diepenhorst <grover25@zonnet.nl>
Message-ID: <bvgg8f$231$1@reader08.wxs.nl>
Source record: 17236

If you want to check the bbs... give it a try.

The bbs can only accept one connection at a time, so if someone is online (or when I'm testing) it is not reachable. In the future it might be a 2 line bbs, but that's not sure.

Some screens has to be translated

Some info is not update (the bbs says it's only online between 0:00-08:00 cet... but that's not true... the board is reachable 24h/7days a week now)

just give it a try. It's free.

telnet://213.10.217.144:8888

There are bugs (in time, and the download is not working grrrrr... but i'm working on it)

Greetz,
Marius

580. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 16:35:17 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvghqafdu1@news1.nivel5.cl>
Source record: 17237

```
Connect an atari joystick to the parallel port xD
```

"|<evin" <nospam@nospam.org> escribi&#65533; en el mensaje
news:2kom10tlnncg4opcm1v4biq3opnoe2espe@4ax.com...
> On Sat, 31 Jan 2004 05:59:24 GMT, "Jack H. Lee"
> <eplicon@_NO_earthlink_SPAM_.net> wrote:
>
> >Unless the .ATR image thing is different from the actual product, you're
> >supposed to squash those critters. Hold the button while you have the
> >joystick in the down position.
> >
> >I find the game rather difficult to play, like so many other non-U.S.
Atari
> >computer games. :)
>
> I was using an emulator called Atari 800+ but today I downloaded
> xformer 2000 and it seems to work much better. I'll need to give it a
> try with that. Speaking of hard to control. I decided to snatch up
> some old games I played on my 130xe like Zybex which I completed about
> 14 years ago but I cant play for more than 2 minutes now. It's funny,
> but most of the games seem alot better when you remember them then
> when you actually sit down and play them.
>
> I hate the stupid keyboard joystick too. What can you do?
>
>
>
>
> kvn
>
>
>
>
> kvn

581. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 16:36:12 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvghs1fec1@news1.nivel5.cl>
Source record: 17238

Thanks a lot :o)

"Mark Keates" <news@mkeates.force9.co.uk.removeme> escribi&#65533; en el mensaje
news:lBJSb.294$3f3.53393@stones.force9.net...
> Hi,
>
> The game had a bug that prevent you getting passed this point.
> (see http://www.atariage.com/forums/viewtopic.php?t=23848)
>
> I've uploaded a patched version to:
> http://www.mkeates.force9.co.uk/uh_good.atr
>
> Enjoy,
>
> Mark
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bvetll$1sf$1@news1.nivel5.cl...
> > yeah..
> > Someone knows how to pass that screen with the password on univ. hero
???
> > I never did... and i'm still trying :o)
> >
>
>

582. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 18:27:48 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401bf319.1190906@news.charter.net>
Source record: 17239

Xformer is probably the fastest emulation but far from the best. I
suggest AtariWinPlus or Atari++ emulators.

On Sat, 31 Jan 2004 03:11:40 -0500, "|<evin" <nospam@nospam.org>
wrote:

>I was using an emulator called Atari 800+ but today I downloaded
>xformer 2000 and it seems to work much better.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

583. Atari 800 XL complete 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 19:16:14 UTC
From: blackdog <sniperbait@comcast.net>
Message-ID: <sPudnT8mLM2bYobd4p2dnA@comcast.com>
Source record: 17240

I am trying to clean house and I believe it is time to let go of my Atari 800XL. it has 2 disk drives, a tape drive and printer. I have a few Ultima games and many other programs to go with it. I bought it in 1983 while in the army stationed in Germany so it does have the 220 and 110 power supply for some of the hardware. I am thinking of the salvation army but thought I would check here before I do.

--
Jimi g.

“It wasn’t a miracle, it was Infantry”
Omaha beach survivor 1998

See my home page at:
http://mywebpages.comcast.net/sniperbait/index.html

"One Nation Under God"

584. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 19:53:37 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <cq1o10likuqm3b9i4oq7frr6872qcbc1hj@4ax.com>
Source record: 17241

On Sat, 31 Jan 2004 18:27:48 GMT, foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote:

>Xformer is probably the fastest emulation but far from the best. I >suggest AtariWinPlus or Atari++ emulators.

I like it better than Atari800win 2.6c, which is what I was using before. Is there an emulator that lets you decide which keys are which? I want to redefine the joystick keys. I dont mind the way xfoprmer sets up them up, but I want the fire button to be in a more convienent place.

kvn

585. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-01-31 23:26:18 UTC
From: rewoolley <rewoolleynospam@alamedanet.net>
Message-ID: <401c3fbb$0$32586$2c56edd9@news.cablerocket.com>
Source record: 17242

I have found that Composite always works as a Chroma source. The circuitry has to "find" the color burst in the sync field where there is no Luminance anyway. So, this never seems to be a problem. In fact, this is why the s-video looks so good - the Luminance signal in a Composite output has to be filtered to eliminate anything above 3.5 mhz or so. The s-video Luminance can go out to whatever it wants (6-10mhz). On a s-video television, you should put a 75 ohm resistor on the Luminance (to ground) because the Luminance may overload its input. The Chroma is usually OK since we only look at the phase of the signal, not its amplitude, although it is a little "noisy".

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040131083515.20606.00000682@mb-m21.aol.com...
> > i think you have the composite video and luminance.. composite playing
the
> part of chroma.. <
>
> I've never tried this, but it might be very useful for many folks with 800
> XL's.
>
> But is there a potential problem with with signal overload? Or perhaps
the
> S-video receiving device is filtered to only receive the chroma portion of
the
> signal as part of whatever "noise" cancellation it provides?
> Larry

586. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 01:11:50 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <XmYSb.14905$JL4.121523@newsfep4-glfd.server.ntli.net>
Source record: 17243

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:401AB02E.B934C346@students.uni-mainz.de...
> - Wloczykij (= The wanderer, a polish Jump & Run game)

That's a port, the graphics are all pulled from Creatures and one of the
Dizzy games on the C64...

```
-- _______________________________ _________________________________
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /\_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / / /\
/_____________________________/ /_____/_____/_____/__/__/__/_____/ /
\_____________________________\/\_____\_____\_____\__\__\__\_____\/TMR
```

587. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 01:51:33 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <jpmo10hqlb5jgmjmleb36k60tbtk0j3m9j@4ax.com>
Source record: 17244

On Sun, 1 Feb 2004 01:07:27 +0100, "Marius & Hester Diepenhorst"
<grover25@zonnet.nl> wrote:

>telnet://213.10.217.144:8888

I tried your bbs. It said I made a 19.2 connection. I started to
enter some personal information and when I reached the phone number
part it stopped. Too bad I cant get this telnet client to connect in
ATASCII.

kvn

588. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 03:09:11 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <q5_Sb.69184$U%5.387847@attbi_s03>
Source record: 17245

Just as an FYI... I hooked up the composite output of my XEP80 80-column box through a Pelican S-Video-to-VGA converter ($50 at Best Buy) using an RCA-SVideo adapter and it too looks really good. The main output of the 800xl to VGA also looks good... it could be better but is a big improvement over the standard composite output.

"rewoolley" <rewoolleynospam@alamedanet.net> wrote in message news:401c3fbb$0$32586$2c56edd9@news.cablerocket.com...
> I have found that Composite always works as a Chroma source. The circuitry
> has to "find" the color burst in the sync field where there is no Luminance
> anyway. So, this never seems to be a problem. In fact, this is why the
> s-video looks so good - the Luminance signal in a Composite output has to be
> filtered to eliminate anything above 3.5 mhz or so. The s-video Luminance
> can go out to whatever it wants (6-10mhz). On a s-video television, you
> should put a 75 ohm resistor on the Luminance (to ground) because the
> Luminance may overload its input. The Chroma is usually OK since we only
> look at the phase of the signal, not its amplitude, although it is a little
> "noisy".
>
> Bob
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20040131083515.20606.00000682@mb-m21.aol.com...
> > > i think you have the composite video and luminance.. composite playing
> the
> > > part of chroma.. <
> > >
> > > I've never tried this, but it might be very useful for many folks with 800
> > > XL's.
> > >
> > > But is there a potential problem with with signal overload? Or perhaps
> the
> > > S-video receiving device is filtered to only receive the chroma portion of
> the
> > > signal as part of whatever "noise" cancellation it provides?
> > > Larry
> >
> >

589. Re: Atari 800 XL complete 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 03:32:41 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0401311932.362e65e8@posting.google.com>
Source record: 17246

"blackdog" <sniperbait@comcast.net> wrote in message
news:<sPudnT8mLM2bYobd4p2dnA@comcast.com>...
> I am trying to clean house and I believe it is time to let go of my
> Atari 800XL. it has 2 disk drives, a tape drive and printer. I have a
> few Ultima games and many other programs to go with it. I bought it in
> 1983 while in the army stationed in Germany so it does have the 220 and
> 110 power supply for some of the hardware. I am thinking of the
> salvation army but thought I would check here before I do.
>
> --
> Jimi g.
>
> It wasn t a miracle, it was Infantry
> Omaha beach survivor 1998
>
> See my home page at:
> http://mywebpages.comcast.net/sniperbait/index.html
>
> "One Nation Under God"
> --

How much do you want for the Atari setup?

Great web page... and where were you at in FRG? I left Coleman
Barracks on Dec 30, 82 (no Christmas drop for me! but I'm lucky that
way!!)

Rick

590. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 04:29:21 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <Bg%Sb.195323$I06.2156813@attbi_s01>
Source record: 17147

> You are not only rude, but apparently not very comprehending.

I think you should go back and reread past posts before you continue to make a complete ass out of yourself. I am rude when dealing with ignorant fools and I comprehend just fine.

> Perhaps you are on edge because the truth might have hit a little too close
> for your comfort.

LOL, well professor... you are completely and utterly incorrect. I do have to say that your grade-school level psychology diagnosis is rather embarrassing for you. You are simply making an absurd suggestion then basing an entire argument around it. You don't know me well enough (or at all for that matter) to make any judgements like that, you are not even informed enough to understand that I have no problem with Ben Smith or his ads nor do I have any problem with Steve Sweet's opinion. I do have a problem with trolls like yourself attacking people that have a valid argument about something going on in this group.

>My view has been clear and consistent. Basically
> it's that Bens (or other similar) ads usually do not interest me, but
> I do not mind them being here. They are easy to skip past.

Clear and consistant by whose standards? I do not mind Ben Smith's ads being here either and if you came into this argument informed then you would already know that. So already your "clear and consistant" view is also devoid of the basic facts.

>Rather than live and let live, you have to raise a fuss. I also stated that
> I don't much care for that, but it's not that big of a deal either.

Again, you are speaking from a position of complete and total ignorance. My fight has been with the trolls (which now includes you) that try to belittle those that do have an opinion against Ben Smith. I am not complaining about Ben's ads, I don't care about Ben's ads. For your information troll, I am SteveV4V, Steve Sweet is the guy complaining about Ben's ads. You may want to actually find out what is going on before making accusations that are not true.

> Even so, I am free to publicly comment and criticize the fuss you
> make. Now that you get a taste of your own ugliness it is very
> evident that you don't much like it.

Ugliness? huh.. so anytime somebody has a different opinion than you.. that is considered ugliness? I consider that free speech. You have tried to

belittle people with a differing opinion than your own... I would call that ugliness.. but again, being the hippocrit that you are I suppose that when you do it, that is just teaching people a good lesson.

>Why not see the elegant lesson
> in all of this and stop casting stones if you do not like them cast at
> you. As long as people such as yourself have to make a fuss, I will
> criticize it when I feel like it, ignore it when I don't, and kill
> file them when it becomes obvious there is no hope of civility and
> tolerance.

Civility and Tolernace... interesting...

Oh, I stand corrrected... you are just trying to teach people an "elegant lesson", not a good lesson. LOL. I am almost insulted not by what you write but by the fact that you write what you do out of ignorance of the facts. You were the one that went out of their way to enlighten us with your opinion so the at the very least you could have the proper manners to ensure that those you accuse are guilty of the infraction you accuse them of. To catch you up on the facts since you obviously have not bothered to read the whole thread: Ben posts his ad, Steve Sweet complains, the usual suspects personally attacks Steve Sweet for having a negative opinion of Ben. I then tried to diffuse the situation politely then the trolls attacked me... apparently their backs were already up in the air.

Now keep in mind that Steve Sweet did not attack these people, they felt compelled to attack him because they don't agree with him which is pretty much just exactly what you have done. I will say this once again as it appears that you are slow to comprehend... People like you who claim to be tolerant are actually only tolerant when you share that same opinion. You may be tolerant of Ben's behavior but you are intolerant about those that have an opposing position. How you can attack and accuse people you don't know of having psychological problems and then try to convince people that you are tolerant and civil is utterly ridiculous. The only person in here making this so-called "fuss" is you and a few other known quantities.

Now, to educate you a bit... here is my first posts on this topic and the unwarranted foul language that was posted in reply. I posted a reply to the person that goes by the name Roy G Biv. Now notice, the first post I made in this thread was simply "Three posts in a row?" which was meant to imply to Roy G Biv in a nice way that he was out of control. He then went on the attack, resulting to foul language then went on to berate others for using foul language and exhibiting bad behavior (apparently oblivious to his own).. not me, I didn't use any foul language or raise any kind of a "fuss", I just tried to politely put and end to it. Anyway, at this point I am glad that I was able to identify some mental midgets that troll around in here that I was not aware of before. Your posts have also enlightened me in this regard.

Read on... witness my extreme psychological problems at work professor:

On Mon, 26 Jan 2004 at 01:40:50 GMT, "SteveV4V" scribbled:
->Three posts in a row?

And his reply was:

"And your point is? (I know; don't tell me: only anti-Ben post-
ers are allowed to post here. Yeah, yeah, we've heard it over and
over. Give it a rest!)

Fact is those were three replies to three different postings.
So what? (Or as Americans are wont to say, "So *#%!@&-ing what?")"

Did I use any profanity in my post? Or anything remotely deserving of foul
language? Nope. I went on to write:

->I doubt any of this complaining/defending is going to change any-
->body's mind... really.

Here I was trying to help diffuse the situation and of course was the victim
of one of this person's rants...

"Thanks for throwing the softball! I really appreciate that! Now
I'm gonna swat that one outta the park! Your implication, of course,
is that everybody should just put up with the antics of the anti-Ben
crowd, with their intemperate language, personality attacks, and
overall bad conduct. You appear to be implying that the defenders of
Netiquette and good behavior and the right for some ads to appear on
this forum should keep quiet about the havoc caused by "the other
side" (to use Dean Rusk's memorable phrase) because otherwise there
might be -- oh, horrors, this is just too awful! -- a bit of contro-
versy hereabouts. Well, I got bad news for ya. There ALREADY IS a
bit of controversy here.

You're right on one count: opinions won't change. But it's
wrong to think that the rest of us should just keep mum while the
disrupters and juvenile delinquents wreak havoc. To the contrary,
a clear message needs to be sent to the crybabies that their bad
language and temper tantrums aren't appreciated here. They should
shut up or else we're gonna tell their mommies to take their com-
puters away from them. Then maybe we can go back to 8-bit techni-
cal talk."
---

591. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 07:23:26 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401da891.34176765@news.charter.net>
Source record: 17148

Ahhh yes the Atari800Win 2.6 lets you redefine the keys. So does the much newer 3.x series of it. I'm pretty sure Atari++ does too. Pray tell what on earth do you like better about Xformer over the other two mentioned? Xformer compatability leaves a ton to be desired by comparison. As far as speed, todays hardware runs the "slower" emulators just great. Check out the documentation. You might find some cool features that Xformer only dreams of!

On Sat, 31 Jan 2004 14:53:37 -0500, "|<evin" <nospam@nospam.org> wrote:

>On Sat, 31 Jan 2004 18:27:48 GMT, foolspicedham_melbo_jon@hotmail.com
>(SgtSilicon) wrote:
>
>>Xformer is probably the fastest emulation but far from the best. I
>>suggest AtariWinPlus or Atari++ emulators.
>
>I like it better than Atari800win 2.6c, which is what I was using
>before. Is there an emulator that lets you decide which keys are
>which? I want to redefine the joystick keys. I dont mind the way
>xfoprmer sets up them up, but I want the fire button to be in a more
>convienent place.
>
>
>
>
>
>kvn

** To email a reply, please remove everything up to and including the underscore in my email reply header.

592. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 08:44:19 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1075625008@rtfm.mit.edu>
Source record: 17149
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

593. Re: who knows how well this thing works?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 12:52:35 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <93tp10peo5av83ea4rq2u3h3brsh9lqqqd@4ax.com>
Source record: 17150

On Fri, 30 Jan 2004 17:41:24 +0100, "Marius & Hester Diepenhorst"
<grover25@zonnet.nl> wrote:

>http://www.atariage.com/store/product_info.php?products_id=130
>
>Is there anyone here with some experience with this piece of technology?

No, I can't speak to using a RealTime cartridge personally, but I can
tell you that I am very happy with previous cartridges I purchased
from Sunmark. I purchased InstaDOS and MultiGames 02.

RealTime looks to me like it would have limited use to someone who
doesn't use SpartaDOS. It does the time/date-stamping of files in
SpartaDOS. And then you can evidently read the time from your own
programs, but this feature is only going to work for those who have a
RealTime cartridge. If the cartridge supported BeweDOS I might get it,
or maybe if the wizards of Sunmark crammed in some Atari BASIC
extensions like autoline renumbering, or maybe if the cartridge also
offered memory expansion (is that possible?) then I would get one.

But I will say that the quality of Sunmark products is very high in my
experience.

594. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 13:20:41 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <ffup101peoub5210oe7jbbemp9h8pc42pm@4ax.com>
Source record: 17151

On Fri, 30 Jan 2004 20:51:36 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Nope,
>it was not Delphine software that ported it to the A8. The unfinished A8
>version was done by someone from Poland in his spare time (afaik he
>coded this demo in a few hours)... -Andreas.

There was a whole period of advanced Atari 8bit programming that I
like to call "the Polish Renaissance" that occured after most 8bitters
in North America stop using their machines, I think like from 1988 to
1995 or so. It is amazing the quality of the stuff that came out,
whether it was Another World or the port of Barbarian or SOS Saturn or
whatever.

595. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 13:48:17 UTC
From: 8-Bit <yeah@sure.iam>
Message-ID: <1s0q10hocoa4t5r6idf49j4e42nsqb6kut@4ax.com>
Source record: 17152

Worked fine when I connected . 19.2 was a little slow, but what can
you expect from a 130XE that I am guessing is running over serial thru
the PC?

On Sat, 31 Jan 2004 20:51:33 -0500, "|<evin" <nospam@nospam.org>
wrote:

>On Sun, 1 Feb 2004 01:07:27 +0100, "Marius & Hester Diepenhorst"
><grover25@zonnet.nl> wrote:
>
>>telnet://213.10.217.144:8888
>
>I tried your bbs. It said I made a 19.2 connection. I started to
>enter some personal information and when I reached the phone number
>part it stopped. Too bad I cant get this telnet client to connect in
>ATASCII.
>
>
>
>
>kvn

596. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 14:09:16 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040201090916.22874.00001304@mb-m04.aol.com>
Source record: 17153

> Just as an FYI... I hooked up the composite output of my XEP80 80-column box
through a Pelican S-Video-to-VGA converter ($50 at Best Buy) using an
RCA-SVideo adapter and it too looks really good. <

What type of display device are you using -- CRT or LCD panel?

597. Re: s-video & 800xl WORKS for me but why?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 14:14:08 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040201091408.22874.00001305@mb-m04.aol.com>
Source record: 17154

> I have found that Composite always works as a Chroma source... <

Thanks, Bob. That should be good news for folks that have unmodified XL's.
Larry

598. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-01 21:44:50 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <9lsq101v0qq65ts5mifanjpgbdhpiaspsg@4ax.com>
Source record: 17155

On Sun, 01 Feb 2004 08:20:41 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

>There was a whole period of advanced Atari 8bit programming that I
>like to call "the Polish Renaissance" that occured after most 8bitters
>in North America stop using their machines, I think like from 1988 to
>1995 or so. It is amazing the quality of the stuff that came out,
>whether it was Another World or the port of Barbarian or SOS Saturn or
>whatever.

Very interesting. I thought I was one of the last hold outs on the
8-bit. I was still using one in 90/91 when I switched to the Amiga.
One cool thing about the amiga was you could switch into "pal" mode
via software, but on the atari it required some hardware hacks, so
most of the euro software was unusable on the 8bits.

I would love to check some of this other software out.

kvn

599. Bravo Sierra's ads (was: blah-blah....)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 00:26:23 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0402011917160.84@shell1>
Source record: 17156

```
On Mon, 26 Jan 2004 at 23:36:32 +0000 (UTC), "Steve Sweet"
scribbled:
->... yet they happily accept Ben-Spam. Hypocrites??

No, because Ben's ads aren't spam.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

600. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 00:51:45 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0402011929110.84@shell1>
Source record: 17157

On Tue, 27 Jan 2004 at 06:59:08 GMT, "SteveV4V" scribbled:
->R-E-L-A-X.

Glad to. It appears the people on -this- side of the issue may
now be making more noise than those on "the other side" (derivation
of that phrase was in my earlier post), as well as starting to
argue with each other. That may make the Ben-haters ecstatically
happy, but they don't deserve such riches. It's time to drop the
decibel level.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Big Browser Is Watching You! *

(Headers munged to foil spammers; real info in taglines)

601. Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 01:09:30 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0402011953440.84@shell1>
Source record: 17158

```
On Thu, 29 Jan 2004 at 05:20:20 GMT, "SgtSilicon" scribbled:
->I think when no one pays any attention to them that they shrivel
->up and die.
["Them" being a reference to bullies who label postings they
don't like as "spam."]

Tomorrow is Groundhog Day in the U.S. Punxsutawny Sam may see
his shadow and disappear for six more weeks, but bullies aren't
like that. They need to be stood up to; otherwise, they don't get
the message. I said the same thing two years ago.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* REALITY.SYS corrupted: Re-boot universe? (Y/N/Q) *

(Headers munged to foil spammers; real info in taglines)
```

602. Re: who knows how well this thing works?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 01:39:31 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <401faa0b.2485890@news.charter.net>
Source record: 17159

I have an original ICD Realtime-8 cart, but it is not Y2K compliant.
Is there a way to make it so or is there a knock-off that is?

On Sun, 01 Feb 2004 07:52:35 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

>On Fri, 30 Jan 2004 17:41:24 +0100, "Marius & Hester Diepenhorst"
><grover25@zonnet.nl> wrote:
>
>>http://www.atariage.com/store/product_info.php?products_id=130
>>
>>Is there anyone here with some experience with this piece of technology?
>
>No, I can't speak to using a RealTime cartridge personally, but I can
>tell you that I am very happy with previous cartridges I purchased
>from Sunmark. I purchased InstaDOS and MultiGames 02.
>
>RealTime looks to me like it would have limited use to someone who
>doesn't use SpartaDOS. It does the time/date-stamping of files in
>SpartaDOS. And then you can evidently read the time from your own
>programs, but this feature is only going to work for those who have a
>RealTime cartridge. If the cartridge supported BeweDOS I might get it,
>or maybe if the wizards of Sunmark crammed in some Atari BASIC
>extensions like autoline renumbering, or maybe if the cartridge also
>offered memory expansion (is that possible?) then I would get one.
>
>But I will say that the quality of Sunmark products is very high in my
>experience.
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

603. Re: who knows how well this thing works?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 02:32:56 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <101rdll9po21q88@corp.supernews.com>
Source record: 17160

SgtSilicon <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:401faa0b.2485890@news.charter.net...
> I have an original ICD Realtime-8 cart, but it is not Y2K compliant.
> Is there a way to make it so or is there a knock-off that is?
>
Uhm... Seems like the RT8 will work OK, that it is the TDLINE that won't
work. FTEDOS 3.2g or f had a Y2K TDLINE. And Tom Hunt wrote one also. Of
course, this is SpartDOS only.
You can find Tom's CTHTDLINE at my site:
www.en.com/users/russg
Of course, it has been so long since I used the RT8, I could be wrong.

604. Moon Lord, Clayton Walnum

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 04:28:40 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <101rkekdjaic654@corp.supernews.com>
Source record: 17161

Ahh.... Been playing 'Moon Lord' from ANALOG.
It is my speed, I just have to be careful with the emulated joystick.
I mention that I had to use both CTH archive at spudster and Holmes' archive
to get it to work. The main BASIC program is busted in the moonlord.arc at
CTH and Holme's archive doesn't have both the moonlord.ml and moonlrd.fnt
files that have to be on D1: when moonlord.bas is run.
I'm away from home and amusing myself with XLIT and Atari800 Win Plus 3.0.
I got Holme's disk from Steve.
MoonLord won't run on XLIT, it errors out with every 'phaser' attack,
whereas A8WP works fine.
So, if you wanna try it, I guess the moonlord.arc at spudster has a busted
.bas file.
Rambling RussG

605. Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 09:24:25 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <BiI4gSCYThHAFwwV@btinternet.com>
Source record: 17162

Hi,

I got the Atari 800 that was posted in here a couple of days ago - it's in lovely condition - and was wondering how hard it is to get memory card boxes? It's fully populated with 48K, but I'd quite like to case the 2nd and 3rd boards, which are presently exposed.

Seems to be a GTIA model, as I can play Rescue on Fractalus on it :)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

606. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 12:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040202122558.26715A@ilaskey.cix.co.uk>
Source record: 17163

In article <0RaSb.28974$qx2.3416344@stones.force9.net>,
atari@mkeates.force9.co.uk (Mark Keates) wrote:

> Ian wrote:
> Raindow Walker
A very under rate game. Great graphics, great gameplay.

607. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:15:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E4D5B.CAD1CD63@students.uni-mainz.de>
Source record: 17164

Well,
as said before, it is a demo and unfinished/incomplete. The author is an atarian from Poland, think he wrote "Copyright Delphine Software" on the title screen, because they have the copyright for the title (Another World) and the game idea. Besides, I also could not jump over these little beasts, mostly my player got split into two halfs (and after a while into garbage) and there was nothing to prevent this from happening. But a friend of mine told me that this game works alright on his 64k computer - so I assume that it has to do with my RAM upgrade (or my friend did not notice the bug and/or never reached that 2nd screen to the right)... Anyway it is a game-demo, nothing more and in my eyes nothing impressive (especially nothing really playable/enjoyable) unless someone removes the bug(s) and or completes the game... -Andreas

"|
>
> On Fri, 30 Jan 2004 20:51:36 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Nope,
> >it was not Delphine software that ported it to the A8. The unfinished A8
> >version was done by someone from Poland in his spare time (afaik he
> >coded this demo in a few hours)... -Andreas.
> >
>
> so it's a demo? It said delphine software so I assumed it was
> official. Is the game complete? I cant get it to run properly on my
> emulator and until I buy one of those SIO2PC things, my 130xe is
> dormant. The best I can do is get to the little beetle things that
> are slug/snakes in the real version, but I can't get my guy to jump
> over them. Whoever did it in his spare time did a good job, he
> deserves a medal.
>
> kvn

608. Re: Mastertronic (Was: Best games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:28:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E5070.AAC20727@students.uni-mainz.de>
Source record: 17165

Well,
there is only one solution: Copy the tape to disk, take out a sector
editor and change some bytes in a certain sector (I do not remember
right now), then it will acceppt any given password. Looks like in
Colony there is also a solution to prevent the bug: When you order some
items you should normally switch on the beacon (or whatever it was
called), so the spaceship could find the landing area and place all
ordered items there. If you do that, the screen will be filled with
garbage, as soon as the items have arrived on the landing area and you
enter this screen. So, switch off the beacon (or keep it swiched off),
so that the spaceship will not find the landing area. As a result, the
garbage does not appear, but you now have to search the ordered items
all around...

In Rockford (another game by Mastertronic), level 9 cannot be solved,
due to one diamond missing. Again, copy the tape to disk, take out a
good sector editor and change some bytes, so this level will allow you
to collect one (or more) diamond(s) less than normally nescessary. Afaik
there are 2 more Mastertronic games where the last level cannot be
solved or played and some more Mastertronic games that have strange
bugs. As mentioned before: Mastertronic = the master company of game
conversions (to/for the Atari), but also the master company of game bugs
or buggy games... -Andreas.

Bruce schrieb:
>
> yeah..
> Someone knows how to pass that screen with the password on univ. hero ???
> I never did... and i'm still trying :o)
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> escribió en el
> mensaje news:401AB545.6A3C01D5@students.uni-mainz.de...
> > Hmmm,
> > maybe: Encounter (really fast), Star Raiders, Star Raiders 2, Dropzone
> > (also very fast) and many more games. To me "Pitstop 2" is a good
> > example for a bad conversion, it is much too slow for a F1 racing game -
> > but maybe thats because it was converted from the slower C64... A lot
> > of mastertronic games are also bad and mostly buggy conversions (like
> > Universal Hero - it does not accept the given password, Colony - after a
> > while garbage appears on the screen, etc.) looks like these mastertronic
> > guys converted the games fast, but never tested them fully on the A8, so
> > they still include bugs... -Andreas.
> >
> >
> >

> > mikec schrieb:
> > >
> > > Hi Everyone,
> > >
> > > Thanks for all the replies...a very interesting list. It seems like a
> > > lot of people really like the games from LucasFilm.
> > >
> > > As an extension to my original question, what are the games that are
> > > available for the XL/XE that are "best of breed." Games that are
> > > exclusive or designed specifically for the platform (like Star Raiders
> > > II) and takes specific advantage of the Atari hardware?
> > >
> > > Mike

609. Re: Another World (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:31:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E512C.A069DAF9@students.uni-mainz.de>
Source record: 17166

Yup,
the DIR contains various game screens, alas, no matter if the game-demo
has 5,6,7 or more scrrens, due to the bug the game already ends in
screen 2 (on the right side). There is also a screen left from the
starting screen, but you cannot do anything here... So overall, this
game is pretty unplayable and sucks !!
-Andreas.

Bruce schrieb:
>
> It seems pretty unfinished...
> after scaping the beast, you cant do anything...
> It seems the game is just a demo of 6 screens (or 7.. didn't count :o)
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> escribió en el
> mensaje news:401AB3DB.B9E364B0@students.uni-mainz.de...
> > Well,
> > looks like you have the same problem that I have. Think it has to do
> > with the RAM upgrade - or maybe it is just a bug of the unfinished
> > version... -Andreas.
> >
> >
> >
> > Ian schrieb:
> > >
> > > "|<evin" <nospam@nospam.org> wrote in message
> > > news:clkj10p5ot2d4rl89mkeuojtseqm12cmhu@4ax.com...
> > > > On Fri, 30 Jan 2004 02:25:11 GMT, "oes" <oes@deja.com> wrote:
> > > > >
> > > > > >
> > > > > >"|<evin" <nospam@nospam.org> wrote in message
> > > > > >news:7mej10hmjt51hsbugotphjkefpgoiisr79@4ax.com...
> > > > > >> On Thu, 29 Jan 2004 22:36:00 -0400, "Bruce" <No-Spam@Ivn.cl> wrote:
> > > > > >>
> > > > > >> >i have Another world for atari...
> > > > > >> >It is a port of the other versions.. (being one of the best.. the
> pc i
> > > > > >> >played long time ago)
> > > > > >> >
> > > > > >> >anyways...It's pretty good too :o)
> > > > > >>
> > > > > >> Are we talking about the game created by Delphine software that was
> > > > > >> originally for the Amiga and was ported for ST, SNES,
> > > > > >> Genesis(megadrive) and PC? This was a 16-bit game, I cant imagine

> it
> > > > >> was done on the atari 8-bits. I'd like to see the 8-bit version.
> > > > >>
> > > > > >
> > > > > >
> > > > > >Looks like you can download a disk image of it here:
> > > > > >
> > > > > >http://emul8.xlabs.sk/emulators/xl/
> > > > > >
> > > > >
> > > > >
> > > > > well I'll be damned. I didnt realise anyone was still making games
> > > > > for 8-bit atari in 1992. I must say, although impressive for the XE,
> > > > > it is the lamest version of Another world I've ever seen.
> > > > >
> > > > >
> > > > >
> > > > >
> > > > > kvn
> > > >
> > > Yeah, where are those little worms ,its got killer beatles instead, and
> i
> > > cant jump .

610. Re: I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:33:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E51C2.18A90420@students.uni-mainz.de>
Source record: 17167

Yeah,
and I will port my (non-existing) 160 gig XBOX harddisk to the A8 and
convert all XBOX games to A8 format, harharhar... -Andreas.

Bruce schrieb:
>
> So What....
> I ported Half-Life Counter Strike.
> I use my 130 XE as a server.
>
> I think it's AFD
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> escribió en el
> mensaje news:401AAE0D.AE74E0EE@students.uni-mainz.de...
> > So,
> > thats gonna be an april joke then... or what ?!?
> > -Andreas.
> >
> >
> > oes schrieb:
> > >
> > > I'm sure it will be ready on April 1st ;-)

611. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:39:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E531F.D2B82125@students.uni-mainz.de>
Source record: 17168

Yep,
I know that I have to do this - but I cannot, because my player is
splitted into two halfs when it reaches that screen. Then these two half
players do not accept any trigger or button anymore. I can leave the
screen to the left, but whenever I enter the screen again, the player
gets more and more destroyed and more and more garbage appears on the
screen instead of the player... So, there is a bug in screen nr. 2 (on
the right side)... -Andreas.

"Jack H. Lee" schrieb:
>
> Unless the .ATR image thing is different from the actual product, you're
> supposed to squash those critters. Hold the button while you have the
> joystick in the down position.
>
> I find the game rather difficult to play, like so many other non-U.S. Atari
> computer games. :)
>
> On 30 Jan 2004, |<evin etched in stone for future generations:
>
> >On Fri, 30 Jan 2004 20:51:36 +0100, Andreas Magenheimer
> > <magea000@students.uni-mainz.de> wrote:
> >
> >>Nope,
> >>it was not Delphine software that ported it to the A8. The unfinished A8
> >>version was done by someone from Poland in his spare time (afaik he
> >>coded this demo in a few hours)... -Andreas.
> >>
> >
> > so it's a demo? It said delphine software so I assumed it was
> > official. Is the game complete? I cant get it to run properly on my
> > emulator and until I buy one of those SIO2PC things, my 130xe is
> > dormant. The best I can do is get to the little beetle things that
> > are slug/snakes in the real version, but I can't get my guy to jump
> > over them. Whoever did it in his spare time did a good job, he
> > deserves a medal.
> >
> >
> >
> > kvn
> >

612. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 13:44:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <401E544E.78990D17@students.uni-mainz.de>
Source record: 17169

Ok,
I will try this patched version... Thanks for the patch!
-Andreas.

P.S.: Are you the author of that game or did you only patch/correct it
?!?

Mark Keates schrieb:
>
> Hi,
>
> The game had a bug that prevent you getting passed this point.
> (see http://www.atariage.com/forums/viewtopic.php?t=23848)
>
> I've uploaded a patched version to:
> http://www.mkeates.force9.co.uk/uh_good.atr
>
> Enjoy,
>
> Mark
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bvetll$1sf$1@news1.nivel5.cl...
> > yeah..
> > Someone knows how to pass that screen with the password on univ. hero ???
> > I never did... and i'm still trying :o)
> >

613. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 16:56:10 UTC
From: "(t'other) Dave" <no-one@nowhere.org>
Message-ID: <OivTb.13713$qg.7052@news-binary.blueyonder.co.uk>
Source record: 17170

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:BiI4gSCYThHAFwwV@btinternet.com...
> Hi,
>
> I got the Atari 800 that was posted in here a couple of days ago - it's
> in lovely condition - and was wondering how hard it is to get memory
> card boxes? It's fully populated with 48K, but I'd quite like to case
> the 2nd and 3rd boards, which are presently exposed.
>
> Seems to be a GTIA model, as I can play Rescue on Fractalus on it :)
>
> Richard
> --
> Acorn 8-bits, 32-bits, some in bits... Amiga 600,

Glad to hear that you seem to be pleased with it Richard...and it appears to
be working!!
Enjoy,
All the best,
Dave.

614. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 17:01:02 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <850t10pgnl402t5851pd55rufgvue9acq2@4ax.com>
Source record: 17171

On Mon, 02 Feb 2004 14:15:07 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>as said before, it is a demo and unfinished/incomplete. The author is an
>atarian from Poland, think he wrote "Copyright Delphine Software" on the
>title screen, because they have the copyright for the title (Another
>World) and the game idea. Besides, I also could not jump over these
>little beasts, mostly my player got split into two halfs (and after a
>while into garbage) and there was nothing to prevent this from
>happening. But a friend of mine told me that this game works alright on
>his 64k computer - so I assume that it has to do with my RAM upgrade (or
>my friend did not notice the bug and/or never reached that 2nd screen to
>the right)... Anyway it is a game-demo, nothing more and in my eyes
>nothing impressive (especially nothing really playable/enjoyable) unless
>someone removes the bug(s) and or completes the game... -Andreas

what impresses me is not the actual gameplay. Like has been said
earlier it's more a demo then a game, but it proves that game could
have been done on the atari 800xl. If they took out the first scene
which is so poorly rendered on the 8bit that it doesnt make sense (the
man being dropped into the water, which is a 3d animation in the
original) and made your character a bit more defined+completed the
game, it would have been a worthy port of the original. That was one
of the best games for the Amiga when it came out (they called it Out
of this world in the US), by this time the 8-bit atari (except in
Poland) was dead in the water commercially (and had been for awhile)
also Atari had officially discontinued the product. It would have
been nice if they did make some games that pushed the Atari's limits
around that time.

kvn

615. AD: Atari 8-bit Gear FS - Is This The Place?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 21:30:17 UTC
From: dufus@bunghole.com
Message-ID: <401ec05f.19127914@news.east.earthlink.net>
Source record: 17172

Not sure if this is a proper forum, but:

I have some Atari 8-bit stuff that I'd like to sell. Main components are 800 (48K) and 1200xl (64K) computers. There's a 1050 disk drive, non-working 810, and other stuff too. If there's interest, I'll post a list or can email with photos. South Florida location - may be important due to weight for mailing - all components include power supplies that add pounds up fast.

616. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 22:55:35 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <HzATb.1640$3f3.210243@stones.force9.net>
Source record: 17173

Andreas Magenheimer wrote:

> Ok,
> I will try this patched version... Thanks for the patch!
> -Andreas.

> P.S.: Are you the author of that game or did you only patch/correct it
> ?!?

Hi,

Just the patcher - I did this when at University (over 12 years ago!). I sent my version to Jindroush last year and he compared it with other patches and then incorporated it into a know good image. This is the file he sent back to me.

I patched other titles last year, mainly the OS/B problem games, e.g. Shamus and those can be found on AtariAge. More recently I'm reworking the Eidolon and Koronis Rift to run from cartridge. I've also reverse engineered Colony and at some point intend to find/fix/rebuild the game as it was a great game.

Regards,

Mark

617. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-02 22:58:20 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <FeI5vGCbStHAFwTt@btinternet.com>
Source record: 17174

In article <OivTb.13713$qg.7052@news-binary.blueyonder.co.uk>,
"(t'other) Dave" <no-one@nowhere.org> writes

>Glad to hear that you seem to be pleased with it Richard...and it appears to
>be working!!

Yep! I'm very pleased with it, especially the original joystick. I put
Invaders in it and wasted at least an hour :)

Now I need Pac Man!

Thanks :)
Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

618. Re: I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 02:00:16 UTC
From: robotron -X- <ddavidbdHATESPAM@hotmail.com>
Message-ID: <401F00B0.F011166D@hotmail.com>
Source record: 17175

in 1996 i was using an accelerated amiga 500 connected to the net
at 56k. Even though it was text only it was still faster than the
pIII(with
cable internet) i'm using now(of course you get pics with the pIII but i
miss the
SPEEEEED).

8-Bit wrote:
>
> Worked fine when I connected . 19.2 was a little slow, but what can
> you expect from a 130XE that I am guessing is running over serial thru
> the PC?
>
> On Sat, 31 Jan 2004 20:51:33 -0500, "|<evin" <nospam@nospam.org>
> wrote:
>
> >On Sun, 1 Feb 2004 01:07:27 +0100, "Marius & Hester Diepenhorst"
> ><grover25@zonnet.nl> wrote:
> >
> >>telnet://213.10.217.144:8888
> >
> >I tried your bbs. It said I made a 19.2 connection. I started to
> >enter some personal information and when I reached the phone number
> >part it stopped. Too bad I cant get this telnet client to connect in
> >ATASCII.
> >
> >
> >
> >
> >kvn

619. Re: I�m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 02:09:30 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <gi0u10d16f5etb3btmrqqj5rbkfp4jtvk7@4ax.com>
Source record: 17176

On Mon, 02 Feb 2004 21:00:16 -0500, robotron -X-
<ddavidbdHATESPAM@hotmail.com> wrote:

>in 1996 i was using an accelerated amiga 500 connected to the net
>at 56k. Even though it was text only it was still faster than the
>pIII(with
>cable internet) i'm using now(of course you get pics with the pIII but i
>miss the
>SPEEEEED).

until 1995 I used an Amiga 500 (non-accelerated) with 8megs ram and a
135 mb hard drive to access the internet. Of course the fastest
method available to me was a shell account. If you have a cable
connection and it is still slow, try using Opera or Mozilla both are
much zippier than IE. Just an idea.

kvn

620. Re: Britney Spears Topless all new

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 10:06:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040203100613.26715B@ilaskey.cix.co.uk>
Source record: 17177

In article <nHxTb.68830$DE.24206@fe2.columbus.rr.com>,
vikpvrzs@thjnupxq.com (my private collection) wrote:

> Britney Spears Topless all new
virus.

621. Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 11:37:22 UTC
From: dunxuk@aol.commercial
Message-ID: <20040203063722.18962.00001507@mb-m28.aol.com>
Source record: 17178

I need to replace the pots in a pair of old paddle controllers. The case is stamped 1 Megohm so I know what size to get, but does anyone know whether they are linear or log pots?

Many thanks,

Duncan

622. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 12:34:11 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bvo4g3$g6j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17181

Hi,

> I need to replace the pots in a pair of old paddle controllers. The case is
> stamped 1 Megohm so I know what size to get, but does anyone know whether they
> are linear or log pots?

Logarithmic. Besides, you might have trouble getting linear pots at 1MOhm.

So long,
Thomas

623. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 13:22:15 UTC
From: dunxuk@aol.commercial
Message-ID: <20040203082215.24647.00001309@mb-m13.aol.com>
Source record: 17180

Ta!

624. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 13:32:49 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvo47tnod1@news1.nivel5.cl>
Source record: 17179

```
The HAVE to be linear.
Otherwise, you'll get weird (if none) data to the port :o)
```

"Duncan Ross" <dunxuk@aol.commercial> escribi&#65533; en el mensaje
news:20040203063722.18962.00001507@mb-m28.aol.com...
> I need to replace the pots in a pair of old paddle controllers. The case
is
> stamped 1 Megohm so I know what size to get, but does anyone know whether
they
> are linear or log pots?
>
> Many thanks,
>
> Duncan

625. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 15:58:10 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvocoepvp1@news1.nivel5.cl>
Source record: 17182

nononoon
they have to be linear..
I remember this very well, cause i never found a 1megohm linear pot in my country.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje news:bvo4g3$g6j$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I need to replace the pots in a pair of old paddle controllers. The case is
> > stamped 1 Megohm so I know what size to get, but does anyone know whether they
> > are linear or log pots?
>
> Logarithmic. Besides, you might have trouble getting linear pots at 1MOhm.
>
> So long,
> Thomas

626. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 16:01:58 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvocvi$q0u$1@news1.nivel5.cl>
Source record: 17183

Ahps..
It seems that the ones i was trying to build needed to be linear...

As stated in this page :
http://www.atarimagazines.com/creative/v9n7/238_The_sketch_pad.php
The could be logarithmic.... If they are linear, better

Sorry for the misleading info before :o)

"Bruce" <No-Spam@Ivn.cl> escribi&#65533; en el mensaje
news:bvocoepvp1@news1.nivel5.cl...
> nononoon
> they have to be linear..
> I remember this very well, cause i never found a 1megohm linear pot in my
> country.
>
>
> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
> news:bvo4g3$g6j$1@mamenchi.zrz.TU-Berlin.DE...
> > Hi,
> >
> > > I need to replace the pots in a pair of old paddle controllers. The
case
> is
> > > stamped 1 Megohm so I know what size to get, but does anyone know
> whether they
> > > are linear or log pots?
> >
> > Logarithmic. Besides, you might have trouble getting linear pots at
1MOhm.
> >
> > So long,
> > Thomas
>
>

627. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 23:13:15 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <xu-dneIQefSQtr3d4p2dnA@comcast.com>
Source record: 17184

hmmm......
I remember making my own paddle controllers when I was a kid....but I don't remember the technical specs! Seems like others do though.

-z-

"Duncan Ross" <dunxuk@aol.commercial> wrote in message news:20040203063722.18962.00001507@mb-m28.aol.com...
> I need to replace the pots in a pair of old paddle controllers. The case is
> stamped 1 Megohm so I know what size to get, but does anyone know whether they
> are linear or log pots?
>
> Many thanks,
>
> Duncan

628. FA: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-03 23:23:38 UTC
From: julian <johnny6vasquez@hotmail.com>
Message-ID: <_3WTb.524$G74.286@clgrps13>
Source record: 17185

My Dad and I are selling his classic Atari computer. Check it out people.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785311663

Any suggestions where to post this to reach more Atari fans? Is there
another newsgroup that deals with Ataris of this vintage?

thanks
Julian

629. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 00:35:08 UTC
From: momo <momo@atariland.com>
Message-ID: <07XTb.30648$eY2.22085@fe2.texas.rr.com>
Source record: 17186

Just get a can of color TV tuner cleaner and spray down the pot with it.
Twist ten or twenty times and I bet it works again.
Mo

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:xu-dneIQefSQtr3d4p2dnA@comcast.com...
> hmmm......
> I remember making my own paddle controllers when I was a kid....but I
don't
> remember the technical specs! Seems like others do though.

630. Re: Atari 8-bit Gear FS - Is This The Place?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 00:57:26 UTC
From: oes <oes@deja.com>
Message-ID: <WrXTb.15155$rj7.80244@twister.tampabay.rr.com>
Source record: 17187

Hi, I'm in Tampa and often travel to Miami. I'd be interested in a list and some photos of this setup.

thanks.

631. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 03:20:27 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <6PqdnV1qlKJh-b3d4p2dnA@comcast.com>
Source record: 17188

Is there anything color TV tuner cleaner can't do???!!!

-z-

"momo" <momo@atariland.com> wrote in message
news:07XTb.30648$eY2.22085@fe2.texas.rr.com...
> Just get a can of color TV tuner cleaner and spray down the pot with it.
> Twist ten or twenty times and I bet it works again.
> Mo
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:xu-dneIQefSQtr3d4p2dnA@comcast.com...
> > hmmm......
> > I remember making my own paddle controllers when I was a kid....but I
> don't
> > remember the technical specs! Seems like others do though.
>
>

632. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 03:38:14 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <1020q95br2j0s89@corp.supernews.com>
Source record: 17189

Got pics?

"julian" <johnny6vasquez@hotmail.com> wrote in message
news:_3WTb.524$G74.286@clgrps13...
> My Dad and I are selling his classic Atari computer. Check it out people.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785311663
>
> Any suggestions where to post this to reach more Atari fans? Is there
> another newsgroup that deals with Ataris of this vintage?
>
> thanks
> Julian
>

633. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 04:28:09 UTC
From: dufus@bunghole.com
Message-ID: <402074ab.49224090@news.east.earthlink.net>
Source record: 17190

On Tue, 3 Feb 2004 22:20:27 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>Is there anything color TV tuner cleaner can't do???!!!
>
If there is, you can bet that duct tape will surely be able to get the
job done.

634. Re: Atari 8-bit Gear FS - Is This The Place?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 05:42:13 UTC
From: dufus@bunghole.com
Message-ID: <402084cd.53354529@news.east.earthlink.net>
Source record: 17191

On Wed, 04 Feb 2004 00:57:26 GMT, "oes" <oes@deja.com> wrote:

>
>Hi, I'm in Tampa and often travel to Miami. I'd be interested in a list and
>some photos of this setup.
>
>
>thanks.
>
>
Here's a list of the primary items. There's some software, all
connecting cables, cartridges, manuals, disks, ribbons, etc., but it's
primarily a group of hardware as follows:

1. Atart 800 PC 48K - with power supply
2. Atari 1200XL PC 64K - with power supply
3. Atari 1027 Printer - with power supply
4. Atari 410 Program Recorder
5. Atary 1050 Disk Drive - with power supply
6. Atari 810 Disk Drive - not working
7. MPP-1150 Printer Interface
8. Star NX1000 Printer (9-pin dot matrix)

Note that all components have the original associated cables and power
supplies. I'm told that's a rarity. Give me an email address to send
photos.

635. Re: Atari 8-bit Gear FS - Is This The Place?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 14:06:00 UTC
From: oesiii@hotmail.com
Message-ID: <38fe4aa3.0402040606.31ffa053@posting.google.com>
Source record: 17192

If you can send some pics that would be cool:

oesiii@hotmail.com

> >
> Here's a list of the primary items. There's some software, all
> connecting cables, cartridges, manuals, disks, ribbons, etc., but it's
> primarily a group of hardware as follows:
>
> 1. Atart 800 PC 48K - with power supply
> 2. Atari 1200XL PC 64K - with power supply
> 3. Atari 1027 Printer - with power supply
> 4. Atari 410 Program Recorder
> 5. Atary 1050 Disk Drive - with power supply
> 6. Atari 810 Disk Drive - not working
> 7. MPP-1150 Printer Interface
> 8. Star NX1000 Printer (9-pin dot matrix)
>
> Note that all components have the original associated cables and power
> supplies. I'm told that's a rarity. Give me an email address to send
> photos.

636. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-04 19:55:05 UTC
From: julian <johnny6vasquez@hotmail.com>
Message-ID: <t6cUb.3962$213.2122@edtnps89>
Source record: 17193

Sorry Tim.

I have a digicam but I'm in a different city than my Dad who has the computer. The scan of the manual was all he was able to do. I did link to a google image search for similar pictures but that's the best I can do.

I don't know what else to say other than I've posted a lot in the rec.bicycles.marketplace newsgroup over the years. Hopefully you'll see that there aren't hordes of ripped off cyclists out for a piece of me.

It's a working classic atari computer. My Dad doesn't bs about his electronics so you'll be getting a nice atari 130xe if you win the auction.

Hope that helps.
Julian

Tim wrote:

> Got pics?
>
> "julian" <johnny6vasquez@hotmail.com> wrote in message
> news:_3WTb.524$G74.286@clgrps13...
>
>>My Dad and I are selling his classic Atari computer. Check it out people.
>>
>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785311663
>>
>>Any suggestions where to post this to reach more Atari fans? Is there
>>another newsgroup that deals with Ataris of this vintage?
>>
>>thanks
>>Julian
>>
>
>
>

637. Re: Looking for a 1050 Happy Board

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 04:24:25 UTC
From: Diskwiz <djperuski@comcast.net>
Message-ID: <4021c575$1_4@news.utk.edu>
Source record: 17194

Have you heard anything yet, Steve? Was the price $28.95? Might be the
same guy I tried to buy from. The other guy was $29.99 and is now $39.99.

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:FK4Ob.74623$nt4.99318@attbi_s51...
> I purchased one of those on ebay a couple of weeks or so ago and paid via
> PayPal on 12/28 but I have not received it nor has the seller replied to
my
> email asking for an update. :(

638. Re: who knows how well this thing works?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 05:27:41 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4025d403.10282281@news.charter.net>
Source record: 17195

Thanks for the info. I guess in all honesty it isn't that important
to me make work but it's hard to accept that the little bugger has
been defeated. If you know what I mean.

On Sun, 1 Feb 2004 21:32:56 -0500, "russg" <russg@MUNGEen.com> wrote:

>
>SgtSilicon <foolspicedham_melbo_jon@hotmail.com> wrote in message
>news:401faa0b.2485890@news.charter.net...
>> I have an original ICD Realtime-8 cart, but it is not Y2K compliant.
>> Is there a way to make it so or is there a knock-off that is?
>>
>Uhm... Seems like the RT8 will work OK, that it is the TDLINE that won't
>work. FTEDOS 3.2g or f had a Y2K TDLINE. And Tom Hunt wrote one also. Of
>course, this is SpartDOS only.
>You can find Tom's CTHTDLINE at my site:
>www.en.com/users/russg
>Of course, it has been so long since I used the RT8, I could be wrong.
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

639. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 05:35:51 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4026d4b5.10460375@news.charter.net>
Source record: 17196

Aha! I was wondering about that. From the description it sure
sounded a lot like a game I remember a colleague having for his PC.
That game was called "Out of this World" and I think it was badged by
Interplay. I thought it was really cool on his 486SX25 and
soundblaster (the original soundblaster, not even stereo I think). I
remember us playing it after the power was finally restored after
hurricane Andrew. My poor Atari was still back at the base (fate
unknown for a while). Eventually my Atari was collected and found to
be in working order. My quarters were not blown all out over the
ground like many were nearby (even next one over). Base I'm referring
to is Homestead AFB, ground zero for Andrew.

On Mon, 02 Feb 2004 12:01:02 -0500, "|<evin" <nospam@nospam.org>
wrote:

>On Mon, 02 Feb 2004 14:15:07 +0100, Andreas Magenheimer
><magea000@students.uni-mainz.de> wrote:
>
>>Well,
>>as said before, it is a demo and unfinished/incomplete. The author is an
>>atarian from Poland, think he wrote "Copyright Delphine Software" on the
>>title screen, because they have the copyright for the title (Another
>>World) and the game idea. Besides, I also could not jump over these
>>little beasts, mostly my player got split into two halfs (and after a
>>while into garbage) and there was nothing to prevent this from
>>happening. But a friend of mine told me that this game works alright on
>>his 64k computer - so I assume that it has to do with my RAM upgrade (or
>>my friend did not notice the bug and/or never reached that 2nd screen to
>>the right)... Anyway it is a game-demo, nothing more and in my eyes
>>nothing impressive (especially nothing really playable/enjoyable) unless
>>someone removes the bug(s) and or completes the game... -Andreas
>
>
>what impresses me is not the actual gameplay. Like has been said
>earlier it's more a demo then a game, but it proves that game could
>have been done on the atari 800xl. If they took out the first scene
>which is so poorly rendered on the 8bit that it doesnt make sense (the
>man being dropped into the water, which is a 3d animation in the
>original) and made your character a bit more defined+completed the
>game, it would have been a worthy port of the original. That was one
>of the best games for the Amiga when it came out (they called it Out
>of this world in the US), by this time the 8-bit atari (except in
>Poland) was dead in the water commercially (and had been for awhile)
>also Atari had officially discontinued the product. It would have
>been nice if they did make some games that pushed the Atari's limits

>around that time.
>
>
>
>
>kvn

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

640. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 07:05:42 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <4021EB46.DF9671A0@a8maestro.com>
Source record: 17247

MStepansky wrote:

> In "Airball XE", it says it requires "at least 128K of ram" - when I use
> Atari800WinPlus3.1 emu. But the guy at the ebay who sold "Airball XE"
> cartridge said "...this game should work for XL as well, according to the
> Airball XE box."
>
> Hmm....conflicting memory requirements. I need to confirm if Airball XE is
> working in XL or not. I am unable to find such Airball.atr file to test out on
> emulator. Airball reminds me like SpinDizzy.
>
> Mike

My grey Airball XE cart works fine in a stock 64K XL. Don't know if it takes
adavantage of extra ram.

Rick D.

641. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 07:17:14 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <4021EDFA.ED917BD6@a8maestro.com>
Source record: 17248

SteveV4V wrote:

> Out of all your Atari stuff, what are the things coolest things that you
> own?

Off the top of my head...Breakout scarf, Atari Safari pith helmet, many posters and t-shirts, Oscar bar code reader, Antic and Analog magazines, along with many issues of Compute! and Softside, Rom, Micro, atari calculators,1 meg multi OS 800XL, Lynxes, Jaguar, and Portfolio. O.K. Everything I have! :)

Rick D.

642. Re: Stereo upgrade (2nd Pokey)...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 07:25:44 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <4021EFF7.C8977F6D@a8maestro.com>
Source record: 17249

Andreas Magenheimer wrote:

> Hello folks,
> are there any schematics or hand-drawn plans available for the
> stereo-upgrade (2nd Pokey) ?!? Besides the description of Chuck
> Steinman, I would like to have such a plan or schematic... greetings,
> Andreas.

I know I have the article(s) here somewhere..will have to look.

Rick D.

643. Paddle controllers 2nd question;

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 08:41:37 UTC
From: dunxuk@aol.commercial
Message-ID: <20040205034137.13087.00001629@mb-m02.aol.com>
Source record: 17250

Firstly many thanks to everyone that helped with my first question, I now have a pair of controllers that work perfectly.

Now another! After checking all my Ataris I found that my XEGS has a bad AD converter; it seems to be dropping the last two bits and jumps every 32 counts. I need to know which chip handles the AD conversion for the paddles and whether the same chip from a donor 800XL could be used as a replacement?

Many thanks once again!

Duncan

644. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 09:43:08 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3044209n2l4h1noj1rvs3j27hl6lv8jq0d@4ax.com>
Source record: 17252

On Sun, 01 Feb 2004 16:44:50 -0500, "|<evin" <nospam@nospam.org>
wrote:

>Very interesting. I thought I was one of the last hold outs on the
>8-bit. I was still using one in 90/91 when I switched to the Amiga.
>One cool thing about the amiga was you could switch into "pal" mode
>via software, but on the atari it required some hardware hacks, so
>most of the euro software was unusable on the 8bits.
>
>I would love to check some of this other software out.

Can you write ATRs to disk? You could start here:

http://people.freenet.de/mrbacardi/LK_Avalon.html

645. Re: Paddle controllers 2nd question;

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 09:44:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bvt394$k2o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17251

Hi,

> I need to know which chip handles the AD conversion for the paddles and whether
> the same chip from a donor 800XL could be used as a replacement?

That would be POKEY. You should also check the capacitors on the paddle
input lines of pokey that are required for the conversion.

So long,
Thomas

646. ATARI WIN PLUS 4.0 new version

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 11:16:57 UTC
From: "/|\\C.I.G.F.Y./|\\" <cigfy@cigfy.com>
Message-ID: <4022262d$0$25470$626a54ce@news.free.fr>
Source record: 17253

HI

Hope you like it !!!

http://atariarea.histeria.pl/PLus/index_us.htm

ATARI WIN PLUS 4.0 my favorite 800 XL emulator

Best regards

/|\C.I.G.F.Y./|\

647. Re: Paddle controllers 2nd question;

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 13:49:27 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvtdut$608$1@news1.nivel5.cl>
Source record: 17254

```
which pots did you use finally ?
```

"Duncan Ross" <dunxuk@aol.commercial> escribi&#65533; en el mensaje
news:20040205034137.13087.00001629@mb-m02.aol.com...
> Firstly many thanks to everyone that helped with my first question, I now
have
> a pair of controllers that work perfectly.
>
> Now another! After checking all my Ataris I found that my XEGS has a bad
AD
> converter; it seems to be dropping the last two bits and jumps every 32
counts.
> I need to know which chip handles the AD conversion for the paddles and
whether
> the same chip from a donor 800XL could be used as a replacement?
>
> Many thanks once again!
>
> Duncan

648. Looking for Article on repairing BASIC B

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 13:52:33 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0402050552.6e4fe332@posting.google.com>
Source record: 17255

I recall reading an article (in addition to the one in Mapping) that described the various revisions of the BASIC ROMs and gave some details and history on them. It might have been by the same author as the fixed program in the Mapping Atari book. I'm not sure.

I'm leaning towards it being a Compute! article sometime between 83 and 86.

Anyone remember this, and if so, could you send me scans of the article?

Thanks!

Karl

649. Re: Paddle controllers 2nd question;

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 14:07:24 UTC
From: dunxuk@aol.commercial
Message-ID: <20040205090724.12748.00001733@mb-m29.aol.com>
Source record: 17256

>From: "Bruce" No-Spam@Ivn.cl
>Date: 05/02/04 13:49 GMT Standard Time
>Message-id: <bvtdut$608$1@news1.nivel5.cl>
>
>which pots did you use finally ?

I had some in my spare bits box, the one that my financee always insists I
should throw out... 1 Meg Lins.

650. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-05 16:20:35 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <l7r420tk1lg7qk3kgfhjfpi05rmhmci3t5@4ax.com>
Source record: 17257

On Thu, 05 Feb 2004 04:43:08 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

>Can you write ATRs to disk? You could start here:
>
>http://people.freenet.de/mrbacardi/LK_Avalon.html

wow, very impressive. It's too bad these games weren't available in
the US (in the 90's). Some of the black andwhite games look like they
were done in gr.8? I didnt think any games were done in this mode.

kvn

651. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 02:21:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <BSCUb.53$sm.45@news01.bloor.is.net.cable.rogers.com>
Source record: 17258

Roy G Biv wrote:

> On Mon, 26 Jan 2004 at 23:36:32 +0000 (UTC), "Steve Sweet"
>scribbled:
>->... yet they happily accept Ben-Spam. Hypocrites??
>
> No, because Ben's ads aren't spam.
>
It strikes me as being odd how many atari users scream at ben for
selling atari stuff in an atari group and nobody makes a peep when some
idiot perv starts posting adverts for britney spears nude or some other
bollox

652. Re: Looking for Article on repairing BASIC B

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 03:03:07 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <10260u86tq4vl4e@corp.supernews.com>
Source record: 17259

I just got done making a binary load of BASIC B.
Everyone will tell you 'C' is the best Atari BASIC.
Except me. I've done a lot of BASIC programming and
found 'B' to be the least hangs and other problems, staying
aware of the 'add 16 bytes' problem.
Karl Heller <kheller2@mac.com> wrote in message
news:6982911f.0402050552.6e4fe332@posting.google.com...
> I recall reading an article (in addition to the one in Mapping) that
> described the various revisions of the BASIC ROMs and gave some
> details and history on them. It might have been by the same author as
> the fixed program in the Mapping Atari book. I'm not sure.
>
> I'm leaning towards it being a Compute! article sometime between 83
> and 86.
>
> Anyone remember this, and if so, could you send me scans of the
> article?
>
> Thanks!
>
> Karl

653. Re: Looking for Article on repairing BASIC B

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 03:09:37 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <10261ae1rjovud9@corp.supernews.com>
Source record: 17260

I just got done making a binary load of 'B' out of a ROM file.
I prefer binary load of BASIC and ASMED for use with emulators.
I'm away from home and play Atari every day on a PC emulator, mostly XLIT.
I do a lot of programming in Atari BASIC. 'C' hangs, saves busted files
that won't load. I prefer 'B'. Work with 'C' for a while and you'll see it
isn't superior to 'B'.
B was a re-compile, major improvement over A. C is a like 12 byte 'patch'
to B and introduces many more problems than is solves.
It was fun going back and making a binary load of a B ROM image.
All needed is an ASMED program to open E: and JSR CIOV, then close E:,
putting 160 in 106 to move the display list down so BASIC can load and run
at $A000. I forgot that you have to have the channel number times 16 in X
when making the CIOV call after setting up IOCB1.
Russg
Karl Heller <kheller2@mac.com> wrote in message
news:6982911f.0402050552.6e4fe332@posting.google.com...
> I recall reading an article (in addition to the one in Mapping) that
> described the various revisions of the BASIC ROMs and gave some
> details and history on them. It might have been by the same author as
> the fixed program in the Mapping Atari book. I'm not sure.
>
> I'm leaning towards it being a Compute! article sometime between 83
> and 86.
>
> Anyone remember this, and if so, could you send me scans of the
> article?
>
> Thanks!
>
> Karl

654. Re: ATARI WIN PLUS 4.0 new version

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 03:42:38 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <402a0d1d.8640984@news.charter.net>
Source record: 17261

Tell us what's new in this one!

On Thu, 5 Feb 2004 12:16:57 +0100, "/|\\C.I.G.F.Y./|\\"
<cigfy@cigfy.com> wrote:

>HI
>
>Hope you like it !!!
>
>
>http://atariarea.histeria.pl/PLus/index_us.htm
>
>ATARI WIN PLUS 4.0 my favorite 800 XL emulator
>
>Best regards
>
>/|\C.I.G.F.Y./|\
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

655. Re: Looking for Article on repairing BASIC B

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 03:44:47 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <402b0d4f.8691546@news.charter.net>
Source record: 17262

It was probably "The Atari BASIC Sourcebook" or some such. I think it
was a Compute book and authored by Bill W. or another OSS guy. OSS
made Atari BASIC for Atari.

On 5 Feb 2004 05:52:33 -0800, kheller2@mac.com (Karl Heller) wrote:

>I recall reading an article (in addition to the one in Mapping) that
>described the various revisions of the BASIC ROMs and gave some
>details and history on them. It might have been by the same author as
>the fixed program in the Mapping Atari book. I'm not sure.
>
>I'm leaning towards it being a Compute! article sometime between 83
>and 86.
>
>Anyone remember this, and if so, could you send me scans of the
>article?
>
>Thanks!
>
>Karl

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

656. TelBBS Support Forum

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 10:24:04 UTC
From: Oldbitcollector <jeff@nospam.com>
Message-ID: <40236b42$1_3@corp.newsgroups.com>
Source record: 17263

A while back I dropped in to mention the TelBBS site.
(Hooking 8bit machines to the Internet for the purpose
of running BBSes over the Internet.)

A couple people here responded, so I thought I'd pass
on that http://www.petscii.com now has a support forum
for people working on these setups. While my own
interests are in CBM based systems, we are NOT machine
specific.

Both software and interface designers are on hand to
answer questions for anyone needing help.

If you haven't heard about this, I welcome you to drop
into the website and join in some 80's style BBS fun.

http://www.petscii.com

Oldbitcollector

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

657. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 13:27:30 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0011k$um0$1@news1.nivel5.cl>
Source record: 17264

maybe, cause they like nude pictures xD

"James Alexander" <james-m-alexander@rogers.com> escribi&#65533; en el mensaje
news:BSCUb.53$sm.45@news01.bloor.is.net.cable.rogers.com...
>
>
> Roy G Biv wrote:
>
> > On Mon, 26 Jan 2004 at 23:36:32 +0000 (UTC), "Steve Sweet"
> >scribbled:
> >->... yet they happily accept Ben-Spam. Hypocrites??
> >
> > No, because Ben's ads aren't spam.
> >
> It strikes me as being odd how many atari users scream at ben for
> selling atari stuff in an atari group and nobody makes a peep when some
> idiot perv starts posting adverts for britney spears nude or some other
> bollox
>

658. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 14:00:17 UTC
From: Jacek Bogucki <gucek@interia.pl>
Message-ID: <R5NUb.27911$AU2.27584@news.chello.at>
Source record: 17265

> >Nope,
> >it was not Delphine software that ported it to the A8. The unfinished A8
> >version was done by someone from Poland in his spare time (afaik he
> >coded this demo in a few hours)... -Andreas.
>
> There was a whole period of advanced Atari 8bit programming that I
> like to call "the Polish Renaissance" that occured after most 8bitters
> in North America stop using their machines, I think like from 1988 to
> 1995 or so. It is amazing the quality of the stuff that came out,
> whether it was Another World or the port of Barbarian or SOS Saturn or
> whatever.

Actually I remember being quite surprised that they still write and sell such crap (sorry) back then. All (well - almost) of us already switched to Amigas, STs or more often - PCs, which weren't best gaming machines at that time - to say the least. Anyway the fact is that plenty of great games were written and published here in Poland. Mirage gives them on their webpage (http://www.mirage.com.pl/index.php?id=retroattack). I tried to contact them but even THEY don't know if it's complete list (probably not). On a sidenote - L.K.Avalon just recently was selling it VERY old stock. Unfortunatelly there's not much left for Atari...

659. Re: Looking for Article on repairing BASIC B

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 14:35:30 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040206093530.22897.00001627@mb-m04.aol.com>
Source record: 17266

The articles that you are likely referring to were in Bill Wilkinson's "Insight Atari" columns, May and June, 1985.
Larry

660. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 15:37:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402060735080.10832-100000@onyx.spiritone.com>
Source record: 17267
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

661. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 15:41:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402060738020.10832-100000@onyx.spiritone.com>
Source record: 17268
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

662. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 20:48:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c00ui4$t67$1@titan.btinternet.com>
Source record: 17269
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HI There

It must be...

....Today!!.

Bennie boy, the retard of the Atari retail world is back with today's $20
offer off of used sex aids.

> Hi, I'm Ben Smith, Retail Retard, proprietor of Bull Shit Computers!

--

Regards Steve

Rope me a sheep and I'll make it smile.

663. Re: ATARI WIN PLUS 4.0 new version

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 22:00:54 UTC
From: "/|\\C.I.G.F.Y./|\\" <cigfy@cigfy.com>
Message-ID: <40240ec6$0$28145$636a15ce@news.free.fr>
Source record: 17270

> Tell us what's new in this one!
Hi
ok
I made a cut & paste of the info in the help file !!!
(apologize for my bad english coz I'm French ;-)))

Best regards

/|\C.I.G.F.Y./|\

Released 3rd February 2004.

Atari800Win PLus 4.0 is an 8-bit Atari computer emulator based on the
Atari800 v1.3.2 and Atari800Win sources.

Added:

1) A new method of getting video synchronization with monitor's refresh rate
of 100/120 Hz has been introduced. See Advanced Graphics Options dialog box
and How to improve smoothness of animations for detailed information about
this feature.
Changed:

1) The minimum height of the status bar is set to a value that makes the
state indicators look better when small fonts are used in the Windows
environment.
2) The new sound engine is not reinitialized every time the sound options
are changed. This prevents the sound from getting noisy in some cases.
3) Some GUI changes for new Atari800 kernel features.
Fixed:

1) A nasty bug causing fatal crash of the emulator after selecting
Misc/Convert/ROM to CART has been fixed.
2) Fixed incorrect behavior of the emulator when switching between PAL and
NTSC video modes without rebooting the emulated Atari (vide the Reboot when
video system is changed option in the Advanced Atari Settings dialog box).
3) "Keysticks" and the emulated Atari keyboard should not be locked anymore
after pressing the Alt key.
4) Fixed some problems with switching to full screen modes (thanks to Itay
Chamiel for the bug report).
User-visible changes introduced by new Atari800 kernel:

1) Cycle-exact emulation upgrade by Perry McFarlane!Fixed display bugs in
"Master of the Lamps", "Mail Order Monsters" etc. Cycle-exact changes to
colours, GTIA modes, player horizontal positions, player graphics, even
cycle-exact GTIA11_DELAY ("Demonic Laughter"). Improved handling of DMACTL
changes in the middle of a scanline ("Decathlon", "Mail Order Monsters").

Emulation of a DMACTL width change bug.
2) New high-quality POKEY sound emulation by Michael Borisov!You may still choose the old sound engine by Ron Fries - use Sound Quality in the Sound Options dialog box.
3) H: emulation enhancements by Mark Grebe!Full support for the standard Atari DOS functions: Rename, Delete, Lock, Unlock, Note, Point, and Open for Update. Full support for subdirectories: CREDIR, RMDIR, CWD, ?DIR work in SpartaDos and BW-DOS ('>' and '>>' are used as directory separators). Changed the directory listing to look like the standard Atari DOS 2.0 listing (the sector count is based on 256-byte sectors). Support for the binary load commands.
4) Cassette handling improved by Achim Haertel and Piotr Fusik!Writing implemented and loading improved (blocks which pass on tape while the OS waits for a leader are skipped now).
5) Fixed MultiJoy and PORTB ("Road Race" works in XL/XE mode - didn't in 3.1).
6) Fixed Atari 5200 crash after pressing SHIFT and * in "Super Pacman".
7) Swapped GTIA and CTIA artifacting modes, because they were swapped by mistake in version 2.6b.
8) New cartridges type: Switchable XEGS 1 MB, Phoenix 8 KB, Blizzard 16 KB.
9) Added XF551 HighSpeed transfer emulation.
CAUTION: This version may still have some flaws related to the GUI under Windows Me/2000/XP.

664. Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 23:16:26 UTC
From: Steve <novirus@nospam.com>
Message-ID: <MPG.1a8dea938da33f4d989684@news.west.earthlink.net>
Source record: 17271

Hi
Does anyone know if there's a way to load and run a .BAS program with
the emulator? It's probably simple but I haven't been able to figure it
out. Thanks for any help.
-Steve

665. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-06 23:49:21 UTC
From: momo <momo@atariland.com>
Message-ID: <5KVUb.5455$we.447@fe1.texas.rr.com>
Source record: 17273

```
Dont forget to point the cartridge path to the BAS.ROM and uncheck 'disable
basic on startup'
Mo
```

"Bruce" <No-Spam@lvn.cl> wrote in message
news:c017oo$9rn$1@news1.nivel5.cl...
> Start the emulator, load the file, and type run ....
>
> Ah.. first you have to copy the file to a diskette image
>
> "Steve" <novirus@nospam.com> escribi&#65533; en el mensaje
> news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
> >
> > Hi
> > Does anyone know if there's a way to load and run a .BAS program with
> > the emulator? It's probably simple but I haven't been able to figure it
> > out. Thanks for any help.
> > -Steve
>
>

666. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:11:15 UTC
From: Steve <novirus@nospam.com>
Message-ID: <MPG.1a8df777ecc37a2b989685@news.west.earthlink.net>
Source record: 17274

In article <c017oo$9rn$1@news1.nivel5.cl>, No-Spam@Ivn.cl says...
> Start the emulator, load the file, and type run ....
>
> Ah.. first you have to copy the file to a diskette image

Oh ok, how do I do that? Is there a way to create a blank disk image and
drop the .BAS onto it or something?

> "Steve" <novirus@nospam.com> escribió en el mensaje
> news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
> >
> > Hi
> > Does anyone know if there's a way to load and run a .BAS program with
> > the emulator? It's probably simple but I haven't been able to figure it
> > out. Thanks for any help.
> > -Steve
>
>
>

667. Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:25:59 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1028c4qejl4vo5b@corp.supernews.com>
Source record: 17275
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I have been into Atari 8's and C64's since '84. I have seen and have several flippy disks that have the C64 on one side and Atari XL XE on the other. But take a look at this:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181

How can one side have BOTH??? Never thought that was possible...

Tim

668. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:28:22 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c017oo$9rn$1@news1.nivel5.cl>
Source record: 17272

```
Start the emulator, load the file, and type run ....

Ah.. first you have to copy the file to a diskette image
```

"Steve" <novirus@nospam.com> escribi&#65533; en el mensaje
news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
>
> Hi
> Does anyone know if there's a way to load and run a .BAS program with
> the emulator? It's probably simple but I haven't been able to figure it
> out. Thanks for any help.
> -Steve

669. Re: ATARI WIN PLUS 4.0 new version

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:50:36 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <dK2dnSCPMeGkq7ndRVn-ig@comcast.com>
Source record: 17276

Do you know how to run the network feature?

-z-

"/|\C.I.G.F.Y./|\" <cigfy@cigfy.com> wrote in message
news:4022262d$0$25470$626a54ce@news.free.fr...
> HI
>
> Hope you like it !!!
>
>
> http://atariarea.histeria.pl/PLus/index_us.htm
>
> ATARI WIN PLUS 4.0 my favorite 800 XL emulator
>
> Best regards
>
> /|\C.I.G.F.Y./|\
>
>

670. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:54:06 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ZMKdnfOjgPyXqrndRVn-hQ@comcast.com>
Source record: 17277
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

No, I didn't think both operating systems could read the same floppy.
hmmmm.....well I bid on it...if I win, then I'll know the answer.

-yoink,
me

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:1028c4qejl4vo5b@corp.supernews.com...
> I have been into Atari 8's and C64's since '84. I have seen and have
> several flippy disks that have the C64 on one side and Atari XL XE on the
> other. But take a look at this:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
> How can one side have BOTH??? Never thought that was possible...
>
> Tim
>
>

671. Re: Paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 00:55:25 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <S-idnW-9YerEqrndRVn-tA@comcast.com>
Source record: 17278

all hail duct tape.

whatever city that stuff was created in, we should kneel and pay homage
toward it every day.

-z-

"Richard Cranium" <dufus@bunghole.com> wrote in message
news:402074ab.49224090@news.east.earthlink.net...
> On Tue, 3 Feb 2004 22:20:27 -0500, "Z.Beeblebrox"
> <the.z.guy@comcast.net> wrote:
>
> >Is there anything color TV tuner cleaner can't do???!!!
> >
> If there is, you can bet that duct tape will surely be able to get the
> job done.

672. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 02:20:38 UTC
From: 8-Bit <yeah@sure.iam>
Message-ID: <ppi820th6lbg7r4qkbi4eckd3o4lg7c02i@4ax.com>
Source record: 17279
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I do remember some of these and have one myself in my stock pile. I
thought it was weird myself, but works. Kind of like a CD-ROM with
both a Mac and PC version of software I suppose, just forcing it out
to a different track for one or the other.

On Fri, 6 Feb 2004 19:54:06 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>No, I didn't think both operating systems could read the same floppy.
>hmmmm.....well I bid on it...if I win, then I'll know the answer.
>
>-yoink,
>me
>
>"Tim" <tjlazer@nospam.mail.com> wrote in message
>news:1028c4qejl4vo5b@corp.supernews.com...
>> I have been into Atari 8's and C64's since '84. I have seen and have
>> several flippy disks that have the C64 on one side and Atari XL XE on the
>> other. But take a look at this:
>>
>>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>>
>> How can one side have BOTH??? Never thought that was possible...
>>
>> Tim
>>
>>
>

673. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 04:01:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <xqZUb.13526$vD8.12405@news01.bloor.is.net.cable.rogers.com>
Source record: 17280

Bruce wrote:

>maybe, cause they like nude pictures xD
>
>
But then they're just being stupid, so then they probably do get into
that stuff. Pretty lame when all of usenet starts looking like
alt.fetish.fnord.phlonk.sinplop

>
>
>"James Alexander" <james-m-alexander@rogers.com> escribiï¿½ en el mensaje
>news:BSCUb.53$sm.45@news01.bloor.is.net.cable.rogers.com...
>
>
>>Roy G Biv wrote:
>>
>>
>>
>>> On Mon, 26 Jan 2004 at 23:36:32 +0000 (UTC), "Steve Sweet"
>>>scribbled:
>>>->... yet they happily accept Ben-Spam. Hypocrites??
>>>
>>> No, because Ben's ads aren't spam.
>>>
>>>
>>>
>>It strikes me as being odd how many atari users scream at ben for
>>selling atari stuff in an atari group and nobody makes a peep when some
>>idiot perv starts posting adverts for britney spears nude or some other
>>bollox
>>
>>
>>
>
>
>
>

674. Re: atari inside bbs online

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 05:50:32 UTC
From: Oldbitcollector <jeff@nospam.com>
Message-ID: <40247ca4$1_3@corp.newsgroups.com>
Source record: 17281

```
>
> telnet://213.10.217.144:8888
>
> There are bugs (in time, and the download is not working grrrrr... but i'm
> working on it)
>
> Greetz,
> Marius
```

Looks great!! I've listed you on the TelBBS site! http://www.petscii.com

Please drop in when you have a chance and leave some details about
your setup and the best way to connect!

Oldbitcollector

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

675. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 07:42:37 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040207024237.11576.00001464@mb-m12.aol.com>
Source record: 17282

New one to me, too. It would be interesting to know if the Commodore and Atari boot tracks (track 0) are physically in different locations -or- even if they have the same radial location, the other system's sectors would probably be "invisible". All it would take is a few boot sectors, then forcing each system to different tracks on the disk. But still, that's a really neat trick!
Larry

676. Re: ATARI WIN PLUS 4.0 new version

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 09:47:00 UTC
From: "/|\\C.I.G.F.Y./|\\" <cigfy@cigfy.com>
Message-ID: <4024b42b$0$28102$626a14ce@news.free.fr>
Source record: 17283

"Z.Beeblebrox" <the.z.guy@comcast.net> a crit dans le message de news:
dK2dnSCPMeGkq7ndRVn-ig@comcast.com...
> Do you know how to run the network feature?
Hi

Atari Win plus 4 use Kaillera Client V0.9 for the network feature

so search on "google"...perhaps you find something that can help you

so sorry if I can do this..but I don't use the network game(still have a 56k
modem in my littlllllllleeeee contry ;-)))))

Best regards

/|\C.I.G.F.Y./|\

677. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 13:26:26 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <6I5Vb.14876$F23.8210@newsread2.news.pas.earthlink.net>
Source record: 17284
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:1028c4qejl4vo5b@corp.supernews.com...
> I have been into Atari 8's and C64's since '84. I have seen and have
> several flippy disks that have the C64 on one side and Atari XL XE on the
> other. But take a look at this:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
> How can one side have BOTH??? Never thought that was possible...
>
> Tim
>
>

Hmmm... Havn't seen that in ages. I got a bunch of stuff from my shool back
in 86/87 when they upgraded the cumputers they were using. I got 3 commodore
64's, and 2 C128's and a crapload of soft and hardware for free. A handfull
of the games I got were like that, including one REALLY stupid typing game.

I thought it was neat as crap back in the day. :)

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

678. Freddie in a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 15:19:32 UTC
From: freddie@jorevall.com
Message-ID: <57464ce1.0402070719.31d24e13@posting.google.com>
Source record: 17285

Hi,

Does anybody have any experience with bad Freddie in a 130XE?
I have a clock signal in on pin 2, but nothing out on pin 37, and also
Freddie sets reset for the other chips.

So I sounds like a bad Freddie to me.
Or does anybody have another clue?

Regards,
Freddie 'Still alive'

679. Disk Library Program

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 15:38:50 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <TB7Vb.13843$Rl4.11869@bignews5.bellsouth.net>
Source record: 17286

I used to have a program that would read the disk's directory and store the data the in a database. You labeled the disk 1A, 1B, 2A, 2B, etc.etc. and if you ever wanted to find a program you typed in the name, the program found it and told you what disk and side the program was on.

I forgot the name of this program and but would love to get it. Anyone else remember the name or know where I can buy or D/L?

Even with emulation this program would be great to organize all your files.

Mike

680. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 15:43:24 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <40250779.737759B@ix.netcom.com>
Source record: 17287
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Tim wrote:

> I have been into Atari 8's and C64's since '84. I have seen and have
> several flippy disks that have the C64 on one side and Atari XL XE on the
> other. But take a look at this:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
> How can one side have BOTH??? Never thought that was possible...
>
> Tim

Hi Tim,

I actually hold a patent on the method you describe. A subsidiary of Verbatim
(Data Encore) produced such disks in the mid '80s. The method was called
"Intersystem formatting". I have a copy of Frogger which plays on an Apple II,
Atari, Commodore and IBM PC -- all on the same side of the disk.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

681. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 16:04:49 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0402071102250.27622@shell1>
Source record: 17288
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 7 Feb 2004, C. Bond wrote:

> I actually hold a patent on the method you describe. A subsidiary of Verbatim
> (Data Encore) produced such disks in the mid '80s. The method was called
> "Intersystem formatting". I have a copy of Frogger which plays on an Apple II,
> Atari, Commodore and IBM PC -- all on the same side of the disk.

How interesting! Can you explain how such a thing was done?
Without giving away your trade secrets. :-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

682. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 16:36:33 UTC
From: Spiro Trikaliotis <trik-news@gmx.de>
Message-ID: <c0346i$12ck0n$1@ID-9481.news.uni-berlin.de>
Source record: 17289
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hello Robert,

Robert Bernardo wrote:

> > I actually hold a patent on the method you describe. A subsidiary of Verbatim
> > (Data Encore) produced such disks in the mid '80s. The method was called
> > "Intersystem formatting". I have a copy of Frogger which plays on an Apple II,
> > Atari, Commodore and IBM PC -- all on the same side of the disk.
>
> How interesting! Can you explain how such a thing was done?
> Without giving away your trade secrets. :-)

If it's a patent, you only have to look it up at the patent office. I think the
poster meant the following patent:

Go to
http://patft.uspto.gov/netahtml/srchnum.htm
and search for 4,562,495:

December 31, 1985
Inventors: Bond, Charles R.; Sturtevant-Stuart; Ronald M.

For more information, look there.

(Hint: I always press on "Images" at the bottom, as I find the original
images more friendly in reading than the text only representation.)

HTH,
Spiro.

683. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 16:55:47 UTC
From: Philipp Lucas <phlucas@online-club.de>
Message-ID: <c0355r$11vrip$1@ID-3042.news.uni-berlin.de>
Source record: 17290
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robert Bernardo <rbernardo@iglou.com> wrote:

>On Sat, 7 Feb 2004, C. Bond wrote:
>> I actually hold a patent on the method you describe. A subsidiary of Verbatim
>> (Data Encore) produced such disks in the mid '80s. The method was called
>> "Intersystem formatting". I have a copy of Frogger which plays on an Apple II,
>> Atari, Commodore and IBM PC -- all on the same side of the disk.
> How interesting! Can you explain how such a thing was done?
>Without giving away your trade secrets. :-)

Well, that's what patents are for, isn't it?
http://tinyurl.com/3a9ka

--
Philipp Lucas
phlucas@online-club.de

684. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 19:50:01 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <40255C38.AD6E048F@comcast.net>
Source record: 17291
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Tim wrote:
>
> I have been into Atari 8's and C64's since '84. I have seen and have
> several flippy disks that have the C64 on one side and Atari XL XE on the
> other. But take a look at this:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
> How can one side have BOTH??? Never thought that was possible...
>
Maybe it has something to do with Atari and C64 having their
directory tracks in different places. I know that the C64
directory tracks begin at about track 18, in the middle of
the floppy diskette.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

685. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 22:58:59 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <28ra20pmo4q1m2s5u2br0k17hdbql2pgjn@4ax.com>
Source record: 17292
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 07 Feb 2004 19:50:01 GMT, Charles Richmond
<richchas@comcast.net> wrote:

>Tim wrote:
>>
>> I have been into Atari 8's and C64's since '84. I have seen and have
>> several flippy disks that have the C64 on one side and Atari XL XE on the
>> other. But take a look at this:
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>>
>> How can one side have BOTH??? Never thought that was possible...
>>
>Maybe it has something to do with Atari and C64 having their
>directory tracks in different places. I know that the C64
>directory tracks begin at about track 18, in the middle of
>the floppy diskette.

so you could have one disk that had IBM, Commodore 64, Apple II,
Atari 800 software all delivered on the same floppy. It's interesting
that they mention this could be used as a form of copy protection. I
suppose devices like the Happy drive for the Atari 8-bit could still
make a duplicate of this type of disk without a problem.

kvn

686. Micropalooza photos are up!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-07 23:18:28 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0402071816430.13965@shell1>
Source record: 17293

Hello, friends,
Hurrah! Photos from the December 30 Portland, Oregon Micropalooza
8-Bit Music Party have been posted to Earl Williams' website. (Thanks,
Earl!) Go to

http://www.earl-ydesigns.com/InfiniteLoop/comminfo.html

See such luminaries as Dave Moorman, Lawrence Hiler, Seth Sternberger,
and Jeri Ellsworth. Vicariously participate in the party while as you
view photos of the bands -- Waxin' Wary, gotoXY, and 8-Bit Weapon --
and the crowd grooving to the music.
My favorite photo -- Jeri Ellsworth being presented the C1 t-shirt
autographed by William Shatner (Captain Kirk of Star Trek)!

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

687. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 00:49:26 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c03tc4$vt9$1@news1.nivel5.cl>
Source record: 17294
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
i Think, nowadays any system with 5 1/4 disk drive, and sector copie, could
do it..
But it's not the point
```

"|<evin" <nospam@nospam.org> escribi&#65533; en el mensaje
news:28ra20pmo4q1m2s5u2br0k17hdbql2pgjn@4ax.com...
> On Sat, 07 Feb 2004 19:50:01 GMT, Charles Richmond
> <richchas@comcast.net> wrote:
>
> >Tim wrote:
> >>
> >> I have been into Atari 8's and C64's since '84. I have seen and have
> >> several flippy disks that have the C64 on one side and Atari XL XE on
the
> >> other. But take a look at this:
> >>
> >>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
> >>
> >> How can one side have BOTH??? Never thought that was possible...
> >>
> >Maybe it has something to do with Atari and C64 having their
> >directory tracks in different places. I know that the C64
> >directory tracks begin at about track 18, in the middle of
> >the floppy diskette.
>
> so you could have one disk that had IBM, Commodore 64, Apple II,
> Atari 800 software all delivered on the same floppy. It's interesting
> that they mention this could be used as a form of copy protection. I
> suppose devices like the Happy drive for the Atari 8-bit could still
> make a duplicate of this type of disk without a problem.
>
>
>
>
>
> kvn

688. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 02:11:13 UTC
From: rewoolley <rewoolleynospam@alamedanet.net>
Message-ID: <4025a0f1$0$32592$2c56edd9@news.cablerocket.com>
Source record: 17295

I thought the commie ran DD (180K) disks. At any rate, if they both look for track 0, sector 1, it would have to be on the same location as any other disk. Both systems use disk controllers that don't "know" what the OS is. You just tell the controller to find and read a sector and track. The sector number is imbedded in the ID field of the data. I suppose you could write two sets of boot sectors, one in DD and one in SD. If you read the wrong sectors, the retry would find the correct sector. May not work on a DD Atari drive, though. He will read the commie sectors OK.

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040207024237.11576.00001464@mb-m12.aol.com...
> New one to me, too. It would be interesting to know if the Commodore and
Atari
> boot tracks (track 0) are physically in different locations -or- even if
they
> have the same radial location, the other system's sectors would probably
be
> "invisible". All it would take is a few boot sectors, then forcing each
system
> to different tracks on the disk. But still, that's a really neat trick!
> Larry

689. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 02:48:37 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <lr8b20lks8pp4d6imrod3pi7f905daef00@4ax.com>
Source record: 17296

On Thu, 05 Feb 2004 11:20:35 -0500, "|<evin" <nospam@nospam.org> wrote:

>On Thu, 05 Feb 2004 04:43:08 -0500, Daniel Miller
><daclmi@mediakingx.com> wrote:
>
>>Can you write ATRs to disk? You could start here:
>>
>>http://people.freenet.de/mrbacardi/LK_Avalon.html
>
>
>wow, very impressive. It's too bad these games weren't available in
>the US (in the 90's). Some of the black andwhite games look like they
>were done in gr.8? I didnt think any games were done in this mode.
>
Wasn't Choplifter done in GR.8?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

690. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 03:26:12 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <4025abbf$0$98790$45beb828@newscene.com>
Source record: 17097
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Charles Richmond <richchas@comcast.net> writes:

>>I have been into Atari 8's and C64's since '84. I have seen and have
>>several flippy disks that have the C64 on one side and Atari XL XE on the
>>other. But take a look at this:
>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>>How can one side have BOTH??? Never thought that was possible...

>Maybe it has something to do with Atari and C64 having their
>directory tracks in different places. I know that the C64
>directory tracks begin at about track 18, in the middle of
>the floppy diskette.

Strangely, the referenced patent said track 16, which seems a little odd.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

691. other spam (was: Bravo Sierra's ads)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 04:27:59 UTC
From: Roy G Biv <8-bitter@Atari.HQ>
Message-ID: <Pine.GSO.4.56.0402072311540.22808@shell1>
Source record: 17098

```
On Fri, 06 Feb at 2004 02:21:21 GMT, James Alexander scribbled:
->It strikes me as being odd how many atari users scream at ben for
->selling atari stuff in an atari group and nobody makes a peep when
->some idiot perv starts posting adverts for britney spears nude or
->some other bollox

Because for practical purposes nothing can be done about that
kind of spam. Those spammers put that stuff onto all the newsgroups;
it slips thru the usual filters; they can even bypass moderators.
There's no point wasting hot air by debating about it.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

692. Re: Disk Library Program

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 07:04:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040208020432.12966.00001479@mb-m02.aol.com>
Source record: 17099

> I used to have a program that would read the disk's directory and store the data in a database. <

There are *bunches* of these, and most all work about the same, although the type of Dos you use can be important (e.g. Sparta vs. Dos II-types). APX had a good one called the "Diskette Librarian." It's available at www.atariarchives.org/APX. Or you can go to XL-Search at www.newbreedsoftware.com/xlsearch

You'll likely get lots of recommendations on your question.
Larry

693. Fixing an Atari - notes

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 07:48:28 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.02.08.07.48.28.166361@icequake.net>
Source record: 17100

We just fixed a 800XL that was brought in out of mothballs and failed to do anything when powered on.

First, we noticed that the power supply was at 6V unloaded, and when attached to the machine and switched on, the output dropped to 3V. Well, either a bad supply or shorted chip somewhere. We powered off and removed ANTIC, GTIA, CPU, and PIA one by one, and each time re-checked the voltage when switched on. The voltage was nearly at 5V with all of the main chips out, and when each was put back in, the powered-on voltage steadily decreased to 3V. So it didn't look like any one chip was shorted (and thus sucking up all the current), so we guessed that the power supply was having trouble supplying current and causing the voltage to drop. Ordered a "new" power supply off ebay to replace the old one (the one with the choke box on the wire). Tested the new one, and a steady 5V when the machine was powered on and all chips in. Problem #1 solved.

Next part wasn't really a problem. We thought we were not getting any video output from the composite cable. Checked the wiring of the cable to make sure it was ok. Then followed a SAMS manual to verify voltages on various ICs. Suspected a diode at one point which we pulled and checked ok. We clipped the RF module's leads in case it was shorted and interfering with the display, with no results. Getting a little frustrated, we re-soldered the RF module pins and located a TV/Game switch to hookup to the TV. After hooking the Atari up through RF, we got video! Albeit fuzzy, and the colors were off. But that led us to check the connections with the composite cable. Sure enough, we had simply connected it wrong. All that troubleshooting for nothing! The video was still screwed up though, leading to the next Problem.

Problem #2 was that when the machine was powered on, it did not make it to the OS and the video was scrambled. We did the self-test (hold Option and power on) and noticed that the video was garbled here. I checked for shorted/hot RAM chips, and in the process pressed on a chip that made the display change dramatically. Made me suspicious, so we removed and reseated all 8 of the RAM chips. Powered back on, and "READY". Voila! Then we adjusted the color, and played lots of classic Atari games! :)

Just thought I would relate this in case it helps anyone else who pulls an Atari out of storage and it no longer works. It doesn't really make sense that the power supply would go bad just sitting there in storage, but that seems to be what has happened in our case.

694. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 08:57:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1076230604@rtfm.mit.edu>
Source record: 17101
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

695. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 10:28:16 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40260f41$1@news.inet.com.pl>
Source record: 17102
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>>Tim wrote:
>>>
>>>>I have been into Atari 8's and C64's since '84. I have seen and have
>>>>several flippy disks that have the C64 on one side and Atari XL XE on
>
> the
>
>>>>other. But take a look at this:
>>>>
>>>>
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
>>>>How can one side have BOTH??? Never thought that was possible...
>>>>
>>>
>>>Maybe it has something to do with Atari and C64 having their
>>>directory tracks in different places. I know that the C64
>>>directory tracks begin at about track 18, in the middle of
>>>the floppy diskette.
>>
>> so you could have one disk that had IBM, Commodore 64, Apple II,
>>Atari 800 software all delivered on the same floppy. It's interesting
>>that they mention this could be used as a form of copy protection. I
>>suppose devices like the Happy drive for the Atari 8-bit could still
>>make a duplicate of this type of disk without a problem.
>>
Bruce wrote:
> i Think, nowadays any system with 5 1/4 disk drive, and sector copie,
> could do it..

Even with soft sectoring and MFM vs. GCR encoding changes?

696. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 10:29:29 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40260f8a@news.inet.com.pl>
Source record: 17103
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Cameron Kaiser wrote:

>
>>>I have been into Atari 8's and C64's since '84. I have seen and have
>>>several flippy disks that have the C64 on one side and Atari XL XE on the
>>>other. But take a look at this:
>>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>>>How can one side have BOTH??? Never thought that was possible...
>
>
>>Maybe it has something to do with Atari and C64 having their
>>directory tracks in different places. I know that the C64
>>directory tracks begin at about track 18, in the middle of
>>the floppy diskette.
>
>
> Strangely, the referenced patent said track 16, which seems a little odd.

Maybe they heard the bell but weren't sure where from ;-)

697. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 10:37:33 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2goes9g8lu.fsf@legolas.mdh.se>
Source record: 17104

"rewoolley" <rewoolleynospam@alamedanet.net> writes:

> I thought the commie ran DD (180K) disks.

No, it is single density with varying number of sectors, GCR encoding
and other nifty tricks to get 166K out of each disk side. The directory
is on physical (?) track 18, which may be a reason why it works. There
is a patent on the technology to mix disk formats which was referenced
in c.s.cbm the other day by the patent holder.

--
Anders Carlsson

698. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 14:12:58 UTC
From: Gordon Pettey <petteyg359@swbell.net>
Message-ID: <KtrVb.1497$jX4.458@newssvr23.news.prodigy.com>
Source record: 17105
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

It is definitely possible. My parents had an old IBM clone, when I was in kindergarten I used to play a game "Learn Counting". 5 1/4" floppy that had software for IBM PC/clones, C64, Atari, and PET all on the one disk.

"|<evin" <nospam@nospam.org> wrote in message news:28ra20pmo4q1m2s5u2br0k17hdbql2pgjn@4ax.com...
> On Sat, 07 Feb 2004 19:50:01 GMT, Charles Richmond
> <richchas@comcast.net> wrote:
>
> >Tim wrote:
> >>
> >> I have been into Atari 8's and C64's since '84. I have seen and have
> >> several flippy disks that have the C64 on one side and Atari XL XE on the
> >> other. But take a look at this:
> >>
> >>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
> >>
> >> How can one side have BOTH??? Never thought that was possible...
> >>
> >Maybe it has something to do with Atari and C64 having their
> >directory tracks in different places. I know that the C64
> >directory tracks begin at about track 18, in the middle of
> >the floppy diskette.
>
> so you could have one disk that had IBM, Commodore 64, Apple II,
> Atari 800 software all delivered on the same floppy. It's interesting
> that they mention this could be used as a form of copy protection. I
> suppose devices like the Happy drive for the Atari 8-bit could still
> make a duplicate of this type of disk without a problem.
>
>
>
>
>
> kvn

699. Source for new or used empty XE cartridge cases?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 18:46:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102d10o3lq4jic6@corp.supernews.com>
Source record: 17106

Anyone know where I can get some? The more the better.

Tim

700. Looking for Space Shuttle cart!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 20:21:22 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102d6i48h4ga76c@corp.supernews.com>
Source record: 17107

If you know where I can find one let me know: Atari 800 XL XE version only.

Tim

701. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-08 23:33:48 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4028c71b.162468484@news.charter.net>
Source record: 17108

The same way you load and run it on a real Atari. You just have to
make sure you configure the emulator to utilize BASIC. After that,
just do a RUN D:PROGRAM.BAS

On Fri, 06 Feb 2004 23:16:26 GMT, Steve <novirus@nospam.com> wrote:

>
>Hi
>Does anyone know if there's a way to load and run a .BAS program with
>the emulator? It's probably simple but I haven't been able to figure it
>out. Thanks for any help.
>-Steve

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

702. B.C.'s Quest for Tires rarity?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 00:18:34 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102dkesra0ubmd3@corp.supernews.com>
Source record: 17109

How rare is this cart? How about Wizard of War?

Tim

703. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 02:30:04 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <102ds4bn1dtvlfa@corp.supernews.com>
Source record: 17110

Did anyone mention XDIR and IMAGEMAN. The former will manage .atr and files
on SpartDOS, the later is for MyDOS/DOS 2/2.5 only.
SgtSilicon <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:4028c71b.162468484@news.charter.net...
> The same way you load and run it on a real Atari. You just have to
> make sure you configure the emulator to utilize BASIC. After that,
> just do a RUN D:PROGRAM.BAS
>
>
> On Fri, 06 Feb 2004 23:16:26 GMT, Steve <novirus@nospam.com> wrote:
>
> >
> >Hi
> >Does anyone know if there's a way to load and run a .BAS program with
> >the emulator? It's probably simple but I haven't been able to figure it
> >out. Thanks for any help.
> >-Steve
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

704. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 03:37:34 UTC
From: Steve <novirus@nospam.com>
Message-ID: <MPG.1a90cad2c84aeb47989687@news.west.earthlink.net>
Source record: 17111

In article <c06en9$798$1@reader08.wxs.nl>, grover25@zonnet.nl says...
>
> "Bruce" <No-Spam@Ivn.cl> schreef in bericht
> news:c017oo$9rn$1@news1.nivel5.cl...
> > Start the emulator, load the file, and type run ....
> >
> > Ah.. first you have to copy the file to a diskette image
> >
> > "Steve" <novirus@nospam.com> escribió en el mensaje
> > news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
> > >
> > > Hi
> > > Does anyone know if there's a way to load and run a .BAS program with
> > > the emulator? It's probably simple but I haven't been able to figure it
> > > out. Thanks for any help.
> > > -Steve
> >
>
> You are absolutely not helpfull with such a comment.
>
> At first a .bas file on an empty disk image won't work ofcourse. It won't
> work on real atari 8bit so it won't work on emulator.
>
> You'll need an .ATR with some kind of DOS on it... like DOS 2.5 or another
> dos if you like. I sugges you use MyDOS if you want to work with .BAS files.
> If you could not find this on the internet, mail me, and I'll provide you
> such an .ATR.

I have a few disk images I either downloaded or came with the emulator,
as follows:

DOS_20S.ATR (91KB)
DOS_25.ATR (131KB)
DOS_30.ATR (91KB)
DOS_40.ATR (91KB)
DOS_XE.ATR (91KB)

I guess these are what you're talking about. I hope the size doesn't
mean they're full. Now I guess I just have to find a way to load the
.bas files onto them.

> Then you should get this .BAS file on your .ATR.
>
> The easiest way is to use the H: handler in the emulator. The bad part of
> this story is, as far as I know, only spartados supports this. There are

> programs to manage your files on .ATR files, but i don't use them, so I can
> not help you with this part of the question.
>
> I suppose you do not have real atari 8bit?
>
> If you have... it is simple with ape or sio2pc. (www.atarimax.com)
>
> Marius

No. I wouldn't mind having one, except my museum is about full :)

-Steve

>
>

705. FA: SIO2PC price drop

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 07:52:52 UTC
From: j131@op.dot.pl
Message-ID: <c07e8kfgs1@korweta.task.gda.pl>
Source record: 17112

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785887303

706. APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 12:51:02 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040209075102.21850.00001342@mb-m22.aol.com>
Source record: 17113

I use APE quite a lot, but since I started using Win XP, I have no longer been able to print to my system printer through APE. I am aware that this XP printing issue affects at least two other APE users, so I'm not alone. The author of APE has made *many* program mods to help me, but it still persists. It works like this -- APE will start printing normally, but then stops before completion. It may print as little as a few lines, or may print a half-page, or occasionally even prints an entire listing of several pages. (But a few seconds later, may only print 5 lines or so.)
Incidently, SIO disk transfers are *no problem* -- even at 3X.

The easy work-around is to set up another printer, and I've done that, but due to space limitations, that means going to my garage every time I wan to print a program listing -- not very convenient. I also can make an ASCII listing and then import that into my PC text editor and print it out from the editor. On my previous system (1.3GHz Celeron Tualatin) I was able to set up a second partition with W98, but on my present XP system, W98 and ME "choke" on my hardware.

I'd be very interested in getting emails from users of APE and XP who either can or cannot print through APE to see if I can come up with some common denominator.
Thanks,
Larry

707. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 14:05:53 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c080j5$2uo$1@news1.nivel5.cl>
Source record: 17114

Yeah, i know my comment wont help so much... As i think he knew the basics
on how to operate.

Anyways... If you need to, i could make a how-to for this... (screenshots
and that stuff)
If you want, you could send me the .bas file, and i could use it to make the
guide.

Best regards.

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> escribi&#65533; en el mensaje
news:c06en9$798$1@reader08.wxs.nl...
>
> "Bruce" <No-Spam@Ivn.cl> schreef in bericht
> news:c017oo$9rn$1@news1.nivel5.cl...
> > Start the emulator, load the file, and type run ....
> >
> > Ah.. first you have to copy the file to a diskette image
> >
> > "Steve" <novirus@nospam.com> escribi&#65533; en el mensaje
> > news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
> > >
> > > Hi
> > > Does anyone know if there's a way to load and run a .BAS program with
> > > the emulator? It's probably simple but I haven't been able to figure
it
> > > out. Thanks for any help.
> > > -Steve
> >
>
> You are absolutely not helpfull with such a comment.
>
> At first a .bas file on an empty disk image won't work ofcourse. It won't
> work on real atari 8bit so it won't work on emulator.
>
> You'll need an .ATR with some kind of DOS on it... like DOS 2.5 or another
> dos if you like. I sugges you use MyDOS if you want to work with .BAS
files.
> If you could not find this on the internet, mail me, and I'll provide you
> such an .ATR.
>
> Then you should get this .BAS file on your .ATR.
>
> The easiest way is to use the H: handler in the emulator. The bad part of

> this story is, as far as I know, only spartados supports this. There are
> programs to manage your files on .ATR files, but i don't use them, so I
can
> not help you with this part of the question.
>
> I suppose you do not have real atari 8bit?
>
> If you have... it is simple with ape or sio2pc. (www.atarimax.com)
>
> Marius
>
>

708. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 14:47:15 UTC
From: Jim MacKenzie <jim@dusykbarlow.sk.ca>
Message-ID: <40279d76$1@news3.accesscomm.ca>
Source record: 17115
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Cameron Kaiser" <ckaiser@floodgap.com> wrote in message
news:4025abbf$0$98790$45beb828@newscene.com...
> Strangely, the referenced patent said track 16, which seems a little odd.

18/0 has to be there, but it can point to 16/0. There is no absolute
requirement that the actual directory is on track 18.

Jim

709. Basic XE Extensions Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 19:08:15 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <fUQVb.32$4f7.121741@news.abs.net>
Source record: 17116

I recently picked up a used Basic XE cartridge, but it did not include the extensions disk or the manual. Does anyone know of a source for these (disk image, etc)?

Thanks

Jason Harmon

710. FA: Atari 130XE at $21.50 (repost)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-09 19:38:07 UTC
From: julian <johnny6vasquez@hotmail.com>
Message-ID: <zkRVb.20734$QX4.4230@clgrps13>
Source record: 17117

For those of you interested, the auction I posted here last week is
almost over and the computer is still very reasonably priced.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=51107&item=2785311663

Thanks,
Julian

711. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 00:12:40 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <40281c0f$0$99796$45beb828@newscene.com>
Source record: 17118
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Jim MacKenzie" <jim@dusykbarlow.sk.ca> writes:

>>Strangely, the referenced patent said track 16, which seems a little odd.

>18/0 has to be there, but it can point to 16/0. There is no absolute
>requirement that the actual directory is on track 18.

No, I understand that, but your post proves what I mean: the 1541 DOS cares
about track 18 to find its "mark" (not track 16).

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

712. Re: Basic XE Extensions Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 04:41:36 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0402092041.1c235fcb@posting.google.com>
Source record: 17119

"Jason Harmon" <jharmon@us.net> wrote in message
news:<fUQVb.32$4f7.121741@news.abs.net>...
> I recently picked up a used Basic XE cartridge, but it did not include the
> extensions disk or the manual. Does anyone know of a source for these (disk
> image, etc)?
>
> Thanks
>
> Jason Harmon

Jason,
The Basic xe extension disk can be found in and downloaded from the
Holmes Utility archive on this website:
<ftp://atari8@atari.xs4all.nl/>. Use atari8 as the user name and
atari4ever as the password. There is a basic xl tool kit on the site
also that may be helpful. I have the basic XE manual so if you have
any questions on it's use you can send me an email and I will try to
answer them.

Regards,
kvan

713. Re: Basic XE Extensions Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 05:46:45 UTC
From: Jorge Boosh <jboosh@hotmail.com>
Message-ID: <jf_Vb.51$4f7.246341@news.abs.net>
Source record: 17120

Thanks to all of you who have responded with the disk image. I was able to obtain the manual as well from B & C ComputerVisions.

Jason Harmon

"Jason Harmon" <jharmon@us.net> wrote in message news:fUQVb.32$4f7.121741@news.abs.net...
> I recently picked up a used Basic XE cartridge, but it did not include the
> extensions disk or the manual. Does anyone know of a source for these (disk
> image, etc)?
>
> Thanks
>
> Jason Harmon
>
>

714. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 11:59:47 UTC
From: Jacek Bogucki <gucek@interia.pl>
Message-ID: <TI3Wb.139659$AU2.94913@news.chello.at>
Source record: 17121

```
I think you may try (on PC) bas2boot from here:
http://www2.asw.cz/~kubecj/asoft.htm
```

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c06en9$798$1@reader08.wxs.nl...
>
> "Bruce" <No-Spam@lvn.cl> schreef in bericht
> news:c017oo$9rn$1@news1.nivel5.cl...
> > Start the emulator, load the file, and type run ....
> >
> > Ah.. first you have to copy the file to a diskette image
> >
> > "Steve" <novirus@nospam.com> escribi&#65533; en el mensaje
> > news:MPG.1a8dea938da33f4d989684@news.west.earthlink.net...
> > >
> > > Hi
> > > Does anyone know if there's a way to load and run a .BAS program with
> > > the emulator? It's probably simple but I haven't been able to figure
it
> > > out. Thanks for any help.
> > > -Steve
> >
>
> You are absolutely not helpfull with such a comment.
>
> At first a .bas file on an empty disk image won't work ofcourse. It won't
> work on real atari 8bit so it won't work on emulator.
>
> You'll need an .ATR with some kind of DOS on it... like DOS 2.5 or another
> dos if you like. I sugges you use MyDOS if you want to work with .BAS
files.
> If you could not find this on the internet, mail me, and I'll provide you
> such an .ATR.
>
> Then you should get this .BAS file on your .ATR.
>
> The easiest way is to use the H: handler in the emulator. The bad part of
> this story is, as far as I know, only spartados supports this. There are
> programs to manage your files on .ATR files, but i don't use them, so I
can
> not help you with this part of the question.
>
> I suppose you do not have real atari 8bit?

>
> If you have... it is simple with ape or sio2pc. (www.atarimax.com)
>
> Marius
>
>

715. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 12:44:22 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c0ajn6$9pm$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17122

Hi,

> Oh ok, how do I do that? Is there a way to create a blank disk image and
> drop the .BAS onto it or something?

Phew. Much to complicated. Probably you should get another emulator.
(Hint, hint).

On some emulators, you can setup a pseudo-handler that points to a directory
on the host operating system. Copy all the basic files there (suppose that
it's D:\Atari). Then tell the emulator that your files are in that
specific place. (On Atari++, it's in the menu under "OsRom" "H1Dir").

Turn off the automatic "option press" on reset so Basic remains enabled.
(The menu to the right).

The emulator should now boot up and show its "READY" message.

Then type:

RUN "H1:MYPROG.BAS"

where MYPROG.BAS is of course the name of the basic file on the local
machine in the local directory.

In case the program requires further data from floppy disk and thus
expects D: instead of H:, there's also a switch for that again in the
"OsROM" menu.

Greetings,
Thomas

716. Half an hour left and it's only $26!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 22:35:48 UTC
From: Julian <johnny6vasquez@hotmail.saynotospam.com>
Message-ID: <81dWb.25469$Qa3.7847@edtnps89>
Source record: 17123

"julian" <johnny6vasquez@hotmail.com> wrote in message
news:zkRVb.20734$QX4.4230@clgrps13...
> For those of you interested, the auction I posted here last week is
> almost over and the computer is still very reasonably priced.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=51107&item=2785311663
>
> Thanks,
> Julian
>

717. FA: Softporn Adventure by On-line Systems for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-10 23:25:10 UTC
From: pics2222@aol.com
Message-ID: <20040210182510.12611.00002062@mb-m29.aol.com>
Source record: 17124

We have the VERY RARE, very first version of Softporn Adventure by On-line
Systems (Sierra On-line) for auction on eBay.
Here is the listing.
Softporn Adventure by On-line Systems for Atari 800
Item # 3077216326
It ends on Wednesday, February 18.
We have lots of other vintage games in our eBay store.

718. Anyone Have an MIO to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 00:46:14 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <8aqdndFx4dHQ5rTdRVn-sw@thebiz.net>
Source record: 17125

Hi All,
I'm looking for an MIO, working or not. Anybody have one they're not using?

Kevin Besig
897 Shoemaker Rd.
Mohawk, NY 13407

719. **OFF TOPIC** Interesting site for NorCal Vintage Computer Museum

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 02:05:49 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <16gWb.23177$uM2.3526@newsread1.news.pas.earthlink.net>
Source record: 17126

http://digibarn.com/

Check out this site, kinda fun.

Rich Jackson

720. SIO port debugging

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 04:38:07 UTC
From: Slor <IDoNotLike@GreenEggsAnd.Spam>
Message-ID: <199532b3d78bd43b89b8b63048aa4e4c@news.teranews.com>
Source record: 17127

Hello all,

I'm hoping someone can help be quickly debug an issue with my Atari 800xl. I have my xl hooked up to a machine running Ape using the typical sio2pc cable. It ran great for a long time. However, It's been months since I used it, during which time my house actually took a direct lightning hit, and I recently turn the setup back on to find the sio2pc functionality no longer works. I'm guessing something got fried, even though none of the equipment was powered on during the storm. At any rate, I have verified that the serial port on my PC works fine, which means the issue is either in the Atari (which still runs fine in general) on in the sio2pc cable. I've opened the cable and see nothing to indicate surge-related damage, like a blown-up IC or diode, and I'm not sure how to go about further determining which side the issue is on. I don't actually still own any real SIO devices, so I don't have a really good way to test the port on the Atari, but perhaps one of you can tell me an easy way to rig something up? Something I can look at with a multimeter even if nothing is hooked up?

Anyway, any advice would be appreciated. I just got ahold of a "new old" PC to use as the APE slave, so I'm hoping I can just get a new cable and be back in business!

Thanks

721. Re: SIO port debugging

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 15:38:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns948C6C4F223DFslorcomcastnet@130.133.1.17>
Source record: 17128

> Anyway, any advice would be appreciated. I just got ahold of a "new
> old" PC to use as the APE slave, so I'm hoping I can just get a new
> cable and be back in business!
>
> Thanks

Artur (j131) has been kind enough to offer to send me a new cable for testing. That's really nice, especially since I bought my original cable about a year and a half ago. Anyone who's looking at getting an SIO2PC cable should consider doing business with this guy.

Thanks Artur!

--
Slor

722. Anyone need a Graphics AT?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 16:16:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns948C72C165161slorcomcastnet@130.133.1.17>
Source record: 17129

I have one of those Xetec Graphics AT printer interfaces that I haven't used in about 15 years. It's in good shape and free to anyone who wants to pay a couple bucks postage to get it there.

--
Slor

723. Re: Anyone need a Graphics AT?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 16:17:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns948C72E2CC3F5slorcomcastnet@130.133.1.17>
Source record: 17130

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns948C72C165161slorcomcastnet@130.133.1.17:

> I have one of those Xetec Graphics AT printer interfaces that I
> haven't used in about 15 years. It's in good shape and free to anyone
> who wants to pay a couple bucks postage to get it there.
>

FYI - I believe I have the manual for it too...

--
Slor

724. Re: **OFF TOPIC** Interesting site for NorCal Vintage Computer Museum

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-11 17:00:51 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <7dtWb.22576$rD3.19965@newssvr27.news.prodigy.com>
Source record: 17131

"Rich Jackson" <rj5jackson@mindspring.com> wrote in message
news:16gWb.23177$uM2.3526@newsread1.news.pas.earthlink.net...
> http://digibarn.com/
>
> Check out this site, kinda fun.

Bruce's DigiBarn is a great location for vintage computer folks who find themselves in the Bay Area.

Another great place is the Computer History Museum (www.computerhistory.org) in Mountain View, CA (about 20 miles from the DigiBarn, give or take) which has the largest collection of computer related artifacts in the world.

Erik Klein
www.vintage-computer.com
www.vintage-computer.com/vcforum
The Vintage Computer Forum

725. FA : Many XEGS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 00:34:05 UTC
From: bobbygehtheim@yahoo.de
Message-ID: <831dc9f8.0402111634.3a07fa89@posting.google.com>
Source record: 17132

Look at :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=2&page=1&rows=25&since=-1&showpics=1&stab=0

I can ship worldwide.

Most ATARI 2600 games are PAL , but ATARI XEGS carts are NTSC AND PAL compatible.

Thimo

726. club MICROWAVE (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 05:20:11 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0402120019280.992@shell1>
Source record: 17133

Date: Mon, 9 Feb 2004 11:09:11 -0800
From: Seth Sternberger

The 1st club Microwave promotion...

We stood in front of LA clubs passing out flyers to Microwave...

[snip]

http://www.clubmicrowave.com

Worlds 1st micromusic based dance club!

club MICROWAVE - Micromusic Dance Club Tuesday Nights @ The Echo in Silverlake, California

Opening Night: March 9th

MICROWAVE is the latest lo-fi dance sensation innovation from the good folks over at micromusic.net! Microwave is the 1st club in the world that caters to the chiptune or micromusic scene! Now, for the 1st time ever, people will be able to come and dance to all their favorite micro-hits! Oh, and not only will our DJ's be spinning all the latest and greatest titles from the micromusic/lo-fi and the best of their relative genres (like Elektro-Clash, 80's, IDM, Electronica, Breaks and more!), but we'll also have the seemingly endless roster of micro-artists from around the globe attending Microwave to deliver the goods in the flesh! That's right, every Microwave will have a special live musical performance by micro-artists from all over the globe! The fun begins March 9th 2004 @ 9pm at The Echo club in Silverlake!

What if you don't know if you like micromusic or chiptunes? DO NOT FEAR! We've got you covered! We know you are a dynamic individual with needs, so we will also be blending in the following genres to ease your transition into full-fledged micro-fan: Elektro-Clash, 80's, IDM, Electronica, Breaks and more!

Live Music performed by: BitShifter (NYC) Gameboy Micro Master vs. 8-Bit Weapon (Stickchick-Gameboy soloist, Omichord Rocker, & Drummer. Together with Naughtyboy - C64 SID Maverick) (LA)

DJ's: Shey (Break Beat, Micromusic, & Elektro), Mike Haggar (IDM & Micromusic), and Naughtyboy (80's Electronics, Micromusic, & Electro Clash)

Where is Microwave located?

Microwave will be held at The Echo in Silverlake.

The Echo
1822 W Sunset Blvd
Los Angeles, CA 90026-3227.
Phone (213) 413 8200

What is "micromusic.net"?

Micromusic.net is an international hub for people that love and/or
make videogame style music (www.micromusic.net). To get a better
sense of the type of sound this genre has, try to remember what
your favorite classic videogame sounded like, but add a healthy
dose of modern melodies and beats. Some common devices used to make
micromusic, or chiptunes, are Nintendo's GameBoy, Commodore 64
and/or Amiga computers, assorted Atari computers and/or consoles,
and any or all classic 8 bit computers and consoles...

For more information on Microwave or Micromusic in general feel
free to contact:

Seth D. Sternberger
La_hq(at)micromusic.net
48600 Wilbur Ave
Northridge, CA 91324
(818) 904 3354

727. artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 09:58:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c0fiofige1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17134

Hi folks,

the issue is about finding reliable sources about how the typical GTIA/CTIA color artefacts look like on NTSC machines. (Artefacts = what you see if you draw an on/off pixel pattern in HIRES, caused by the limited bandwidth of the color carrier since here one pixel is only half a color clock wide).

Owning only a PAL Atari, I've no luck reproducing them here at home, so I'm seeking your help.

i) Artefacts on black/white screens. If I'm drawing the mentioned pattern with white lines on black background, what is the closest "standard" color in the Atari palette that approximates the artefact for

a) on-off patterns (i.e. even pixels white, odd pixels black)
b) off-on patterns (i.e. odd pixels white, even pixels black)

ii) Which colors would I get with a CTIA instead of a GTIA for the above configurations? (a) on-off, (b) off-on

iii) Consider I reverse now black and white, i.e. I'm drawing black lines on a white background. Do I get the reversed artefacts? In other words, if I'm drawing all even lines black, do I get the same "pseudo" color as if I'd draw the odd lines white on a black background (seems pretty logical to me, though!)

iv) Consider now that I'm not using a black background, but rather use a color for it, i.e. I draw artefacts on (say) a green background: Light green lines on a dark green screen. Which colors do you see? Are they identical to the colors in a) and b), or do you get different colors since the background color is different?

v) Consider I'm now altering the patterns. I'm drawing one horizontal line on-off patterns, and on the line below I draw off-on patterns. (Thus, a checkerboard alignment of white pixels on a black background). Which kind of colors do I get on NTSC? Do I get *additional* colors different from i), or do I just get two lines of different colors? (I assume the latter, though this would be not the case for the PAL color system that alters the color encoding each other line)

Well, please try and experiment a little, this would be very helpful for me. It would be extremly helpful if someone with a digital camera could make some pictures from a real NTSC TV showing the mentioned artefacts. As said, as a pure (poor?) PAL user I've no idea how this should look like.

If that helps, I'm willing to write a tiny Basic program that generates the mentioned patterns to aid volunteers. (-;

Thanks again,
Thomas

728. Re: Anyone Have an MIO to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 10:48:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120242430.10311-100000@onyx.spiritone.com>
Source record: 17135

Hi Kevin, I heard on the Auctions people were bidding for a 2nd hand Black Box at $150.00! Utter Madness when Bob Puff, who still makes them NEW for the same price. I mention this as an alternative to the MIO. You can E-Mail me for his contact info. ===Ben===

On Tue, 10 Feb 2004, Kevin Besig wrote:

> Hi All,
> I'm looking for an MIO, working or not. Anybody have one they're not
> using?
>
> Kevin Besig
> 897 Shoemaker Rd.
> Mohawk, NY 13407

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

729. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 10:59:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120256090.10311-100000@onyx.spiritone.com>
Source record: 17136
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

730. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 11:02:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120300000.10311-100000@onyx.spiritone.com>
Source record: 17137
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

731. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 11:08:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120306100.10311-100000@onyx.spiritone.com>
Source record: 17139
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

732. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 11:34:31 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.11.34.31.392217@here.com>
Source record: 17138

> in lovely condition - and was wondering how hard it is to get memory
> card boxes? It's fully populated with 48K, but I'd quite like to case
> the 2nd and 3rd boards, which are presently exposed.

I'm not sure what you mean by the memory card boxes. I'm 99%
sure I still have a 16K expansion card, in the original box.

733. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 15:21:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns948D696E62188slorcomcastnet@130.133.1.17>
Source record: 17140

>
> Well, please try and experiment a little, this would be very helpful
> for me. It would be extremly helpful if someone with a digital camera
> could make some pictures from a real NTSC TV showing the mentioned
> artefacts. As said, as a pure (poor?) PAL user I've no idea how this
> should look like.
>
> If that helps, I'm willing to write a tiny Basic program that
> generates the mentioned patterns to aid volunteers. (-;
>
> Thanks again,
> Thomas
>

Hey Thomas - If you send me a program that will generate the patterns you want to see, I can hook up my 800xl to a TV for a night and get some shots for you.

--
Slor

734. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 15:59:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c0g7so$4lj$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17141

Hi,

> Hey Thomas - If you send me a program that will generate the patterns you
> want to see, I can hook up my 800xl to a TV for a night and get some shots
> for you.

Ok, stay tuned. Will do that tonite and sent it tomorrow.

Greetings,
Thomas

735. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 21:21:32 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <97SWb.48$KS6.114922@news.abs.net>
Source record: 17142

From your description, the memory cards are how they should be for a late model Atari 800.

From what I remembered, the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots. If this is the case with your machine, nothing is wrong, you've just got a later model.

-Jason Harmon

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message news:BiI4gSCYThHAFwwV@btinternet.com...
> Hi,
>
> I got the Atari 800 that was posted in here a couple of days ago - it's
> in lovely condition - and was wondering how hard it is to get memory
> card boxes? It's fully populated with 48K, but I'd quite like to case
> the 2nd and 3rd boards, which are presently exposed.
>
> Seems to be a GTIA model, as I can play Rescue on Fractalus on it :)
>
> Richard
> --
> Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
> Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
> http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (
`'::.
> Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--'
`-'_)Morticia

736. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 22:02:16 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.02.11.22.07.16.529719@pianosa.freeserve.co.uk>
Source record: 17143

On Sat, 07 Feb 2004 07:42:37 +0000, LarryWhite wrote:

> New one to me, too. It would be interesting to know if the Commodore
> and Atari boot tracks (track 0) are physically in different locations

I had, some years back, a disk mag that supplied one cover disk that could be read on three machines; Amiga, Atari ST & PC.

> have the same radial location, the other system's sectors would probably
> be "invisible". All it would take is a few boot sectors, then forcing

Yes, each machine could only read its own stuff. Made a 1 Meg floppy look like 333k.

> each system to different tracks on the disk. But still, that's a really
> neat trick! Larry

True, but it could take ages for the machines to get to grips with the custom sectoring.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

737. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-12 23:22:15 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <8i2o209o75jvsvo20le2i54b5r07r9l82j@4ax.com>
Source record: 17144

On Thu, 12 Feb 2004 22:02:16 +0000, Brad Rogers
<brad@pianosa.freeserve.co.uk> wrote:

>I had, some years back, a disk mag that supplied one cover disk that could
>be read on three machines; Amiga, Atari ST & PC.

Atari and St low density (720kl) disks are compatible anyway. I doubt
it's possible to make a disk that Pc/atari's could read work on the
amiga without special driver for the amiga to read pc disks, since
Amiga's drive's work so differently from the pc's.

kvn

738. ICD MIO on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 03:17:04 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <QkXWb.1989$5W3.996@nwrddc02.gnilink.net>
Source record: 17145

This auction is for a non-working 256k ICD MIO!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2787598336

739. Re: Anyone Have an MIO to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 04:04:24 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <402e4ca3.4273265@news.charter.net>
Source record: 17146

I don't see any on Ebay now or even as closed items. Must have been
over a month since any were auctioned?

On Thu, 12 Feb 2004 02:48:52 -0800, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hi Kevin, I heard on the Auctions people were bidding for a 2nd hand Black
>Box at $150.00! Utter Madness when Bob Puff, who still makes them NEW for
>the same price. I mention this as an alternative to the MIO. You can
>E-Mail me for his contact info. ===Ben===
>
>On Tue, 10 Feb 2004, Kevin Besig wrote:
>
>> Hi All,
>> I'm looking for an MIO, working or not. Anybody have one they're not
>> using?
>>
>> Kevin Besig
>> 897 Shoemaker Rd.
>> Mohawk, NY 13407
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

740. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 09:21:29 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c0i4upasq1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17047

Hi,

> Hey Thomas - If you send me a program that will generate the patterns you
> want to see, I can hook up my 800xl to a TV for a night and get some shots
> for you.

For all that want to try, here's the program:

```
10 REM SAVE "H4:ARTE.BAS"
20 GRAPHICS 8+16
30 BI=PEEK(88)+256*PEEK(89)
40 AD=BI
50 FOR Y=0 TO 191
60 POKE AD,85:POKE AD+1,85:POKE AD+2,85:POKE AD+3,85
70 POKE AD+8,170:POKE AD+9,170:POKE AD+10,170:POKE AD+11,170
80 A=85:B=170ï¿½90 IF (Y/2)=INT(Y/2) THEN A=170:B=85
100 POKE AD+16,A:POKE AD+17,A:POKE AD+18,A:POKE AD+19,A
110 POKE AD+24,B:POKE AD+25,B:POKE AD+26,B:POKE AD+27,B
120 AD=AD+40ï¿½130 NEXT Y
140 SETCOLOR 4,0,0
150 SETCOLOR 2,0,0
160 SETCOLOR 1,0,15
170 DL=PEEK(560)+256*PEEK(561)
180 POKE 54286,64
190 AD=6*256
200 POKE 512,0
210 POKE 513,6
220 RESTORE
230 READ X:IF X>=0 THEN POKE AD,X:AD=AD+1:GOTO 230
240 DL=DL+3
250 POKE DL,PEEK(DL)+128
260 DL=DL+4
280 FOR X=1 TO 32
290 DL=DL+5
300 POKE DL,PEEK(DL)+128
305 IF X=18 THEN DL=DL+2
310 NEXT X
320 POKE 54286,192
330 GOTO 330
900 DATA 72,173,11,212,201,17,176,6
910 DATA 169,0,133,203,133,204
920 DATA 165,203,69,204,141,24,208
930 DATA 165,204,73,15,141,23,208
940 DATA 133,204,208,7
950 DATA 165,203,24,105,16,133,203
```

```
960 DATA 104,64
970 DATA -1
```

Greetings,
Thomas

741. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 09:42:48 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0402130142.359d7acb@posting.google.com>
Source record: 17048

```
"Jason Harmon" <jharmon@us.net> wrote in message
news:<97SWb.48$KS6.114922@news.abs.net>...
> From your description, the memory cards are how they should be for a late
> model Atari 800.
>
> From what I remembered, the early ones had plastic cases on the ROM and RAM
> modules, and had two thumb tabs to remove the cover to access the modules.
> Later model 800s had 48K standard, and to improve cooling Atari installed
> them without the cases but put a small plastic strip across the tops of the
> cards to hold them in position. These machines also lost the thumb tabs and
> have regular screws to secure the cover over the memory slots. If this is
> the case with your machine, nothing is wrong, you've just got a later model.
>
> -Jason Harmon
>

Thanks for that particularly fine shaving of lesser known info,
Jason. It's stuff like this that keeps me happy lurking in here
all these years.
```

742. Re: Anyone need a Graphics AT?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 13:08:12 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0402130508.798b291b@posting.google.com>
Source record: 17049

Slor <slor@comcast.net> wrote in message
news:<Xns948C72C165161slorcomcastnet@130.133.1.17>...
> I have one of those Xetec Graphics AT printer interfaces that I haven't
> used in about 15 years. It's in good shape and free to anyone who wants to
> pay a couple bucks postage to get it there.

Hi Slor,

I'll take it. email fhiggins@uwyo.edu

Rick

743. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 13:54:55 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.13.54.55.200644@here.com>
Source record: 17050

> Thanks for that particularly fine shaving of lesser known info,
> Jason. It's stuff like this that keeps me happy lurking in here
> all these years.

Yes, it was very well appreciated! I did some browsing, and see
now, what the "cased" 16K boards look like. Cool.

744. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 14:07:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040213140719.50711H@ilaskey.cix.co.uk>
Source record: 17052

In article <c0ilbfpfv1@news1.nivel5.cl>, No-Spam@Ivn.cl (Bruce) wrote:

> Hi
> This is pretty much OFF topic...
> But i need to ask you , what does "lesser of two evil" mean ?
> My primary language is spanish, and dont get some of this sayings-...
It means you have two choices, both bad. One is not so bad as the other
and is said to be 'the lesser of two evils' i.e. the least bad of two bad
choices.

745. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 14:11:46 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.14.11.46.390622@here.com>
Source record: 17053

> But i need to ask you , what does "lesser of two evil" mean ?
> My primary language is spanish, and dont get some of this sayings-...

His quote was:

>> Thanks for that particularly fine shaving of lesser known info,

Lesser known info - not lesser of two evils

"Lesser of two evils", would refer to the one of two evil
entities, which was less evil than the other.

746. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 15:01:34 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0ilbfpfv1@news1.nivel5.cl>
Source record: 17051

Hi
This is pretty much OFF topic...
But i need to ask you , what does "lesser of two evil" mean ?
My primary language is spanish, and dont get some of this sayings-...

Thanks

"Lee" <melee5@my-deja.com> escribi&#65533; en el mensaje
news:a57ea28d.0402130142.359d7acb@posting.google.com...
> "Jason Harmon" <jharmon@us.net> wrote in message
news:<97SWb.48$KS6.114922@news.abs.net>...
> > From your description, the memory cards are how they should be for a
late
> > model Atari 800.
> >
> > From what I remembered, the early ones had plastic cases on the ROM and
RAM
> > modules, and had two thumb tabs to remove the cover to access the
modules.
> > Later model 800s had 48K standard, and to improve cooling Atari
installed
> > them without the cases but put a small plastic strip across the tops of
the
> > cards to hold them in position. These machines also lost the thumb tabs
and
> > have regular screws to secure the cover over the memory slots. If this
is
> > the case with your machine, nothing is wrong, you've just got a later
model.
> >
> > -Jason Harmon
> >
>
> Thanks for that particularly fine shaving of lesser known info,
> Jason. It's stuff like this that keeps me happy lurking in here
> all these years.

747. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 16:10:39 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.16.10.38.690714@here.com>
Source record: 17054

As it turns out, I have 3 16K memory cards.

2 are in plastic cases, and 1 is a "48K expansion"
option, which seems to just be a card wrapped in bubble
wrap, in a much different retail box. (Just black
and white, as opposed to the colorful boxes of the
other 2)

Gotta love that old artwork of the 80s!

748. Atari 800 keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 16:14:12 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.16.14.11.928996@here.com>
Source record: 17055

Hi Folks,

Much to my disappointment, the 800 I just hooked up,
which has been stored away for years, is experiencing
keyboard problems. Some keys require a hard press, and
others do not react at all.

Is there a known procudure I can follow to "restore" them?

Many Thanks,

John

749. Re: Half an hour left and it's only $26!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 16:18:02 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102pu5o973earbd@corp.supernews.com>
Source record: 17056

"Julian" <johnny6vasquez@hotmail.saynotospam.com> wrote in message
news:81dWb.25469$Qa3.7847@edtnps89...
>
> "julian" <johnny6vasquez@hotmail.com> wrote in message
> news:zkRVb.20734$QX4.4230@clgrps13...
> > For those of you interested, the auction I posted here last week is
> > almost over and the computer is still very reasonably priced.
> >
> >
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=51107&item=2785311663
> >
> > Thanks,
> > Julian
> >

Um by the time this was posted the auction was over! You think we all live
on here?

Damn

750. Re: Anyone need a Graphics AT?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 16:50:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns948E7888580D9slorcomcastnet@130.133.1.17>
Source record: 17057

```
>
> Hi Slor,
>
> I'll take it. email fhiggins@uwyo.edu
>
> Rick
```

The item has been spoken for. I'll keep you in mind in case the other person changes his.

Thanks

--
Slor

751. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 18:36:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <402D1918.1E00B68D@students.uni-mainz.de>
Source record: 17058
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Well,
the first half of the disk (boot sectors and data sectors) is reserved
for the A8, the second half (no boot sectors - only data sectors) is
reserved for the C64. It is very easy to copy such a disk, take a sector
copier and read the disk, when errors appear, ignore them (these are the
C64 datas) and write back only the good sectors. Afaik none of these
hybrid disks were copy protected in any way...
greetings, Andreas.

Tim schrieb:
>
> I have been into Atari 8's and C64's since '84. I have seen and have
> several flippy disks that have the C64 on one side and Atari XL XE on the
> other. But take a look at this:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
> How can one side have BOTH??? Never thought that was possible...
>
> Tim

752. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 18:44:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <402D1B04.3E9BFFF2@students.uni-mainz.de>
Source record: 17059

Er well,
artifacting also works on PAL machines (but differs from NTSC machines).
Otherwise said, if you use artifacting on NTSC machines, it will only
work good on NTSC, if you use it on PAL machines, it will only work good
on PAL. To find out how artifacting on PAL works, refer to british New
Atari User issue 53 or 63 (??? not sure which one it was) and read a
nice article about it and test some included demo software (a basic
program)... greetings, Andreas.

Slor schrieb:
>
> >
> > Well, please try and experiment a little, this would be very helpful
> > for me. It would be extremly helpful if someone with a digital camera
> > could make some pictures from a real NTSC TV showing the mentioned
> > artefacts. As said, as a pure (poor?) PAL user I've no idea how this
> > should look like.
> >
> > If that helps, I'm willing to write a tiny Basic program that
> > generates the mentioned patterns to aid volunteers. (-;
> >
> > Thanks again,
> > Thomas
> >
>
> Hey Thomas - If you send me a program that will generate the patterns you
> want to see, I can hook up my 800xl to a TV for a night and get some shots
> for you.
>
> --
> Slor

753. Convert 800XL to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 20:43:48 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0402131243.14c68f9c@posting.google.com>
Source record: 17061

After reading up on the Freddie chip and the notes in the FAQ, I was wondering if anyone has upgraded the MMU chips and added a 2nd bank of 64K chips to the 800XL to get 100% 130XE compatability. (I don't mean making an 800XL-F, but instead using the 130XE MMU chip).

754. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 20:47:57 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0j9ki$up1$1@news1.nivel5.cl>
Source record: 17060

Thanks...
:o)

"Iain Laskey" <ilaskeyNOT@cix.co.uk> escribi&#65533; en el mensaje
news:memo.20040213140719.50711H@ilaskey.cix.co.uk...
> In article <c0ilbfpfv1@news1.nivel5.cl>, No-Spam@Ivn.cl (Bruce) wrote:
>
> > Hi
> > This is pretty much OFF topic...
> > But i need to ask you , what does "lesser of two evil" mean ?
> > My primary language is spanish, and dont get some of this sayings-...
> It means you have two choices, both bad. One is not so bad as the other
> and is said to be 'the lesser of two evils' i.e. the least bad of two bad
> choices.
>

755. Atari 400 keyboard problems :(

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 21:44:27 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.21.44.26.534818@here.com>
Source record: 17062

Friday the 13th strikes again, with the 2 Atari 400
computers I just ook out of storage also. I need to
repair these, and would welcome any advise, however
brief, from anyone who has done this.

I will probably dive in myself tonight, but I'm hoping
someone "in the know" sees this post first.

Many thanks for any and all info,

John

756. Re: Atari and C64 game on same side of disk?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-13 23:47:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad482@comcast.net>
Source record: 17063
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>I have been into Atari 8's and C64's since '84. I have seen and have
>several flippy disks that have the C64 on one side and Atari XL XE on the
>other. But take a look at this:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3075507376&category=27181
>
>How can one side have BOTH??? Never thought that was possible...
>
>Tim

I have seen something like this that I can remember. All my disks
that have both versions have one on one side and one on the other.
Maybe someone found some way to accomplish this, but I cannot see
how it could be done.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

757. Re: Atari 800 keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 06:01:26 UTC
From: Brent Riggs <riggsappealtakethisout@lycos.com>
Message-ID: <102rebgjopvfpe3@corp.supernews.com>
Source record: 17064

John Miskinis wrote:
Some keys require a hard press, and
> others do not react at all.
>
> Is there a known procudure I can follow to "restore" them?

You might try prying off the key pads, one at a time, to see if you need
to clean up any accumulated grime or corrosion.

758. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 08:55:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1076748933@rtfm.mit.edu>
Source record: 17065
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2004.01.30 Steven Tucker updates: APE/ProSystem v2.0.7 ;
SIO2PC/ProSystem Universal Interface
2004.01.30 AtariAge added
2004.01.19 Alex Martin entry updated
2004.01.15 Shadow Software emails deleted
2004.01.15 Clay Halliwell email deleted
2004.01.15 Video Magic email deleted (no response)
2004.01.15 bad email for Publicaciones Creativas deleted
2004.01.15 Alex Martin email deleted, entry verified
2004.01.15 Far North Atari Computers emails deleted, entry verified
2004.01.15 The Electronic Clinic email deleted (no response)
2004.01.15 Bensley Consulting email deleted, entry verified
2004.01.14 James Parish, replaced email with URL
2004.01.14 Gordon F. Hooper / GFH Marketing, replaced email with URLs
2004.01.14 Jeffrey S. Worley "Technoid Mutant" entry deleted
2004.01.14 Bit Busters entry deleted (bad URL, no other contact info)
```

2004.01.11 Bryan Edewaard added, Castle Crisis (NEW GAME!!)
2004.01.11 Xport, AtariXLBox v5
2004.01.11 Richard Bannister added, Rainbow v1.5.0, Emulator Enhancer v1.4.1
2004.01.11 Ullrich von Bassewitz, cc65 2.10.0
2004.01.11 Petr Stehlik, Atari800 1.3.2
2004.01.07 ChildsPlay Software Services updates
2004.01.07 Video 61 updates
2004.01.06 Mike Fenton deleted (bad URL, no other contact info)
2004.01.06 Joe Fenton update, new URL
2004.01.06 Cyberpeeps deleted (bad URL, no other contact info)
2004.01.06 AtariVue entry moved/renamed to LogicalVue Software
2004.01.06 bad email for JTM Ltd deleted
2004.01.04 Piotr Fusik updates
2004.01.04 bad URL for Associated Enterprises deleted
2004.01.04 removed Division Software (bad email, no other contact info)
2004.01.04 bad email for MyTek deleted
2004.01.04 bad email for Dale Wooster deleted
2004.01.04 bad email for Bertrand Le Roy deleted
2004.01.04 bad email for David Moore deleted
2004.01.04 bad email for ATESIG deleted
2004.01.04 bad email for Creative Software Systems deleted
2004.01.04 bad email for Evangelo's Wares deleted
2004.01.04 bad email for Black Moon Systems deleted
2003.12.31 Anthony Jaroslav Truhlar updated
2003.12.09 More Than Games (Rick Detlefsen) update, "A8 A/V BOB"

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given

heading. "See also" references indicate closely-related information may
be found under the given heading.

No email addresses are listed due to spam consequences.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---
It is courteous when writing to any new correspondent to cover in advance
their postage costs in replying to you. If they are in the same country it's a
simple matter to enclose an SAE (stamped addressed envelope), which is known
in American English as an SASE (self-addressed stamped envelope). It is not
always obvious how to do this for correspondents in another country. One
answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any
country in the world. This is agreed through the Universal Postal Union. You
can then send the IRC to someone in another country who can cash it in at a
Post Office there for a postage stamp covering the minimum rate for an Airmail
letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not
much more than a couple of sheets of paper. So if you want a reply with more
than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
Vendor: new and used hardware and software

AtariAge 1/04
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger

Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/

Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Ullrich von Bassewitz 1/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.0 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz
See: Steve Birmanns

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race, Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer, H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter, plus many other game and demo programs...

Adam Bienias 8/02
Poland

http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr

ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

---

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari
arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/

Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 11/03
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone:+44-(0)-7905-916138
Fax: +44-(0)-870-133-9745
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS Atari 8-bit PC CD-ROM includes: Quick (programming language) V2.2 and
V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-
column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP),
SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,

HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 11/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.6.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.

Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32,
Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking
Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -
Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,
Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old
computer or dumb terminal to access the internet), CTH Emulator (based on
Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term
(ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a
programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088

http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

JTM Ltd
330 1st St NE
Mason City IA 50401-3408
USA
Developer: dedicated weather station

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for
WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,

Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands

http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
Repair Shop.

More Than Games / Rick's Computer Activity Tools / Rix Cat / 12/03
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey

KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.)
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737

Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List
Of High Scores (demo), File Designer (convert from cassette to disk),
Disk Wizard II (modified form the original), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use

with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

---

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Matthias 'Hias' Reichl (HiassofT) 7/03
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE, atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density

ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Linux, Solaris, Irix) - Stable Release 1.25, CVS Snapshot 1.28, atari++ 1.28 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo), 3D tunnel with texturemapping (demo), 1MB RAM (SIMM) expansion (second version), XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina II BBS v2.7. Good collection of info here:
http://jybolac.virtualave.net/carina/

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 1/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.2 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 11/03
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy).
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor),
Raster Music Tracker (RMT) 1.14 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo.

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine

for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), USB Device Driver Development Kit
Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 6/03
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 10/03
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.05.0 program zip archive (manual contained)

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 1/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.7 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface

---

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bumpers!, Checkers, The Clash of Kings, Concentration, Cosmos (pinball), Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, Monopoly, Montana Solitaire (card game), Mr. Robot, MyDOS 4.5, Paddle Pack (Pong), Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Sharp Shooter, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Newer releases: Montezuma's Revenge, Cosmic Tunnels, Nibbler, Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,

S.A.G.A. Adventureland 1, Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3

Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

759. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 11:47:38 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.14.11.47.38.121041@here.com>
Source record: 17066

>> I plugged my Indus into a
>> 5200 p/s and all is well.

Hi,

Does anyone have a pic of the original power supply,
or even know if says "Indus" on it anywhere? I just
opened up the box for mine, and the power supply was
not there.

760. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 13:37:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040214083732.29177.00000647@mb-m15.aol.com>
Source record: 17067

> Does anyone have a pic of the original power supply, or even know if says "Indus" on it anywhere? <

I've had several Indus, and they all came with a PS labeled "DATABYTE" on the top. They are labeled (bottom) 11.5V at 1.95A, plus the UL logo, etc. (FWIW)
An Atari 5200 DC PS apparently works ok, but the Indus repair manual says that an unloaded Indus PS should put out between 12.2 and 13.0 VDC.
Larry

761. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 13:59:55 UTC
From: 8-Bit <yeah@sure.iam>
Message-ID: <feas20t0t2qr5km1cd87n9vmdim6lnssk1@4ax.com>
Source record: 17068

Mine has a sticker on the top that says Indus.

On Sat, 14 Feb 2004 06:47:38 -0500, "John Miskinis" <nospam@here.com>
wrote:

>>> I plugged my Indus into a
>>> 5200 p/s and all is well.
>
>Hi,
>
>Does anyone have a pic of the original power supply,
>or even know if says "Indus" on it anywhere? I just
>opened up the box for mine, and the power supply was
>not there.

762. Re: Anyone need a Graphics AT?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 16:46:36 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0402140846.232ef9b3@posting.google.com>
Source record: 17069

Thanks for keeping me in mind, Slor.

Rick

Slor <slor@comcast.net> wrote in message
news:<Xns948E7888580D9slorcomcastnet@130.133.1.17>...
> >
> > Hi Slor,
> >
> > I'll take it. email fhiggins@uwyo.edu
> >
> > Rick
>
> The item has been spoken for. I'll keep you in mind in case the other
> person changes his.
>
> Thanks

763. 1020 plotter pen refilling?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 18:49:17 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.14.18.49.16.670458@here.com>
Source record: 17070

Hi,

Wow, I'm having some retro-fun with my 8-bit stuff, but
I found I am in need of plotter pens. Has anyone ever
tried to refill them with ink such as that from a ball pen?

Or, any other suggestions?

Thanks, John

764. Re: I´m porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 22:51:50 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <6dl2g1-f96.ln1@don.localnet>
Source record: 17072

```
On Sun, 1 Feb 2004 01:07:27 +0100, Marius & Hester Diepenhorst
<grover25@zonnet.nl> wrote:
> All the sories you tell might be nonsense...
>
> But this 130xe baby is real:
>
> Running a complete Bulletin Board System with file download and
> messagebases!
>
> You can reach it by: telnet://213.10.217.144:8888
>
> It is running on 130xe - 320kb, with Black Box + Iomega Zip Drive SCSI
> internal.
>
I tried the BBS. Unfortunately I was using an xterm with a white
background and I couldn't read some of the text.

--
Stay away from hurricanes for a while.
```

765. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-14 23:13:26 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.14.23.13.26.329028@here.com>
Source record: 17071

>> Much to my surprise, as soon as it started to print the character wheel
>> literally flew apart. All of the rubber letters seperated from each other
>> and came off the wheel. Taking a closer look at the print head and it looks
>> like the rubber deteriorated badly over the last 20 years of storage.

Same thing just happened to both of the 1027 printers I had
in storage. Did you ever persue obtaining a replacement, or
make that mold to produce them?

Had I known what happened, I would not have ruined the 2nd one!

766. Classic Gaming Expo 2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 06:13:22 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0402150112150.18905@shell1>
Source record: 17073

The Classic Gaming Expo has announced the location and time of CGE 2004. Las Vegas is out, and San Jose, California is in. I'm still waiting for a listing of table/booth rental prices, but if the prices remain reasonable, then expect to see a table there for the Fresno Commodore User Group.

See below,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

FOR IMMEDIATE RELEASE Contact: Jayson Hill
CGE Director of Media Relations
(334) 705-0848
media@cgexpo.com

CGE SERVICES CORPORATION ANNOUNCES SHOW DATES AND NEW LOCATION FOR CLASSIC GAMING EXPO 2004

Classic Gaming Expo Has Outgrown Its Home

VALLEY STREAM, NEW YORK - February 12, 2004- The organizers of Classic Gaming Expo announced today that the 2004 Classic Gaming Expo will be held August 21 and 22 at the San Jose Convention Center in San Jose, California. Citing ever-growing attendance, the organizers were compelled to seek larger quarters for their seventh annual event; the video gaming industry's largest show dedicated to the preservation and celebration of video game history.

"We're very excited about the show's move to the heart of the video game industry," said John Hardie, co-founder of CGE Services Corporation. "Las Vegas has been very good to us, but over the past couple of years attendance has risen to the point that it was getting a little crowded there. We also felt that since many of our alumni and sponsors were located on the West Coast, not to mention a larger collector base and game press, it would be more convenient and comfortable for everyone if the show was relocated to California."

According to Hardie, this year's Classic Gaming Expo will utilize more than 30,000 square feet of exhibit space in the San Jose Convention Center. The main show floor will see an increase of over 7,000 square feet while the keynote speaker room and museum of gaming history will double in size.

In 2003 over 1400 people attended Classic Gaming Expo to see the latest offerings from the various exhibitors, visit the world's most comprehensive video game museum, play classic and modern games, and meet

the luminaries of video gaming's past and present. In the history of the show such notable personalities as Nolan Bushnell, Ralph Baer, Jay Smith, David Crane and hundreds of other celebrities have attended and spoken to the attendees. Show co-organizers John Hardie, Sean Kelly and Joe Santulli expect the move to San Jose to further increase attendance and bring more industry pioneers to the show.

Moving the show to California is something we've considered for the past couple of years but finding a suitable location and making arrangements to move and store our vast archive of material has taken a great deal of time and effort," said Hardie. "We look forward to the continued support of our past patrons as well as the new friends we'll make in California."

Classic Gaming Expo is open to anyone with an interest in video games - both classic and modern. Information on attendance, ticketing and past events is available at www.cgexpo.com.

About CGE Services Corporation

Classic Gaming Expo is a production of CGE Services Corporation. Currently in its seventh year, Classic Gaming Expo remains the industry's only annual event dedicated to celebrating and preserving the history of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate experience in learning, game-playing and networking. For additional information, visit CGE Services Corporation's Web site at http://www.cgexpo.com.

©2004 CGE Services Corporation. All rights reserved.

767. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 06:58:23 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <jMEXb.23220$1S1.4931@nwrddc01.gnilink.net>
Source record: 17074

My Indus GT has an Indus power supply that supplies 11.5VDC @ 1.95Amps

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.14.11.47.38.121041@here.com...
> >> I plugged my Indus into a
> >> 5200 p/s and all is well.
>
> Hi,
>
> Does anyone have a pic of the original power supply,
> or even know if says "Indus" on it anywhere? I just
> opened up the box for mine, and the power supply was
> not there.
>

768. Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 11:52:49 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <snlu20lqk0qma5751d96vbhq46vlu7urmn@4ax.com>
Source record: 17075

http://www.lucasarts.com/products/wrath/

Had a play of this and basically its Archon / Archon 2 updated, fans
of those games will instantly warm to this one and recognise how
similar the games are.

It's even got Summon Elemental and the real time fights :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

769. Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 12:03:50 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <f2mu20ln4f245p6ei8gfg2frb280t77agk@4ax.com>
Source record: 17076

Not according to any retro mags sold here, all they cover is the Spectrum and the C64.

Hell, they even promote half the games as being only on those machines. Ok, maybe the Atari never had the vast fan base that those machines did but they were hardly unknowns. What with Atari User (my old lot), Page 6, Monitor as mags and shops such as Silica & Maplin (again, my old lot) making a good living from the Atari I just can't understand how under researched these bloody magazines are!

I do allow that most of the er 'writers' are not old enough to wipe their own ar*** but at least bother to do the time to cover what was out there in the UK when you release a magazine called Retro Gamer, the best they could manage was a reprint of an advert for an 800 with a whinge about how expensive it was.

Yes it was expensive but they sold and sold well...I should know!!!

And don't get me started on the idiot writers that do the history of a game and forget to mention where it came from originally, according to them all software was developed on the Spectrum and C64, machines like Apples, Atari's and BBC's were barren machines that only had type in listings.

And the last rant, not only did Retro Gamer basically dribble on about all things Sinclair and Commodore (both excellent game filled machines mind) but the magazine was hardly jam packed for the hefty 6.00UK price tag which is VERY expensive for a magazine here. To be fair i didn't mention the fantastic free gift (lol) on the front, they gave a CD full of remakes & emulators, yup a CD full of software of which I doubt anyone was contacted to check if it was ok to publish their works for profit (well 6UK for a mag with a CD on is at least 1.50UK above mags with a DVD on) and a CD containing emulators of which many were totally useless as they needed copyrighted roms to even fire them up.

I know I seem to be hating this magazine but I don't, I just can't stand half arsed work. If you make a magazine or include articles about retro computers then bother to do it properly.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

770. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 12:18:22 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <6hou2090c2oh9o93i4db2qp081ub4qed0u@4ax.com>
Source record: 17077

On Sun, 15 Feb 2004 12:03:50 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

<stuff clipped>

>And the last rant, not only did Retro Gamer basically dribble on about
>all things Sinclair and Commodore (both excellent game filled machines
>mind) but the magazine was hardly jam packed for the hefty 6.00UK
>price tag which is VERY expensive for a magazine here.

<stuff clipped>

I'm from the USA and one of the great things about the British Amiga magazines that made their way over here was that they were a great value, loads of content and cover disks. There was one humorous letter to the editor of Amiga Format IIRC that said "how come our US Amiga mags are comparatively expensive" and the response from the UK editor was "we reckon those guys overcharge." Ahaha!

I am surprised to hear that this new retro mag is neglecting the Atari 8bit. There were a lot of UK cassette-based games like Llamatron for the Atari 8bit, I obtained a few, so even over here I know the UK Atari 8bit scene was happening.

You might try a letter to the editors of Retro Gamer. Sometimes with small time magazines you can get results that way.

771. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 12:50:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <j6qu201fd3hcr56uj023cujr6cqhs44m8n@4ax.com>
Source record: 17078

On Sun, 15 Feb 2004 07:18:22 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

Hi Daniel

>I'm from the USA and one of the great things about the British Amiga
>magazines that made their way over here was that they were a great
>value, loads of content and cover disks. There was one humorous letter
>to the editor of Amiga Format IIRC that said "how come our US Amiga
>mags are comparatively expensive" and the response from the UK editor
>was "we reckon those guys overcharge." Ahaha!
>
Yup :-)

I must say that when a UK mag gets it right they can be one of the
best reads anywhere.

>I am surprised to hear that this new retro mag is neglecting the Atari
>8bit. There were a lot of UK cassette-based games like Llamatron for
>the Atari 8bit, I obtained a few, so even over here I know the UK
>Atari 8bit scene was happening.
>
It amazes me that they just forgot the likes of Archer Mclean, he's a
legend in the gaming circles and started out commercially on the
Atari, Dropzone is still one of the finest Defender clones out there
(ok Archer, it wasn't a clone ;-))

Adam Michael Billyard, he wrote Bellum, Chop suey, Elektraglide, Jeff
minter as you said and countless others who made games that sold very
very well.

>You might try a letter to the editors of Retro Gamer. Sometimes with
>small time magazines you can get results that way.

I did, not a reply.....Obviously he was too caught up in playing with
his Spectrum :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

772. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 13:47:24 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <c0ntan$7m6$06$1@news.t-online.com>
Source record: 17079

Paul Irvine wrote:
> I must say that when a UK mag gets it right they can be one of the
> best reads anywhere.

Indeed. I was an avid fan of "The One". I loved the layout with the text under screenshots explaining parts of the games where the article text only stated the basic facts. Actually, if I was to name _one_ most favourite games magazine of all time, it'd be The One.

Other mags I got from the UK were C+VG and some other which name I forgot. I bought that one after The One was discontinued. And they were EX-PEN-SIVE here in Germany! Subscription prices were the same as buying them at the international book store (which are mostly located at train stations in Germany, don't ask me why - and airports of course) so I never subscribed.

Regards,
Thomas

773. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 18:12:30 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <38dv20dnto2ce23f4l2t6j4qvk4gpedvt9@4ax.com>
Source record: 17080

On Sun, 15 Feb 2004 07:18:22 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

>I'm from the USA and one of the great things about the British Amiga
>magazines that made their way over here was that they were a great
>value, loads of content and cover disks. There was one humorous letter
>to the editor of Amiga Format IIRC that said "how come our US Amiga
>mags are comparatively expensive" and the response from the UK editor
>was "we reckon those guys overcharge." Ahaha!
>
>I am surprised to hear that this new retro mag is neglecting the Atari
>8bit. There were a lot of UK cassette-based games like Llamatron for
>the Atari 8bit, I obtained a few, so even over here I know the UK
>Atari 8bit scene was happening.
>
>You might try a letter to the editors of Retro Gamer. Sometimes with
>small time magazines you can get results that way.

your message brings to mind a few questions. I bought and downloaded
a lot of euro software for my amiga in the 90's, since that machine
was more popular overseas. One thing I wasn't aware of, was that the
atari 8-bit which pretty much died in the water in the late 80's was
still having some success in Europe. I always assumed the reason the
software from europe wasn't trickling over here the way Amiga software
did was due to the NTSC/PAL thing. The Amiga was designed so you
could switch easily to either mode, but of course the Atari could not
do this. I recently downloaded many demo's and some games from the
90's for the 8bit and they floor me (3d texture maps?? hi res
platformers, etc..) but to run properly I must put my emulated atari
in PAL mode.

How were the pal games played on NTSC machines?

kvn

774. Re: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 21:44:38 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <QKRXb.6460$cb7.50308@newsfep4-glfd.server.ntli.net>
Source record: 17081

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:f2mu20ln4f245p6ei8gfg2frb280t77agk@4ax.com...

> Hell, they even promote half the games as being only on those
> machines. Ok, maybe the Atari never had the vast fan base that those
> machines did but they were hardly unknowns.

The people in the know can't get the jobs writing the mags, the people
writing the mags aren't too worried about the details... ('lo Paul, by the
way =-)

> And don't get me started on the idiot writers that do the history of a
> game and forget to mention where it came from originally, according to
> them all software was developed on the Spectrum and C64, machines like
> Apples, Atari's and BBC's were barren machines that only had type in
> listings.

Well, the Atari wasn't like that but the BBC...? [tries not to snigger =-]
Nah, kidding. i agree with you that the mag was flawed but, considering
that most publishers seemed more than a little dubious when the idea was
floated previously, it's nice that someone actually took the risk of a full
magazine dedicated to "retro" machines. Other people have had responses
from the editor, but not quick ones - although it seems that the sales have
justified the publishers going bi-monthly with it so there must have been
some feedback.
-- _____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /
_____\/__________________________\/TMR

775. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-15 23:40:49 UTC
From: Slor <abuse@abuse.net>
Message-ID: <Xns9490BE069E76Demuslor@130.133.1.17>
Source record: 17082

Despite all prevention efforts, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote in
news:c0g7so$4lj$1@mamenchi.zrz.TU-Berlin.DE:

> Hi,
>
>> Hey Thomas - If you send me a program that will generate the patterns
>> you want to see, I can hook up my 800xl to a TV for a night and get
>> some shots for you.
>
> Ok, stay tuned. Will do that tonite and sent it tomorrow.
>
> Greetings,
> Thomas

Just got some screen shots, old school style. Sending you a link...

--
Slor

776. Re: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 04:52:21 UTC
From: Bill K <renegade_inode@dev.null>
Message-ID: <90YXb.10576$g95.3435@fe3.columbus.rr.com>
Source record: 17083

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:f2mu20ln4f245p6ei8gfg2frb280t77agk@4ax.com...
== serious snippage ==
> And the last rant, not only did Retro Gamer basically dribble on about
> all things Sinclair and Commodore (both excellent game filled machines
> mind) but the magazine was hardly jam packed for the hefty 6.00UK

This is the one thing I always lamented about the Ataris.. over here in the states it seems like while some arcade games were converted, it was only the super duper blockbusters. In Europe in general and the UK in particular, those guys would convert ANYTHING to ANYTHING. For crying out loud they had Afterburner on the Spectrum.. LOL. Now I'm sure some of them were crap, but I played a version of Rush n Attack on a Spectrum emulator that wasn't too bad. I really liked a game by Universal Electronics called "LadyBug".. but about the only platform over here you could get it on is the ColecoVision.

But.. just when you thought it was over you've got Sheddy over there with a damned nice Space Harrier conversion to the Atari 8-bit.

Tom Servo

777. Re: Atari 800 keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 06:15:24 UTC
From: Andy <nospamplease@prodigy.net>
Message-ID: <ddo030dnqbfrqlsq2ssfshg0pkt1tjtmg4@4ax.com>
Source record: 17084

On Fri, 13 Feb 2004 11:14:12 -0500, "John Miskinis" <nospam@here.com>
wrote:

>Hi Folks,
>
>Much to my disappointment, the 800 I just hooked up,
>which has been stored away for years, is experiencing
>keyboard problems. Some keys require a hard press, and
>others do not react at all.
>
>Is there a known procudure I can follow to "restore" them?
>
>Many Thanks,
>
>John

Hello John, best bet is to buy a replacment keyboard but in case you
are interested, Dan's OSS cart page has a procedure to "fix" a
keyboard for a 1200xl which was similar to my 800. Both have carbon
pads on a mylar sheet making contact with a printed circuit board.
The site is at...http://retrobits.net/

> Andy

778. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 09:03:09 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c0q10d$4g1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17085

Hi Andreas,

> artifacting also works on PAL machines (but differs from NTSC machines).
> Otherwise said, if you use artifacting on NTSC machines, it will only
> work good on NTSC, if you use it on PAL machines, it will only work good
> on PAL. To find out how artifacting on PAL works, refer to british New
> Atari User issue 53 or 63 (??? not sure which one it was) and read a
> nice article about it and test some included demo software (a basic
> program)... greetings, Andreas.

Well, it works "in some sense". The point is that on NTSC, the GTIA color clock is just the system clock and thus the pixel clock. This is not the case on PAL. Here the color clock is 5/4th of the system clock - there's actually an additional circuit on PAL Ataris to generate this clock (a divide-by-four counter with two 7474 flipflops and an oscillator running on the fifth overtone). Thus, you can draw "kinna like" artifacts on PAL by drawing a five-forth pattern in HIRES (draw every other line like in NTSC, but leave one blank after four lines, then alter the pattern).

The overall effect is not very visible, though. What I get here is grey that looks a bit greenish, and a grey that looks possibly a bit blue-ish, but no remarkable color artifacts.

It is interesting to note, though, that PAL provides other display artifacts that are not possible on NTSC, though. At least, I doubt you can observe them on NTSC, that is. I haven't tried. PAL changes the phase of the color modulation every other line, and the TV is supposed to correct that, then mixes to adjacent lines to correct/compensate for a phase shift that happens in the transmission - to avoid the typical NTSC color shifts ("never the same color"). This leads to the effect that the TV actually mixes colors in adjacent rows (not colors!) if their luminance is similar.

Try this: Open a GR.11 screen in basic, then draw horizontal lines, even lines in red, odd lines in blue. What you get is pink and *no* observable stripes at all. (PAL artifacts. Actually, Atari++ can emulate these!)

Now open a GR.15 screen, do the same again, and set the luminance of red to the luminance of blue. Again, no visible lines. Now change the luminance of blue: You get the lines back!

This effect can be used for "Hires"-artefacts in a similar way, though the result is different. Draw on-off-on-off-off patterns in one line, and shift the pattern in the line below. With that, you get two additional "pseudo-colors" in PAL. The color is not very intense and looks more like grey stripes with a "taint of a color", but what I get this way is another

color that looks "kinna like" pink and "kinna like" green-ish.

How this looks on NTSC I don't know. I wouldn't expect additional colors as I see them on PAL (there is no 180 degree phase shift every other line in the color modulation), but maybe other things can be observed this way.

So long,
Thomas

779. Re: a BASIC QUIZ for YOU

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 09:19:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <oW%Xb.1623$_3.25908@typhoon.sonic.net>
Source record: 17086

SgtSilicon <foolspicedham_melbo_jon@hotmail.com> wrote:
> That's what a single dimension array is. One dimension still
> qualifies as an array. At least in the world of computer programming.

Well, it's an array of CHARACTERS, not of STRINGS, though ;)

It's like in C:

char x[100];

That's a _string_ of up to 100 characters. (Well, 99, cuz you have to include
the NUL terminator at the end.) But I don't think anyone would call it
a "string array". That'd be this:

char strs[10][100];

It's really a multidimensional array of char's, but can be thought of as
an array of 10 strings, each up to 99 characters long.

-bill!

780. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 09:50:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <en0Yb.1625$_3.25954@typhoon.sonic.net>
Source record: 17087

mikec <mikec_cbm@hotmail.com> wrote:
> I'm just interesting in getting people's opinions on what were the
> best games, from a graphical perspective, ever created on the Atari
> XL/XE series?

Tough one. :^) Zybex and Draconus look good, if a little monotone sometimes ;)

Rescue on Fractalus, Koronis Rift and The Eidolon are great looking 3D games.
(I want to learn how to do the really fast 3D graphics they use, damnit!)

Alternate Reality the City is one of the most colorful games I've ever seen.

MegaBlast has about the most objects I've seen flying around and exploding
on the screen at once.

Best-looking up-and-comer is the clone of Space Harrier. *drool*

How's that comin', anyway!?

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

781. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 10:01:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1076925476@rtfm.mit.edu>
Source record: 17088
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

782. Re: I'm porting GTA 3 to the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 10:05:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <RB0Yb.1626$_3.25974@typhoon.sonic.net>
Source record: 17089

"|<evin" <nospam@nospam.org> wrote:
> until 1995 I used an Amiga 500 (non-accelerated) with 8megs ram and a
> 135 mb hard drive to access the internet. Of course the fastest
> method available to me was a shell account. If you have a cable
> connection and it is still slow, try using Opera or Mozilla both are
> much zippier than IE. Just an idea.

Just use Lynx. Or better yet, Links! :^) EXTREEEMELY fast browsing.
Also makes you HATE most webmasters :^(

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

783. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 10:11:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <XG0Yb.1627$_3.25877@typhoon.sonic.net>
Source record: 17090

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
> I must say that when a UK mag gets it right they can be one of the
> best reads anywhere.

I love Linux Format. I often spend the $15USD to buy a copy at the book store when I see a new one. :^)

-bill!

784. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 10:12:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <VH0Yb.1628$_3.25756@typhoon.sonic.net>
Source record: 17091

"|<evin" <nospam@nospam.org> wrote:
> How were the pal games played on NTSC machines?

I pop out my NTSC ANTIC, pop in a PAL ANTIC, and then swivle the V-hold knob
on my Commodore monitor. Voila! PAL! ;)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

785. Re: Something Fun

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 10:28:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <wX0Yb.1631$_3.25929@typhoon.sonic.net>
Source record: 17092

SteveV4V <stevev4v1@comcast.net> wrote:
> Out of all your Atari stuff, what are the things coolest things that you
> own?

Battlesphere for my Jaguars.
An extremely well-made rotary controller for my Jaguars (for Tempest 2K).
Klax and Road Blaster for my Lynxes.
A Trakball for my 8-bits.

In the past I might've said my Multiplexer (MUX) cartirdges and
Sweet16 (65c816 CPU), but I never got the chance to get much use out
of either of those. :^(

Favorite of all - my sadly worn-out looking Atari/fuji window static-sticker
in my car. I'll need to see if I can find a dozen more to last me the rest
of my life. ;^)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

786. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 12:38:13 UTC
From: pockets@pockets.cix.co.uk
Message-ID: <2ab27848.0402160438.6d7402eb@posting.google.com>
Source record: 17093

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message news:<f2mu20ln4f245p6ei8gfg2frb280t77agk@4ax.com>...
> Not according to any retro mags sold here, all they cover is the
> Spectrum and the C64.
>
> Hell, they even promote half the games as being only on those
> machines. Ok, maybe the Atari never had the vast fan base that those
> machines did but they were hardly unknowns. What with Atari User (my
> old lot), Page 6, Monitor as mags and shops such as Silica & Maplin
> (again, my old lot) making a good living from the Atari I just can't
> understand how under researched these bloody magazines are!
<Snippage for space reasons>
> Yes it was expensive but they sold and sold well...I should know!!!
<Snippage for space reasons>
> I know I seem to be hating this magazine but I don't, I just can't
> stand half arsed work. If you make a magazine or include articles
> about retro computers then bother to do it properly.

I think the Atari did have a problem over here in the UK, and a seriously hard up-hill struggle. Initialy expensive, and later competing directly in price with the BBC sponsered Acorn BBC Micro computers that were pushed by a government education program into all schools. This ment a serious dilution of its target market, or at least those who could afford it, where divided between a machine associated with games, and a machine associated with education (and supported by Auntie beeb). As it was normaly parents that held the purse strings, education won out.

Later the Amstrad CPC range could be seen as the Atari's main rival. A late arrival that did well here in the UK. Most games on the Atari were also on the C=64, and the Spectrum had its own legion of home coders and games makers. And there was a large number of conversions and ports going on.
Those like me, whose parents purses would not afford a BBC or a even a Commodore had to make do with the much cheeper Spectrum, which was for all its faults a competent machine. The Spectrum was 'Good enough' to catch on, and comercial inertia did the rest. It still wasnt an atari 800 with a Star Raiders cart though ;0)

Think about it, 82/83/84 it was approx 100ï¿½ for a spectrum, approx 200ï¿½ for a C=64, approx ï¿½300 for an Atari 800/800XL or a BBC Micro. With apparently not much technicly or capability wise between the C=64 and the Atari 800XL it took the Dixons deals of 85 onwards to push the Atari into serious competing position (which was when, with my first pay packet i finaly got my 800xl and Star Raiders!).

The Upshot was that the Spectrum And C=64 ruled when it came to gaming through shere numbers of systems out there. They are, alas, the machines most remembered, even if the Spectrum cannot actualy compete with the Atari, and the C=64 which effectivly stole every good thing the Atari 400/800 range offerd 3 years before it hit the shelves!

Back to the magazine, yes the Cover CD was rather lacking as well, as a 'retro gamer' myself i would have prefered more freeware PC conversions/re-workings, and a wider variety (how many tetris versions do you need FFS!) or updated supplemented with MP3s of legitimately available tape images, or .cas and .tzx images and format to .wav software.

For those scratching their heads take a look here:-
http://www.livepublishing.co.uk/content/retro.shtml
There is actualy a Bulliten board attached which you can give feed back via. I count 2 other fellow Atari 8-bit users already there making a fuss and asking for support/recognition of 'not-the-usual-suspects'. ;0)

787. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 13:12:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b7337@fmlynet.org>
Source record: 16997

FamilyNet Newsgate

> From: Richard Kilpatrick <richard@dmc12.demon.co.uk>

> I'm passing through the midlands (M6) at the weekend to collect a
> Domesday machine and Mac Colour Classic.

What is a Doomday machine?

> Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
> Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
> http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
>Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Mortici

Always loved the sleeping fox! :)

Doctor Clu @}>->--'--,----------
-= Good ole computing fun in D/FW ... BBS list, simple chat room/message area,
user group links and more... =- http://jybolac.atari.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

788. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 13:31:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040216133156.50711J@ilaskey.cix.co.uk>
Source record: 17094

In article <2ab27848.0402160438.6d7402eb@posting.google.com>,
pockets@pockets.cix.co.uk (Jon-Paul) wrote:
> Later the Amstrad CPC range could be seen as the Atari's main rival. A
> late arrival that did well here in the UK. Most games on the Atari
> were also on the C=64, and the Spectrum had its own legion of home
> coders and games makers. And there was a large number of conversions
> and ports going on.
I used to live near Maplins in Southend and my impression was very
different. Initially I knew people who either went for ZX81's or Vic 20s
or Atari's. Most people I knew had Atari's because of Maplins. I actually
knew around 6-7 Atari users versus 1 ZX, 1 Vic and a BBC B. Later I'd say
the competition was the C64.

> Think about it, 82/83/84 it was approx 100 for a spectrum, approx
> 200 for a C=64, approx 300 for an Atari 800/800XL or a BBC Micro.
I knew one person who went from a PET to a BBC B but that apart the choice
seemed to be 100 for a Sinclair of some vintage or 300+ for the Atari.
C64 users were viewed as johnny come lately's ('is that your first
computer? I've had my Atari for 3 years mate!') My first machine was a 32K
400 from Maplins (350?) an 810 (350) 410 (50) totalling 750. My anual
salary was 1978pa at the time (before tax) so that was an insane purchase
in hindsite. Who'd spendc half their salary on a PC?!?

> With apparently not much technicly or capability wise between the C=64
> and the Atari 800XL it took the Dixons deals of 85 onwards to push the
> Atari into serious competing position (which was when, with my first
> pay packet i finaly got my 800xl and Star Raiders!).
Agreed. Dixons did wonders for market penetration but TBH, I'd got bored
by then. The good years for me were 81-83. The machines were untouchable
compared to the competition, flyers and info about stuff like the 1450XLD
had me drooling and their were all kinds of funky addons like graphics
tablets, printer interfaces that meant you didn't have to have an Atari
printer (epson!) and stuff like Broderbunds Print Shop (such power!). The
first time I saw the see-through ghosts in Jawbreaker I nearly wet myself.
Having grown up on the 2600 and Binatone tennis games, that looked
unbelievable. Surely GFX couldn't get better than that?

789. atari inside bbs online

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 13:37:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b733c@fmlynet.org>
Source record: 16998

FamilyNet Newsgate

> From: "Marius & Hester Diepenhorst" <grover25@zonnet.nl>
> If you want to check the bbs... give it a try.
> The bbs can only accept one connection at a time, so if someone is online
> (or when I'm testing) it is not reachable. In the future it might be a 2
> line bbs, but that's not sure.
> Some screens has to be translated
> Some info is not update (the bbs says it's only online between 0:00-08:00
> cet... but that's not true... the board is reachable 24h/7days a week now)
> just give it a try. It's free.
> telnet://213.10.217.144:8888
> There are bugs (in time, and the download is not working grrrrr... but i'm
> working on it)
> Greetz,
> Marius

Tried the BBS... and I got...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

790. Re: Rant: Did the Atari ever exist in the UK

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 14:34:11 UTC
From: Blobby <jaxson.phenderson@blueyonder.co.uk>
Message-ID: <Dx4Yb.87922$cL.40428@news-lhr.blueyonder.co.uk>
Source record: 17095

The main reasons it has not sold to well is:

1. The cost.

2. Find a shop that has it.

in my area West London no WH Smiths
had it in stock, but WH Smiths in Kingston
had copies, not seen it in any other shop.

Blobby

791. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 18:53:29 UTC
From: mikec_cbm@hotmail.com
Message-ID: <1121cdb3.0402161053.30ea8a29@posting.google.com>
Source record: 17096

Hi Paul,

> Had a play of this and basically its Archon / Archon 2 updated, fans

Very interesting...I was a huge Archon fan back in the day. I'm surprised no one has really made a modern update to it...or is there one out there?

The Lucas Arts version reminds me more of Tekken or Killer Instinct. It doesn't really seem like the type of game that Lucas Arts would make...more Japanese.

MikeC

792. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 22:29:11 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <DqbYb.4310$h44.717448@stones.force9.net>
Source record: 16999

Hi Bill,

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:en0Yb.1625$_3.25954@typhoon.sonic.net...
>
> Rescue on Fractalus, Koronis Rift and The Eidolon are great looking 3D
games.
> (I want to learn how to do the really fast 3D graphics they use, damnit!)

You may be happy to know that later 2 of these are available as cart images
at
http://www.atariage.com/forums/viewtopic.php?t=42731
and http://www.atariage.com/forums/viewtopic.php?t=41564

> Alternate Reality the City is one of the most colorful games I've ever
seen.

Vote @ http://www.atariage.com/forums/viewtopic.php?t=43320
('Elite' seems to be winning at the moment ;)

Best Wishes,

Mark

793. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 22:32:34 UTC
From: Simon Lawrence <not@likeley.com>
Message-ID: <GwbYb.4312$h44.717844@stones.force9.net>
Source record: 17000

"mikec" <mikec_cbm@hotmail.com> wrote in message
news:1121cdb3.0402161053.30ea8a29@posting.google.com...
> Very interesting...I was a huge Archon fan back in the day. I'm
> surprised no one has really made a modern update to it...or is there
> one out there?

There's a new one on the way, based very closely on the original
(specifically, on the Atari version, which is nice to hear!)

http://www.archonevolution.com/game/default.asp

Regards,

Simon

s_p_a_m_r_u_l_e_s (at) hotmail.com

794. CTH BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 23:07:34 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns9491B863375PrivacyLabs@216.196.97.132>
Source record: 17001

The telnet://cth.dtdns.net name is termporarily not working due to problems with my upstream IP to name resolver service. Use telnet://cth.hn.org as an alternate.

Best,
Tom

795. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-16 23:32:44 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <sY2dnQ4y1aqBzqzdRVn-uQ@comcast.com>
Source record: 17002

that's really neat.
Archon & Archon II were a few of my all-time favorites. I preferred Archon
II.
A modern remake would be cool!!!

-z-

"Simon Lawrence" <not@likeley.com> wrote in message
news:GwbYb.4312$h44.717844@stones.force9.net...
> "mikec" <mikec_cbm@hotmail.com> wrote in message
> news:1121cdb3.0402161053.30ea8a29@posting.google.com...
> > Very interesting...I was a huge Archon fan back in the day. I'm
> > surprised no one has really made a modern update to it...or is there
> > one out there?
>
> There's a new one on the way, based very closely on the original
> (specifically, on the Atari version, which is nice to hear!)
>
> http://www.archonevolution.com/game/default.asp
>
> Regards,
>
> Simon
>
> s_p_a_m_r_u_l_e_s (at) hotmail.com
>
>

796. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 01:27:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <T5eYb.1732$_3.28016@typhoon.sonic.net>
Source record: 17003

Mark Keates <news@mkeates.force9.co.uk.removeme> wrote:
> Hi Bill,

> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:en0Yb.1625$_3.25954@typhoon.sonic.net...
> >
> > Rescue on Fractalus, Koronis Rift and The Eidolon are great looking 3D
> > games. (I want to learn how to do the really fast 3D graphics they use,
> > damnit!)
>
> You may be happy to know that later 2 of these are available as cart images
> at http://www.atariage.com/forums/viewtopic.php?t=42731
> and http://www.atariage.com/forums/viewtopic.php?t=41564

Hehe... Looking at the disassembled code wouldn't help me too much.
I just want to learn the /technique/, to possibly use in C.

But thx. :^)

-bill!

797. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 01:30:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <F8eYb.1733$_3.27823@typhoon.sonic.net>
Source record: 17004

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> - Super Mario 3 (currently under development!)

Where can I learn about this, BTW???

-bill!

798. FA: Atari 2600, Unopened Games and More!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 03:17:48 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0402161917.1f39be34@posting.google.com>
Source record: 17005

Atari 2600 with 4 unopened MINT games, 4 used games, joysticks and
More.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078966636

Okay, I know this is the 8-bit Newsgroup, but before you flame me for
posting this 2600 Auction, please let me explain.

I am auctioning off some of the Atari things I no longer use or have
duplicates of, so I can pay for an inital production of the Atari 8bit
Ethernet Cartridge. More info here:
http://home.comcast.net/~atariguy1/atari/a8ether/index.html

I have fixed the packet dropping issues, and have updated the
software. It is working well, but the new web browser is currently
too big for memory...working on this.

Anyway, check out the auction and the website.

Thanks,
Chris

799. Re: CTH BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 03:27:16 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <oSfYb.16821$5W3.3478@nwrddc02.gnilink.net>
Source record: 17006

Hmmm... that answers that question - that's why bfbbs.dtdns.net is also no longer working.

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message news:Xns9491B863375PrivacyLabs@216.196.97.132...
>
> The telnet://cth.dtdns.net name is termporarily not working due to problems
> with my upstream IP to name resolver service. Use telnet://cth.hn.org as
> an alternate.
>
> Best,
> Tom

800. BF2k+ BBS Update

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 03:57:11 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <rigYb.34426$1S1.6299@nwrddc01.gnilink.net>
Source record: 17007

While dtdns.net is down you may connect to the BF2k+ BBS using this URL:

telnet://bfbbs.no-ip.com

801. Re: 1020 plotter pen refilling?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 05:02:22 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0402162102.6a0730a5@posting.google.com>
Source record: 17008

John,

I refer you to an article on this site by Alan Frazer dated March 14,
1997. He explains how he has done it. You can find the article using
the search option and click on atari 8 bit.

Regards,
kvan

"John Miskinis" <nospam@here.com> wrote in message
news:<pan.2004.02.14.18.49.16.670458@here.com>...
> Hi,
>
> Wow, I'm having some retro-fun with my 8-bit stuff, but
> I found I am in need of plotter pens. Has anyone ever
> tried to refill them with ink such as that from a ball pen?
>
> Or, any other suggestions?
>
> Thanks, John

802. Re: 1020 plotter pen refilling?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 06:35:05 UTC
From: Bralgar <bralgar@PRIcomVATEcast.net>
Message-ID: <0OGdnYwIbd6EK6zdRVn-hw@comcast.com>
Source record: 17009

I found this site that seems to be selling replacement black pens
http://www.sciplus.com/category.cfm?category=39
Third item down and they are only $0.50 (USD) each.

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.14.18.49.16.670458@here.com...
> Hi,
>
> Wow, I'm having some retro-fun with my 8-bit stuff, but
> I found I am in need of plotter pens. Has anyone ever
> tried to refill them with ink such as that from a ball pen?
>
> Or, any other suggestions?
>
> Thanks, John

803. How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 08:25:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <NdkYb.1787$_3.29303@typhoon.sonic.net>
Source record: 17010

Are there any good articles on the graphics methods used in games like
Rescue on Fractulus and Koronis Rift? I was thinking about it since
posting in the 'Best Game?' thread yesterday...

At a Linux user group meeting tonight some folks from
Z-World/Rabbit Semiconductor, who produce 8-bit processors based on Z80 which
can do TCP/IP, SSL, webserving, etc., came to talk about SSL in general.

At dinner after the meeting, I was talking with a friend who did some
6502 coding for consumer toys recently, and tried to explain what
Rescue on Fractulus looked like. So, after dinner, I made him come to my
house and fired it up on an emulator, to see if he had any ideas how it
might work.

I can tell, with a fair bit of confidence, that the 3D terrain stuff isn't
using any Atari-specific 'tricks' (like DLIs and Player/Missile Graphics).
Obviously, it's some kind of fractal code... but I'd love to learn more
about it. :^)

Anyone got any references they want to share? :)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

804. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 09:50:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040217095022.50711K@ilaskey.cix.co.uk>
Source record: 17011

In article <004b7337@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org
(Greg Goodwin) wrote:

> FamilyNet Newsgate
>
> > From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
>
> > I'm passing through the midlands (M6) at the weekend to collect a
> > Domesday machine and Mac Colour Classic.
>
> What is a Doomday machine?
Domesday not Doomday. It's a BBC B with a custom laserdisc player
designed in the eighties to output the results of a UK wide survey. Now
very rare as they cost several thousands of pounds and were aimed at
schools and libraries.

805. Re: Rant: Did the Atari ever exist in the UK

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 10:03:01 UTC
From: pockets@pockets.cix.co.uk
Message-ID: <2ab27848.0402170203.498e869f@posting.google.com>
Source record: 17012

"Blobby" <jaxson.phenderson@blueyonder.co.uk> wrote in message
news:<Dx4Yb.87922$cL.40428@news-lhr.blueyonder.co.uk>...
> The main reasons it has not sold to well is:
>
> 1. The cost.
>
> 2. Find a shop that has it.
>
> in my area West London no WH Smiths
> had it in stock, but WH Smiths in Kingston
> had copies, not seen it in any other shop.
>
> Blobby

I know what you mean, the cost was prohibitive!

Kingston (SW London) is where I Lived at the time. Back in 82 i
remember there was one shop in Judges mall (behind the Marks and
Sparks) that Had an 800 in display (and a Dragon 64, a vetrex and
every other then available machine) but that shut sometime in 83 (I
know as i had to go to the croyden main shop to get my speccy fixed).
Bentals department store had them as well (this is pre Bentals centre,
and it always had star raiders running!) and a computer specialist
oppisite The Hawker factory had them as well. Despite this, I only
knew of one person who had an Atari 800 and that was the brother of
one of my school mates. The Local Tiffin Girls school has some as well
(as i discovered on one of their open days).

As i said earlier i didn't actualy get one untill 1985 with my first
pay packet.

Software wise i had good luck with Silica shop (lion house in london),
The Market in Epsom had a great computer stall, There was a Place in
Great Yarmouth that i raided for games every time i visited my
Grandparents that had cheep old carts. I did make it down to the main
oprington silica shop a couple of times (buying a 1050 for on thing).
But it really was a hunt, i suppose more fun because of it, but still
a hunt and i never felt confident of saying 'i'm going out to get X or
Y game, and be sure i would actualy find it!

806. Re: Rant: Did the Atari ever exist in the UK

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 10:48:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040217104809.50711M@ilaskey.cix.co.uk>
Source record: 17013

In article <2ab27848.0402170203.498e869f@posting.google.com>,
pockets@pockets.cix.co.uk (Jon-Paul) wrote:
I must have been lucky then. I had Silica plus some guy (rashly) opened up an Atari only shop a few doors down that sold STs (they had *just* come out) and 8bits plus all sorts of goodies. The shop had about 6 machines all lined up and big Atari banners in the window etc. Other local computer shops did some Atari stuff but Maplin's was the holy grail. They used to send a guy to the US every now and then and he'd come back with a suitacase or two full of the latest goodies.

807. Re: Atari 800 - memory cards?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 11:51:49 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <pfnYb.797$KW.45362@news.optus.net.au>
Source record: 17014

"Jason Harmon" <jharmon@us.net> wrote in message
news:97SWb.48$KS6.114922@news.abs.net...
> From your description, the memory cards are how they should be for a late
> model Atari 800.
>
> From what I remembered, the early ones had plastic cases on the ROM and
RAM
> modules, and had two thumb tabs to remove the cover to access the modules.
> Later model 800s had 48K standard, and to improve cooling Atari installed
> them without the cases but put a small plastic strip across the tops of
the
> cards to hold them in position. These machines also lost the thumb tabs
and
> have regular screws to secure the cover over the memory slots. If this is
> the case with your machine, nothing is wrong, you've just got a later
model.

You are correct.
did you know there was an atari service bulletine that required the removel of the plastic cases from the memory boards because they were getting too hot. these little suckers had 3 voltages on them from memory, +12, +5 and -5 volts. it is what the memory chips of the time required.

James

808. synassembler cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 12:52:33 UTC
From: cyberghost@shaw.ca
Message-ID: <qv24309fc67pc1u902fieb5db5ilbnpbk2@4ax.com>
Source record: 17015

Does anyone have a synassembler cartridge photograph or ROM image they could post? I haven't seen one for sale since I've been looking for a while.

I used to own that 8 bit cartridge and lost it over the years gone by. It was (if I recall correctly) translucent red, absolutely cool looking. I actually had a copy that was modified by synapse to run on the 1200XL I had at the time. I bought the cartridge, then it wouldnt run on my 1200xl, then I returned it to the store, who then returned to to synapse, who sent me a new cartridge. Talk about rare, probably, eh?

809. Synassembler cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 12:55:46 UTC
From: cyberghost@shaw.ca
Message-ID: <lb3430p2g49d7hmn5ev1lmvghkfgm6ti3i@4ax.com>
Source record: 17016

I used to own the synassembler cartridge, but alas I lost it over the years gone by. I remember it being a beautiful transparent red color. Does anyone have a digital photograph of the cartridge they could upload or even a ROM image?

Incidently, I used to own a 1200XL version of the cartridge, which was probably pretty darn rare. I remember that I bought the cartridge, but it didn't work on my shiny new 1200XL, so it got returned to the store, who wouldn't give me a refund, but did return the cartridge to Synapse for me for a working copy, which they modified or came out with a new 1200XL working version. Wish I still had it!

810. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 14:55:19 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <40322B57.A0C0101A@nospam.seznam.nospam.cz>
Source record: 17017

William Kendrick wrote:
> I can tell, with a fair bit of confidence, that the 3D terrain stuff isn't
> using any Atari-specific 'tricks' (like DLIs and Player/Missile Graphics).
> Obviously, it's some kind of fractal code... but I'd love to learn more
> about it. :^)
>
> Anyone got any references they want to share? :)

Do you mean ATR & disassembler? ;-))))))))))))

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

811. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 15:07:40 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <40322E3C.FC92B0C8@nospam.seznam.nospam.cz>
Source record: 17018

William Kendrick wrote:
> I pop out my NTSC ANTIC, pop in a PAL ANTIC, and then swivle the V-hold knob
> on my Commodore monitor. Voila! PAL! ;)

This is not a PAL. Half assed PAL maybe. It lets you run PAL software
though.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

812. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 15:28:22 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <w0cUI3QlLjMAFwP9@btinternet.com>
Source record: 17019

In article <2ab27848.0402160438.6d7402eb@posting.google.com>, Jon-Paul
<pockets@pockets.cix.co.uk> writes
>This ment a serious dilution of its target market, or at
>least those who could afford it, where divided between a machine
>associated with games, and a machine associated with education (and
>supported by Auntie beeb). As it was normaly parents that held the
>purse strings, education won out.

And let's be completely honest; the Atari 8-bit isn't a bad range, and
has nice custom hardware, but for overall versatility, the BBC B range
kicks it's arse. As it should, given that the Atari was designed in
1979, and the BBC in '81.

Richard (the only machine more versatile than a BBC (without going to
really esoteric stuff) is an Apple][).
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

813. Re: Atari 800 +

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 15:28:22 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <90EXlJQFJjMAFwOU@btinternet.com>
Source record: 17020

In article <memo.20040217095022.50711K@ilaskey.cix.co.uk>, Iain Laskey
<ilaskeyNOT@cix.co.uk> writes
>In article <004b7337@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org
>(Greg Goodwin) wrote:
>
>> FamilyNet Newsgate
>>
>> > From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
>>
>> > I'm passing through the midlands (M6) at the weekend to collect a
>> > Domesday machine and Mac Colour Classic.
>>
>> What is a Doomday machine?
>*Domesday* not Doomday. It's a BBC B with a custom laserdisc player
>designed in the eighties to output the results of a UK wide survey. Now
>very rare as they cost several thousands of pounds and were aimed at
>schools and libraries.

And, for that matter, I don't have a pet fox. It's a cat ;)

Domesday machines are rather more than just a BBC B with a laserdisc
player - they're a BBC Master AIV (a BBC Master 128, plus 4Mhz CMOS
Turbo co-processor, plus Acorn SCSI card - Acorn were sticking SCSI on
8-bit computers in 1984, in the ABC, and at least part of that project
survived ;)). Special filing system, and some neat BCPL based software.

There is also a PCish compatible version, where the LD player
communicated via RS232 and could be used with a Research Machines Nimbus
(80186) based system.

Cost ï¿½4,000 in 1986. They are, however, astonishingly good for their
age.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

814. Re: Atari 400 keyboard problems :(

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 16:06:41 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.17.16.06.40.349932@here.com>
Source record: 17021

hmm... It appears that the keyboard(s) in the 400 computers were not the main issue. I swapped the keyboard, and the same keys would not work. I swapped many boards, and between 2 computers, I could not make one working 400. Although "memopad" on one allows all keys to react, if a cartridge is put in, the machine just freezes, with the screen displaying "wierdness".

I'm going to try to reseat all the chips on the boards to see of that varies the results.

815. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 16:12:51 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.17.16.12.51.300705@here.com>
Source record: 17022

>>> [the character wheel literally flew apart.]

Does anyone know if a diagram of the 1027 print head exists?
I'd really like to persue the manufacturing of one or more.
Also, from a brief look, it appears it would be quite an effort
to install a new one.

816. Re: 1020 plotter pen refilling?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 19:54:05 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.17.19.54.05.260017@here.com>
Source record: 17023

> I refer you to an article on this site by Alan Frazer dated March 14,
> 1997. He explains how he has done it. You can find the article using
> the search option and click on atari 8 bit.

hmm, my news server only has posts after 6/26/2003, but I'll
try to find it. I found a package of black pens, so I'm OK
for a little while.

thanks

817. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 20:56:37 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <c0tv67gjv01$1@news.t-online.com>
Source record: 17024

William Kendrick wrote:
> I can tell, with a fair bit of confidence, that the 3D terrain stuff
> isn't using any Atari-specific 'tricks' (like DLIs and Player/Missile
> Graphics). Obviously, it's some kind of fractal code... but I'd love
> to learn more about it. :^)

I remember an interview with Noah Falstein in an issue of German "Happy Computer" issue where he said something to the account that the fractals in Koronis Rift and Rescue On Fractalus were "faked" in some way... They look like fractal graphics, but since the machines are so slow the algorithms behind it aren't real fractal mathematics.

But...

http://www.qlam.com/atari/s_rescue.html says:
"I was office mates with fractal wizard Loren Carpenter, the man who was largely responsible for the fractal mountains in "the Genesis Effect" in Star Trek 2. We talked about whether there might be a way to do fractals on an Atari 800... Loren thought about it, said yes, and proved it by borrowing an Atari and banging out code for the next several weeks at home."

http://www.dadgum.com/halcyon/BOOK/FOX.HTM says:
"I asked Loren if it would be possible to use a simplified form of fractals on an Atari 800. Loving a challenge, Loren spent some time thinking about this and decided to give it a shot. We gave him an Atari 800 to take home and, in the next several weeks, he learned 6502 assembly language and the hardware specifics of the Atari 800 and came back with a working demo of fractal-based terrain running at an acceptable frame rate."

Also very interesting:
http://www.zzap64.co.uk/zzap10/lucas_part1.html

Regards,
Thomas

818. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 21:58:30 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <gi3530lis5ompim99rg19t3lmt6emh2fk0@4ax.com>
Source record: 17025

On Tue, 17 Feb 2004 21:56:37 +0100, "Thomas Meyer" <mnemo@t-online.de>
wrote:

>I remember an interview with Noah Falstein in an issue of German "Happy
>Computer" issue where he said something to the account that the fractals in
>Koronis Rift and Rescue On Fractalus were "faked" in some way... They look
>like fractal graphics, but since the machines are so slow the algorithms
>behind it aren't real fractal mathematics.

It depends on what you mean by faked. The fractals in those early
atari 800 computers just weren't calculated in real time, but they are
still fractals.

kvn

819. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 22:19:10 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <pZidnTdkEIH_Dq_dRVn-sw@comcast.com>
Source record: 17026

...speaking of Rescue on F...

I see a lot of people really liked that game, and I find it odd.
I guess it's because I never really cared for it at all.
But I do have the "early version" named "jaggi" or something like that.

I'm tempted to load it up and see if there's anything (or something!) I've
overlooked.

So, am I missing something?

-z-

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:NdkYb.1787$_3.29303@typhoon.sonic.net...
>
> Are there any good articles on the graphics methods used in games like
> Rescue on Fractulus and Koronis Rift? I was thinking about it since
> posting in the 'Best Game?' thread yesterday...
>
> At a Linux user group meeting tonight some folks from
> Z-World/Rabbit Semiconductor, who produce 8-bit processors based on Z80
which
> can do TCP/IP, SSL, webserving, etc., came to talk about SSL in general.
>
> At dinner after the meeting, I was talking with a friend who did some
> 6502 coding for consumer toys recently, and tried to explain what
> Rescue on Fractulus looked like. So, after dinner, I made him come to my
> house and fired it up on an emulator, to see if he had any ideas how it
> might work.
>
> I can tell, with a fair bit of confidence, that the 3D terrain stuff isn't
> using any Atari-specific 'tricks' (like DLIs and Player/Missile Graphics).
> Obviously, it's some kind of fractal code... but I'd love to learn more
> about it. :^)
>
> Anyone got any references they want to share? :)
>
> -bill!
> bill@newbreedsoftware.com "Hey Shatner, ya remember that episode
of
> http://newbreedsoftware.com/bill/ Space Trek where your show got
cancelled?"

820. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 22:43:55 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <LOwYb.64095$Wa.44831@news-server.bigpond.net.au>
Source record: 17027

Z.Beeblebrox wrote:
> ...speaking of Rescue on F...
>
> I see a lot of people really liked that game, and I find it odd.
> I guess it's because I never really cared for it at all.
> But I do have the "early version" named "jaggi" or something like that.

Behind Jaggi lines;-)
>
> I'm tempted to load it up and see if there's anything (or something!) I've
> overlooked.

Awesome game, I still remember the first time an Alien lept out at me. I
get the same effect from the Face Huggers in Aliens V Predator on the
Jag. Star Raiders is still the greatest tho.
>
> So, am I missing something?

For sure;-).

Mark

>
> -z-
>
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:NdkYb.1787$_3.29303@typhoon.sonic.net...
>
>>Are there any good articles on the graphics methods used in games like
>>Rescue on Fractulus and Koronis Rift? I was thinking about it since
>>posting in the 'Best Game?' thread yesterday...
>>
>>At a Linux user group meeting tonight some folks from
>>Z-World/Rabbit Semiconductor, who produce 8-bit processors based on Z80
>
> which
>
>>can do TCP/IP, SSL, webserving, etc., came to talk about SSL in general.
>>
>>At dinner after the meeting, I was talking with a friend who did some
>>6502 coding for consumer toys recently, and tried to explain what
>>Rescue on Fractulus looked like. So, after dinner, I made him come to my
>>house and fired it up on an emulator, to see if he had any ideas how it
>>might work.
>>

>>I can tell, with a fair bit of confidence, that the 3D terrain stuff isn't
>>using any Atari-specific 'tricks' (like DLIs and Player/Missile Graphics).
>>Obviously, it's some kind of fractal code... but I'd love to learn more
>>about it. :^)
>>
>>Anyone got any references they want to share? :)
>>
>>-bill!
>>bill@newbreedsoftware.com "Hey Shatner, ya remember that episode
>
> of
>
>>http://newbreedsoftware.com/bill/ Space Trek where your show got
>
> cancelled?"
>
>

821. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 22:58:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <O0xYb.493$Ru5.295@okepread03>
Source record: 17028

I didn't care for it either until I figured out how to play. Keep in mind this was back in the day when there was no Internet and I had to figure it out for myself.

Thomas

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:pZidnTdkEIH_Dq_dRVn-sw@comcast.com...
> ...speaking of Rescue on F...
>
> I see a lot of people really liked that game, and I find it odd.
> I guess it's because I never really cared for it at all.
> But I do have the "early version" named "jaggi" or something like that.
>
> I'm tempted to load it up and see if there's anything (or something!) I've
> overlooked.
>
> So, am I missing something?
>
> -z-
>
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:NdkYb.1787$_3.29303@typhoon.sonic.net...
> >
> > Are there any good articles on the graphics methods used in games like
> > Rescue on Fractulus and Koronis Rift? I was thinking about it since
> > posting in the 'Best Game?' thread yesterday...
> >
> > At a Linux user group meeting tonight some folks from
> > Z-World/Rabbit Semiconductor, who produce 8-bit processors based on Z80
> which
> > can do TCP/IP, SSL, webserving, etc., came to talk about SSL in general.
> >
> > At dinner after the meeting, I was talking with a friend who did some
> > 6502 coding for consumer toys recently, and tried to explain what
> > Rescue on Fractulus looked like. So, after dinner, I made him come to
my
> > house and fired it up on an emulator, to see if he had any ideas how it
> > might work.
> >
> > I can tell, with a fair bit of confidence, that the 3D terrain stuff
isn't
> > using any Atari-specific 'tricks' (like DLIs and Player/Missile
Graphics).

> > Obviously, it's some kind of fractal code... but I'd love to learn more
> > about it. :^)
> >
> > Anyone got any references they want to share? :)
> >
> > -bill!
> > bill@newbreedsoftware.com "Hey Shatner, ya remember that
episode
> of
> > http://newbreedsoftware.com/bill/ Space Trek where your show got
> cancelled?"
>
>

822. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 23:28:59 UTC
From: momo <momo@atariland.com>
Message-ID: <%sxYb.4645$jl.484@fe2.texas.rr.com>
Source record: 17029

Not to mention the ink roller cartridge, good luck finding one of them!
It's a nice, fast printer but it has too many obsolete parts to be anything
but a collectable.
Mo

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.17.16.12.51.300705@here.com...
> >>> [the character wheel literally flew apart.]
>
> Does anyone know if a diagram of the 1027 print head exists?
> I'd really like to persue the manufacturing of one or more.
> Also, from a brief look, it appears it would be quite an effort
> to install a new one.

823. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 23:48:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <5s9530lms3t79go0peq7hkkt0ng9e143jm@4ax.com>
Source record: 17030

On 16 Feb 2004 10:53:29 -0800, mikec_cbm@hotmail.com (mikec) wrote:

>Hi Paul,
>
>> Had a play of this and basically its Archon / Archon 2 updated, fans
>
>Very interesting...I was a huge Archon fan back in the day. I'm
>surprised no one has really made a modern update to it...or is there
>one out there?
>
>The Lucas Arts version reminds me more of Tekken or Killer Instinct.
>It doesn't really seem like the type of game that Lucas Arts would
>make...more Japanese.
>
>MikeC

The Lucas arts game is very Archon in it's feel, the fighting is a
little more advanced but the concept is pure Archon.

As someone else said there's been a purists remake coming for some
time now but its so looooong I have nearly given up on it.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

824. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-17 23:53:12 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <k3a530pd0jqp6n1le1jppec40udimq84b4@4ax.com>
Source record: 17031

On Sun, 15 Feb 2004 14:47:24 +0100, "Thomas Meyer" <mnemo@t-online.de>
wrote:

Hiya Thomas (rich man) ;-)

>Paul Irvine wrote:
>> I must say that when a UK mag gets it right they can be one of the
>> best reads anywhere.
>
>Indeed. I was an avid fan of "The One". I loved the layout with the text
>under screenshots explaining parts of the games where the article text only
>stated the basic facts. Actually, if I was to name _one_ most favourite
>games magazine of all time, it'd be The One.

Yep, was a damn good mag..
>
>Other mags I got from the UK were C+VG and some other which name I forgot. I
>bought that one after The One was discontinued. And they were EX-PEN-SIVE
>here in Germany! Subscription prices were the same as buying them at the
>international book store (which are mostly located at train stations in
>Germany, don't ask me why - and airports of course) so I never subscribed.

C&VG has become something of a joke these days, the reviews are a mish
mash of nonsense and the style is just so 'surf dude'. The only mags I
get these days are GamesTM and Edge, GamesTM feels like 'The One'
reborn...

Anything else is either poorly written, badly researched or a
combination of both.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

825. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 00:03:02 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <qda530ljc3jsdei4k2822h65fri6mmv5tj@4ax.com>
Source record: 17032

On 16 Feb 2004 04:38:13 -0800, pockets@pockets.cix.co.uk (Jon-Paul)
wrote:

Snipped lots of good and valid points...

I agree that price etc made the atari not as attractive as the others
but avoiding breaking all the points down I'd just like to say it was
still a 'player' and despite its status compared to the other suspects
it was a solid block in the UK history of machines that deserves a
better press than the retro mags give (or even fail to remember).

>Back to the magazine, yes the Cover CD was rather lacking as well, as
>a 'retro gamer' myself i would have prefered more freeware PC
>conversions/re-workings, and a wider variety (how many tetris versions
>do you need FFS!) or updated supplemented with MP3s of legitimately
>available tape images, or .cas and .tzx images and format to .wav
>software.

Yup, lots of semi useless emulators could have been converted into the
HUGE database of retro remakes out there and tributes in one form or
another. If something does not work straight from the disk then its
less useful than something that does..
>
>There is actualy a Bulliten board attached which you can give feed
>back via. I count 2 other fellow Atari 8-bit users already there
>making a fuss and asking for support/recognition of
>'not-the-usual-suspects'. ;0)

Wahey.....Good to hear it :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

826. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 00:10:28 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <rta530d1tcktclmgb0ecrs2rqq6rnfqnvr@4ax.com>
Source record: 17033

On Mon, 16 Feb 2004 13:31 +0000 (GMT Standard Time),
ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

>I used to live near Maplins in Southend and my impression was very
>different. Initially I knew people who either went for ZX81's or Vic 20s
>or Atari's. Most people I knew had Atari's because of Maplins. I actually
>knew around 6-7 Atari users versus 1 ZX, 1 Vic and a BBC B. Later I'd say
>the competition was the C64.
>
Obviously being ex Maplin and hired to sell the Atari's in the first
place could make me rather one sided here but I have to say I myself
was a user of all of these machines but my two faves were the Atari
then the C64. Most of the folk I knew were Atari guys initially and
later switched to the C64 when the market fell out for the Atari.

These people had free choice of the machines out there and chose the
Atari on merit ignoring the rather prohibitive pricing.

--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

827. Re: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 00:15:37 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <efb530ptpo49c4qcnd27uneu0nglkfcuob@4ax.com>
Source record: 17034

On Sun, 15 Feb 2004 21:44:38 -0000, "Jason"
<tmr@cosine.spam.org.block.uk> wrote:

>The people in the know can't get the jobs writing the mags, the people
>writing the mags aren't too worried about the details... ('lo Paul, by the
>way =-)

Lol...Hya Jason, send us an email letting me know how you are old
man..Nice to hear from you..

>Well, the Atari wasn't like that but the BBC...? [tries not to snigger =-]
>Nah, kidding. i agree with you that the mag was flawed but, considering
>that most publishers seemed more than a little dubious when the idea was
>floated previously, it's nice that someone actually took the risk of a full
>magazine dedicated to "retro" machines. Other people have had responses
>from the editor, but not quick ones - although it seems that the sales have
>justified the publishers going bi-monthly with it so there must have been
>some feedback.

Oh I agree that at least there is a dedicated shop based mag but I'd
so much more love the idea that someone bothered to put the time into
making it worthy of the name.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

828. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 01:12:52 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.18.01.12.52.670702@here.com>
Source record: 17035

> Not to mention the ink roller cartridge, good luck finding one of them!
> It's a nice, fast printer but it has too many obsolete parts to be anything
> but a collectable.

Well, prior to the 1027 print head falling apart, I carefully
soaked the roller with stamp pad refill ink. I was al set
to print some nice letter quality stuff, when...

829. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 02:26:27 UTC
From: momo <momo@atariland.com>
Message-ID: <n3AYb.1961$J84.2@fe1.texas.rr.com>
Source record: 17036

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.18.01.12.52.670702@here.com...
> > Not to mention the ink roller cartridge, good luck finding one of them!
> > It's a nice, fast printer but it has too many obsolete parts to be
anything
> > but a collectable.
>
> Well, prior to the 1027 print head falling apart, I carefully
> soaked the roller with stamp pad refill ink. I was al set
> to print some nice letter quality stuff, when...
>

Don't feel bad, I had one do the exact same thing...
I have another which is all together and works, but I've boxed it up and
packed it away for future generations to enjoy...
Mo

830. Re: Atari 2600, Unopened Games and More!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 02:28:06 UTC
From: momo <momo@atariland.com>
Message-ID: <W4AYb.1963$J84.943@fe1.texas.rr.com>
Source record: 17037

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0402161917.1f39be34@posting.google.com...
> Atari 2600 with 4 unopened MINT games, 4 used games, joysticks and
> More.
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078966636
>
> Okay, I know this is the 8-bit Newsgroup, but before you flame me for
> posting this 2600 Auction, please let me explain.
>
> I am auctioning off some of the Atari things I no longer use or have
> duplicates of, so I can pay for an inital production of the Atari 8bit
> Ethernet Cartridge. More info here:
> http://home.comcast.net/~atariguy1/atari/a8ether/index.html
>
> I have fixed the packet dropping issues, and have updated the
> software. It is working well, but the new web browser is currently
> too big for memory...working on this.
>
> Anyway, check out the auction and the website.
>
> Thanks,
> Chris

What happened to Contiki ? It's been a while since we've heard any more hype
about that..
Mo

831. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 04:18:19 UTC
From: THE6502MAN <D@YAHOO.COM>
Message-ID: <fIBYb.343578$xy6.1715611@attbi_s02>
Source record: 17038

>
> Awesome game, I still remember the first time an Alien lept out at me. I
> get the same effect from the Face Huggers in Aliens V Predator on the
> Jag.

Or in Dungeon Master on the ST. on the 1st level, behind the portacullus,
the mummy raises his arms and screams.... That scream made me jump RIGHT out
of my seat!

832. Re: Synassembler cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 05:14:53 UTC
From: Slor <abuse@abuse.net>
Message-ID: <Xns94932870E1Eemuslor@130.133.1.4>
Source record: 17039

Despite all prevention efforts, cyberghost@shaw.ca wrote in
news:lb3430p2g49d7hmn5ev1lmvghkfgm6ti3i@4ax.com:

> I used to own the synassembler cartridge, but alas I lost it over the
> years gone by. I remember it being a beautiful transparent red color.
> Does anyone have a digital photograph of the cartridge they could
> upload or even a ROM image?

I don't find a ROM for the cart, but I do have ATR disk images for a couple
versions of it. Feel free to grab them:

http://www.slor.net/a8bit/synasm.zip
http://www.slor.net/a8bit/synasmxl.zip

--
Slor

833. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 06:17:20 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <c0uvtt$a3b$1@ngspool-d02.news.aol.com>
Source record: 17040

momo wrote:

>Not to mention the ink roller cartridge, good luck finding one of them!
>It's a nice, fast printer but it has too many obsolete parts to be anything
>but a collectable.
>Mo
>
>
>"John Miskinis" <nospam@here.com> wrote in message
>news:pan.2004.02.17.16.12.51.300705@here.com...
>
>
>>>>>[the character wheel literally flew apart.]
>>>>>
>>>>>
>>Does anyone know if a diagram of the 1027 print head exists?
>>I'd really like to persue the manufacturing of one or more.
>>Also, from a brief look, it appears it would be quite an effort
>>to install a new one.
>>
>>
>
>
>
>
The print head is still probably fine, just the character strip that
fell apart. It attaches easily "afair".

The ink roller is replaceable..several brands of common calculators use
a similar diameter, but the length needs to be cut down.

Rick D.

834. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 10:01:24 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3j8smkpmj6qhx@news.ntua.gr>
Source record: 17041

On Tue, 17 Feb 2004 15:28:22 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

> In article <2ab27848.0402160438.6d7402eb@posting.google.com>, Jon-Paul
> <pockets@pockets.cix.co.uk> writes
>> This ment a serious dilution of its target market, or at
>> least those who could afford it, where divided between a machine
>> associated with games, and a machine associated with education (and
>> supported by Auntie beeb). As it was normaly parents that held the
>> purse strings, education won out.
>
> And let's be completely honest; the Atari 8-bit isn't a bad range, and
> has nice custom hardware, but for overall versatility, the BBC B range
> kicks it's arse. As it should, given that the Atari was designed in
> 1979, and the BBC in '81.

For a moment there, you almost convinced me.

HA HA HA HA HA :)))))))))

>
> Richard (the only machine more versatile than a BBC (without going to
> really esoteric stuff) is an Apple][).

LOL!

(sorry about that, just another die-hard, stubborn & non objective Atarian
laughing his brains out. In my brains I am _certain_ that all Ataris were
the best, so nobody can change my mind :)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

835. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 10:08:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040218100858.50711U@ilaskey.cix.co.uk>
Source record: 17042

In article <rta530d1tcktclmgb0ecrs2rqq6rnfqnvr@4ax.com>,
mclane.dellosYOURFINGER@btinternet.com (Paul Irvine) wrote:

> Obviously being ex Maplin and hired to sell the Atari's in the first
You're not the guy that used to work there (Southend) then went on to
write medical software are you? The guy I'm thinking of was v. young at
the time and used to sit there tapping away on the Maco assembler and
wowing people.

836. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 11:02:09 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <VnHtRtDJY0MAFwaD@btinternet.com>
Source record: 17043

In article <opr3j8smkpmj6qhx@news.ntua.gr>, George Nakos
<ggn@atariROCKS.org> writes

>(sorry about that, just another die-hard, stubborn & non objective
>Atarian laughing his brains out. In my brains I am _certain_ that all
>Ataris were the best, so nobody can change my mind :)

Well, yeah, but can you plug an 80286, Western 32016, ARM (32-bit) or
whatever into your Atari? Thought not ;)

Ataris are very nice. They have about the same expansion as most 8-bits
had. Apple and Acorn produced machines which required less interfacing
or hassle to get more out of them; in Apple's case with provision for
sensible cards, in Acorn's case, by providing more interfaces than you
can shake an Enterprise 128 at.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

837. Re: synassembler cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 11:49:31 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040218064931.21785.00002355@mb-m14.aol.com>
Source record: 17044

> I returned it to the store, who then returned to to synapse, who sent me a new cartridge. Talk about rare,
probably, eh? <

I presume you mean the customer-friendly response. Synapse was very accomodating. I started my Atari life with an 800+cassette system in '82. Then I got a disk drive later in '82 and sent a note to Synapse to see if I could upgrade a couple of cassettes to disk versions (Protector and Claim Jumper). They sent me a note back to mail them in and they would exchange them for disks -- free.

Synapse used those translucent red carts for a lot of games, also. And with no fancy labels. You probably could find that cart shell as a game...

Larry

838. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 13:42:08 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3ki0itdmj6qhx@news.ntua.gr>
Source record: 17045

On Wed, 18 Feb 2004 11:02:09 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

> In article <opr3j8smkpmj6qhx@news.ntua.gr>, George Nakos
> <ggn@atariROCKS.org> writes
>
>> (sorry about that, just another die-hard, stubborn & non objective
>> Atarian laughing his brains out. In my brains I am _certain_ that all
>> Ataris were the best, so nobody can change my mind :)
>
> Well, yeah, but can you plug an 80286, Western 32016, ARM (32-bit) or
> whatever into your Atari? Thought not ;)

No need to! Works perfectly allright the way it is :))))))

>
> Ataris are very nice. They have about the same expansion as most 8-bits
> had. Apple and Acorn produced machines which required less interfacing
> or hassle to get more out of them; in Apple's case with provision for
> sensible cards, in Acorn's case, by providing more interfaces than you
> can shake an Enterprise 128 at.
>
> Richard

And anyway, I never judge a computer by its "upgradability". For example,
take a look at what happened to PCs ;)))

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

839. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 16:02:50 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.18.16.02.49.870997@here.com>
Source record: 17046

> The print head is still probably fine, just the character strip that
> fell apart. It attaches easily "afair".

Yes, the "character strip" is what is in pieces, some just little
crumbs of mushy rubberish plastic. :(

SO, I do not have a complete one, and I can't even begin to
construct a diagram of that part.

840. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 16:07:30 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.18.16.06.42.261317@here.com>
Source record: 16947

> Don't feel bad, I had one do the exact same thing...
> I have another which is all together and works, but I've boxed it up and
> packed it away for future generations to enjoy...

I'm not sure what the condition of the "character strip" is in
your printer, but it seems they deteriorate over time. I'm
not giving up yet, on trying to construct another.

841. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 19:25:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4033BC2F.62A1CA38@students.uni-mainz.de>
Source record: 16948

Well,
take a look at www.atari-age.com, choose Forum for Atari XL/XE or
Atari-8Bit and search for the subject "Super-Mario-3 under development
now...". Afaik, some guy from the Netherlands (pseudonym: Analmux) is
working on it now. There are already some previews or alpha/beta
downloads available... greetings, Andreas.

William Kendrick schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > - Super Mario 3 (currently under development!)
>
> Where can I learn about this, BTW???
>
> -bill!

842. Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-18 22:58:48 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <4033ee2b$0$134$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16949

```
Howdy folks

Is it possible to detect if ANTIC can separately access extended memory from
within software? Without human interaction?

CU Mathy van Nisselroy
```

843. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 00:10:01 UTC
From: momo <momo@atariland.com>
Message-ID: <t9TYb.19452$M76.17494@fe2.texas.rr.com>
Source record: 16950

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.18.16.06.42.261317@here.com...
> > Don't feel bad, I had one do the exact same thing...
> > I have another which is all together and works, but I've boxed it up and
> > packed it away for future generations to enjoy...
>
> I'm not sure what the condition of the "character strip" is in
> your printer, but it seems they deteriorate over time. I'm
> not giving up yet, on trying to construct another.

Well when you put together the high speed that it spins at, along with the
acids in the ink, combined with years of use and vibration. It's a miracle
these lasted 2 years, let alone 20 years!
My main printer is the Atari 1025 line printer. It uses standard typewriter
ribbons and is a heck of alot more reliable.
Mo

844. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 01:35:30 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <10384m3qifnar28@corp.supernews.com>
Source record: 16951

A bit in PORTB determines if Antic can 'see' the extended RAM at $4000. If
that bit is set, or clear, whichever required, then you have less RAM
available, eg. you only have 128k available on a 256k upgrade, like Newell.
Antic access to extended RAM seems like was only for 128k machines.
I wrote a program to load GR9 pics in the extended banks available. Seems
like there was room for 8 8k pictures.
Once loaded, the program would rotate through the pictures.
> Howdy folks
>
> Is it possible to detect if ANTIC can separately access extended memory
from
> within software? Without human interaction?
>
> CU Mathy van Nisselroy

845. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 02:39:42 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Q6udnQSs4NFtvKndRVn-sA@comcast.com>
Source record: 16952

```
i don't think i ever really figured it all out.
for one, i never saw an alien.
i'm going by memory (from the 1980's here!) but i recall
flying around, landing and rescuing people. but they were few and far
between!
i was bored, just as much as playing one of those flight sim games.

-z-

"Docrotcod" <rahbart@cox.net> wrote in message
news:O0xYb.493$Ru5.295@okepread03...
> I didn't care for it either until I figured out how to play. Keep in mind
> this was back in the day when there was no Internet and I had to figure it
> out for myself.
>
> Thomas
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:pZidnTdkEIH_Dq_dRVn-sw@comcast.com...
> > ...speaking of Rescue on F...
> >
> > I see a lot of people really liked that game, and I find it odd.
> > I guess it's because I never really cared for it at all.
> > But I do have the "early version" named "jaggi" or something like that.
> >
> > I'm tempted to load it up and see if there's anything (or something!)
I've
> > overlooked.
> >
> > So, am I missing something?
> >
> > -z-
> >
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:NdkYb.1787$_3.29303@typhoon.sonic.net...
> > >
> > > Are there any good articles on the graphics methods used in games like
> > > Rescue on Fractulus and Koronis Rift? I was thinking about it since
> > > posting in the 'Best Game?' thread yesterday...
> > >
> > > At a Linux user group meeting tonight some folks from
> > > Z-World/Rabbit Semiconductor, who produce 8-bit processors based on
Z80
> > which
```

> > > can do TCP/IP, SSL, webserving, etc., came to talk about SSL in
general.
> > >
> > > At dinner after the meeting, I was talking with a friend who did some
> > > 6502 coding for consumer toys recently, and tried to explain what
> > > Rescue on Fractulus looked like. So, after dinner, I made him come to
> my
> > > house and fired it up on an emulator, to see if he had any ideas how
it
> > > might work.
> > >
> > > I can tell, with a fair bit of confidence, that the 3D terrain stuff
> isn't
> > > using any Atari-specific 'tricks' (like DLIs and Player/Missile
> Graphics).
> > > Obviously, it's some kind of fractal code... but I'd love to learn
more
> > > about it. :^)
> > >
> > > Anyone got any references they want to share? :)
> > >
> > > -bill!
> > > bill@newbreedsoftware.com "Hey Shatner, ya remember that
> episode
> > of
> > > http://newbreedsoftware.com/bill/ Space Trek where your show got
> > cancelled?"
> >
> >
>
>

846. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 03:41:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <vfWYb.2133$_3.34496@typhoon.sonic.net>
Source record: 16953

Thomas Meyer <mnemo@t-online.de> wrote:
> But...
<snip>
> http://www.qlam.com/atari/s_rescue.html says:
<snip>
> http://www.dadgum.com/halcyon/BOOK/FOX.HTM says:

Hehe - Yeah I stumbled across those in my search for info.
Of course, they just say THAT it was done, not the details of HOW ;)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

847. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 04:32:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <m%WYb.2141$_3.34551@typhoon.sonic.net>
Source record: 16954

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> take a look at www.atari-age.com, choose Forum for Atari XL/XE or
> Atari-8Bit and search for the subject "Super-Mario-3 under development
> now...". Afaik, some guy from the Netherlands (pseudonym: Analmux) is
> working on it now. There are already some previews or alpha/beta
> downloads available... greetings, Andreas.

Cool, thanks found it! :^) Looks cool! The controls are a little ... off.
But otherwise, excellent use of DLIs!

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

848. Re: Anyone Have an MIO to sell?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 14:32:07 UTC
From: Nite Hacker <atari8bitguru@yahoo.com>
Message-ID: <fO3Zb.2$xq6.24756@news.uswest.net>
Source record: 16955

"Kevin Besig" <kbesig@borg.com> wrote in message
news:8aqdndFx4dHQ5rTdRVn-sw@thebiz.net...
> Hi All,
> I'm looking for an MIO, working or not. Anybody have one they're not
using?
>
> Kevin Besig
> 897 Shoemaker Rd.
> Mohawk, NY 13407

You might try this site for Black Box and other useful stuff...
http://www.nleaudio.com/css/

I guess they are still in business?? However, according to the website, it
has not been updated since 2000!

849. Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-19 22:16:14 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.19.22.16.14.189649@here.com>
Source record: 16956

Hi,

I've been trying to use an Atari 800XL system, with
850 interface, and one of (1020 or 1025) as a printer, as
a "print server".

It seems if I send "long lines" however, I lose
characters, and get "garbage". I'm wondering if anyone
else has done this, and/or knows where source code exists.

I wrote a small LINUX program, to open a text file, and
echo 1 line at a time, sleeping 10 seconds in between lines.
It echos the line to the serial port on the PC (/dev/ttyS0).

On the Atari 800XL, I open the "R1:" port, get characters
until end of line, close "R1:", and print them to the "P:" device, which
seems to work fine for short (< 40 or so) lines. I then loop
back to where the port is opened.

I am using a null modem of course, and not sure if I can
just enable the flow control properly on the 850, and that
will cure the character-loss issue.

Any information is appreciated...

850. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 00:42:53 UTC
From: Jeff Williams <williaj@sympatico.ca>
Message-ID: <WIcZb.7439$w65.662033@news20.bellglobal.com>
Source record: 16957

Couple of questions come to mind. What's the baud rate of your connection ?
What language are you using on the Atari side ? For example, I don't imagine
native Basic can drive a 9600 baud connection without machine language
assists. My first guess is a speed issue.

851. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 01:09:17 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.20.01.09.16.48472@here.com>
Source record: 16958

On Thu, 19 Feb 2004 19:42:53 -0500, Jeff Williams wrote:

> Couple of questions come to mind. What's the baud rate of your connection ?
> What language are you using on the Atari side ? For example, I don't imagine
> native Basic can drive a 9600 baud connection without machine language
> assists. My first guess is a speed issue.

Hi,

I've been using 1200 baud, and Atari BASIC. I will experiment
at 300 baud, and will also try a per-char delay on the sending
side.

852. Re: 1020 plotter pen refilling?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 02:59:32 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0402191859.39130355@posting.google.com>
Source record: 16959

"John Miskinis" <nospam@here.com> wrote in message
news:<pan.2004.02.17.19.54.05.260017@here.com>...
> > I refer you to an article on this site by Alan Frazer dated March 14,
> > 1997. He explains how he has done it. You can find the article using
> > the search option and click on atari 8 bit.
>
> hmm, my news server only has posts after 6/26/2003, but I'll
> try to find it. I found a package of black pens, so I'm OK
> for a little while.
>
> thanks

If you want to check out the refilling option the website is:
<http://groups.google.com/groups?hl=en&group=comp.sys.atari.8bit>
In the search box type Alan Frazer then click on the cirle underneath
the box to search in comp.sys.atari.8bit. You should then be able to
find his post from March 14, 1997.

kvan

853. Three large lots of Atari 400 stuff - look, rare stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 03:45:49 UTC
From: jt <jt@yahoo.com>
Message-ID: <190220042144566289%jt@yahoo.com>
Source record: 16960
Cross-posted to: alt.atari,comp.sys.atari.8bit,alt.games.atari,rec.games.video.atari

Please excuse the spam, but I genuinely believe you guys will find this
interesting.

I have three large lots of Atari 400 stuff that just went up on Ebay.

These are big boxes with a ton of great stuff.
Descriptions follow.

Thanks for looking, and pardon the unsolicited email.

thanks

JT

Lot #1
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3079636683

Lot #2
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3079638646

Lot #3
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3079642706

Lot #1 includes the Atari 400 CPU, in the original box, with the
original packing materials, and the following Atari-made cartridges:

Super Breakout, Centepede, Computer Chess, Defender, Star Raiders,
Missile Command, Pole Position, Asteroids, Donkey Kong, plus third
party software carts from: Pool 400 (from IDSI), and K-Razy Shootout
(basically Berzerk) from K-Byte (I seem to remember problems booting
this one up).

The package also comes with a Wico Super joystick, two Atari joysticks,
a pair of paddle controllers (one of the is missing the top piece, see
pic).

That's not all, you get the original manuals for all of the games, and
the original boxes for three of them.

AND, you get the original box and packing materials plus the original
manual and the power supply.

It's ALL HERE!
Everything you need!

Lot#2 includes the Atari 410 Program Recorder with the original manual,
and four game tapes with their original manuals/paperwork.

The games are: Dodge Racer (Synapse - this game is super fun!), Galactic Chase (Spectrum - essentially Galaga), Crossfire (by Jay Sullivan, On-Line systems), Shost Hunter (Arcade Plus, essentially Pac-Man).

This lot is in great shape. I sure hope someone ports these games over to an Emulator... who knows, these may be the last surviving copies anywhere of these old games!

Lot #3 includes the original "The Programmer" accessory set in its original box. This includes the Atari BASIC cartridge, the 330-page Atari BASIC A Self Teaching Guide (by Albrecht, Finkel, and Brown), and the Atari 400/800 Basic Reference Manual. The lot also includes a big pile of additional programming references:

101 Atari Computer Tips and Tricks by Alan North (130 p.)

Atari Games and Recreations by Kohl, Kahn, Cleland, and Linsday (340 pages, hardback, and featuring a hep cartoon space alien bug as your guide).

Atari Personal Computer Operations Summary guide 55 pages (Training Guide for Atari Personnel, not for release to general public).

Inside Atari Basic by Bill Carris (184 pages).

Atari Basic by Richard Haskell (180 pages).

32-page full color 1981 Atari Product catalog

36-page full color 1982 Atari Product catalog

Pile of additional sales brochures for Atari products, circa 1981/1982.

January 1, 1982 Atari Home Computer Products price list (VERY cool insider retail price sheet listing every Atari product! 6 pages).

1983 Atari Catalog (here come the XLs!)

Seven (7) documents from Atari Consumer Product Service detailing advanced programming texchniques, each document is about 32 pages, give or take. Data File Processing, Programming Examples, Atari Color Graphics, Advanced Graphics, Advanced System Features (go ahead and find this stuff elsewhere I dare ya!).

ANALOG magazine numbers 6 and 16

ANTIC magazine volume 1, numbers 4, 5, and 6

APX - Atari Program Exchange magazine Winter 1981 edition.

...and whatever else I dig up before the auction ends!

854. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 09:10:14 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c14itm$rr1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16961

Hi,

> I wrote a small LINUX program, to open a text file, and
> echo 1 line at a time, sleeping 10 seconds in between lines.
> It echos the line to the serial port on the PC (/dev/ttyS0).

> On the Atari 800XL, I open the "R1:" port, get characters
> until end of line, close "R1:", and print them to the "P:" device, which
> seems to work fine for short (< 40 or so) lines. I then loop
> back to where the port is opened.

The problem is a major design flaw of the serial communications
protocol of the Atari SIO interface. While the serial port of the
R: handler is in "concurrent mode" - which is required for reading
data asynchroniously, you cannot print data. While you sent data to
the printer, you cannot place the serial port in concurrent mode and
read data.

Therefore, what happens most likely is that *while* you're outputting
printer data on P:, new data arrives on R:. Since concurrent mode is
not set, the data is lost in the 850 interface box. The box has *no*
internal buffering. Data that arrives thru one of the serial ports
while concurrent mode is not active is simply lost.

Greetings,
Thomas

855. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 10:59:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200256370.6391-100000@onyx.spiritone.com>
Source record: 16963
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari
Customers covering All Games/SoftWare, Books/References and Most HardWare/
Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders
of at least $100.00 will also get a gift. Read specials.htm Link below for
Details. Buyers outside the US can take advantage of favorable exchange
Rates over the Dollar! Shipping and selling to anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

856. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 11:02:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200259400.6391-100000@onyx.spiritone.com>
Source record: 16962
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

857. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 11:05:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200302550.6391-100000@onyx.spiritone.com>
Source record: 16965
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

858. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 11:25:24 UTC
From: momo <momo@atariland.com>
Message-ID: <E8mZb.5050$J84.1525@fe1.texas.rr.com>
Source record: 16964

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:c14itm$rr1$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I wrote a small LINUX program,

So I would think some kind of handshaking would work between the printer
(850) and your linux box.
Mo

859. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 13:01:57 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <9znZb.1214$yZ1.1055@newsread2.news.pas.earthlink.net>
Source record: 16966

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c08b7n$674$1@reader08.wxs.nl...
>
> Hi!
>
> I was forgotten this "bug" but indeed, same trouble with printing here.
>
> Strange!
>
> When you want to test the print bug, you don't need a real printer, but
just
> let the output go to the print monitor window. Type in a simple program in
> basic:
>
> 10 LPRINT "APE PRINTER TEST" : RUN
>
> You'll see: already after a few sentences it stopts.
>
> Strange huh!?
>
> Marius

Ok, this is the problem I had with that.

I kept trying to send the text to a file and and my PC's printer. To send it to the printer, I got nothing, period. It woud only half-way work if i set it to append to the file each time I printed. After playing with this problem for about 9 months, I gave up. Then, about 3 months ago, I slapped together a system from spare parts and put Win ME on it, complete with APE. No problems at all.

Sometimes I get garbled characters, some times I get no characters, or sometimes it works fine.

Now, I'm no expert on hardware emulation, but... It almost behaves as if it's a problem with the printer emulator's buffer. Run a line of text to it from the Atari and you hear it beep off as it sends the data, and then it will hang for anywhere from 30 seconds to 2 minutes before it gives me the ye olde "READY".

I thought this was just a problem that I was experiencing... My original fix to it was to dig out my Atari printers and hook them up. Try as it might, APE can't emulate the good old 1020. :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

860. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 13:31:27 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040220083127.15000.00000042@mb-m18.aol.com>
Source record: 16967

Hi David-

I'm not sure I follow what you did. But I think you were trying to print directly to a PC printer, and got no output. That would be expected if no printer driver was loaded. In my testing, older printers with built-in fonts would print with the Atari, but newer printers (even some dot matrix) need Windows or at least a Dos printer driver. The newer the printer, the less likely it is to work directly with the A8.

Then you put together a Win ME system to use with APE, and it doesn't work correctly. (?) I've not run ME with APE, but the symptoms you describe are exactly what happens with XP. Yet, APE printed perfectly on several sytems for me with W98.

Disk transfers under XP work well at 1X or 3X (2X has never worked for me, except when using SpartaDos or it's SIO driver.) I've *never* understood how the disks can transfer so well, and printing just won't work -- again with XP.

The next post has some positive news.

Larry

861. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 14:20:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040220092015.15000.00000045@mb-m18.aol.com>
Source record: 16968

Ok, now for some positive news.

First, there is a really cool Win utility called "DosPrinter". It is a Win emulator of an Epson printer, using the the old Epson escape codes. It prints from a file when you activate it, or prints automatically whenever it sees a specific file name. Check it out at http://www.dsbglobal.com/dosprinter/

Caution: there are lots of old versions of this utility floating around. This is the homepage for the most recent version, complete with a full Win gui. If APE would support an (optional) EOL translation using the PC Mirror file transfer, then DosPrinter could be used very seamlessly to print Atari files. This of course presumes that file transfers work ok, which is the case for me.

Next, I've been doing some research, and I conclude that standard motherboard serial ports may not be up to the task under a Windows multi-tasking environment. Many/most motherboards now have *emulated* 16550 or "16550-compatible" serial UARTS, and this *may* be a recipe for problems with APE. I've ordered a PCI serial card with real 16550's. This is *not* the top of the line -- serial UARTS go at least up to 16950's with 128-byte buffers, but the 16550 has a 16 byte FIFO buffer, and I'm betting that will make a big difference. There's lots of info on this subject, and if you think about it, the serial UART performance would *help* explain why some people have problems with APE and others don't. I'll definitely post my results when I get my new serial card.
Larry

862. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 14:20:35 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <c154us0r6u@enews4.newsguy.com>
Source record: 16969

> >I've actually pulled the extended bank completely out (empty sockets) and
> >it
> >works fine.
> >
> >Thomas
>
>
> that's basically what the 800xe was right? (130xe with only 64k ram)
> so it stands to reason it would work, is there a way to put more than
> 128k in the 130xe?

I've got a 130xe with 1MB extended memory (64 banks of 16k) + standard 64k
ram installed.
I'm not sure which person made this enhancement to my machine, it was
performed in 1986
I believe. But it is possible and works great. I have ramdisk software
that set up 8 single
density disks for access and it uses standard access for the first 128k of
extended memory.
I personally wrote software to take advantage of the remainder of the memory
for general
programming and a massive ramdisk.

Demivec

863. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 15:11:22 UTC
From: Sascha Springer <sspringer@convision.com>
Message-ID: <4036239A.8060009@convision.com>
Source record: 16970

Hello!

I've found some informations about artifacting here:

http://www.xmission.com/~trevin/atari/video_notes.html

But I'm not really sure if it will fit your demand for a reliable source
nor if it's correct at all!

Sascha

864. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 15:31:23 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040220103123.08983.00000033@mb-m13.aol.com>
Source record: 16971

Hi Sascha-

> I've found some informations about artifacting here:<

Very interesting! Thanks for the info/link.
Larry

865. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 16:36:13 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0402200836.655f9f58@posting.google.com>
Source record: 16972

"momo" <momo@atariland.com> wrote in message
news:<E8mZb.5050$J84.1525@fe1.texas.rr.com>...
> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:c14itm$rr1$1@mamenchi.zrz.TU-Berlin.DE...
> > Hi,
> >
> > > I wrote a small LINUX program,
>
> So I would think some kind of handshaking would work between the printer
> (850) and your linux box.
> Mo

Your message implies that you're doing that already. You said you wait
10 seconds between lines. As long as the printer can physically print
the line in that 10 seconds, there shouldn't be a problem. If it's
still printing when the 10 seconds is up, then yes, you'll have the
problem Thomas is talking about.

I don't think you need a per character delay. The internal R: handlers
have a local buffer, usually for 256 chars. The 850 I'm not so sure
about the size, never have disassembled it's handler. Lines of less
than say, 128 chars should be able to be sent at full speed at 1200
baud. If your lines go past 256 characters because of esc sequences or
such, You might have to do something extra.

866. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-20 21:47:30 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <40368078$0$137$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16973

Howdy Russ, folks

> > Is it possible to detect if ANTIC can separately access extended memory
> > from within software? Without human interaction?

"russg" <russg@MUNGEen.com> schreef in bericht
news:10384m3qifnar28@corp.supernews.com...
> A bit in PORTB determines if Antic can 'see' the extended RAM at $4000.
If
> that bit is set, or clear, whichever required, then you have less RAM
> available, eg. you only have 128k available on a 256k upgrade, like
Newell.
> Antic access to extended RAM seems like was only for 128k machines.
> I wrote a program to load GR9 pics in the extended banks available. Seems
> like there was room for 8 8k pictures.
> Once loaded, the program would rotate through the pictures.

That would be an indirect test.

But my upgrade has 1MB available to both ANTIC and CPU (if the respective
PIA pin goes low). And some XL upgrades don't have separate access at all.
For those machines, your methode doesn't work.

(There are four different ways when it comes to ANTIC and CPU access to
extended memory:
a) PB4 is used to select extended RAM (ANTIC and CPU are both enabled at
the same time).
b) PB4 is used to give the CPU access to extended memory, ANTIC is always
in main memory.
c) PB4 is used to give the CPU access to extended memory, PB5 is used to
give ANTIC access to extended memory AND select memory banks (ANTIC can only
be accessed with one half of the available extended memory).
d) PB4 is used to give the CPU access to extended memory and PB5 is ONLY
used to give ANTIC access to extended memory.)

I'ld like to see a routine that can really test if the CPU and ANTIC both
have separate access.
There could be two ways:
a) ANTIC does something to memory.
b) Some address in ANTICs address rage (D4xx if I remember correctly) gets
changed.

The results of both would depend on whether ANTIC sees Main or Extended RAM.
After that we'ld have to test if ANTIC access is linked to CPU access.

CU Mathy van Nisselroy

867. Re: artefacting on GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 03:24:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <1mjd3057r2n7emrjveckkoe74g7ja68h7i@4ax.com>
Source record: 16974

Hi Thomas, I typed it in, thinking I could just describe what I see. But it's a complex pattern! So I guess I can't really help after all since I don't have a digital camera.

But I don't feel like I wasted my time, sometimes it's still fun to type in a little program on the Atari just to see what it does.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

On 13 Feb 2004 09:21:29 GMT, Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> Hey Thomas - If you send me a program that will generate the patterns you
>> want to see, I can hook up my 800xl to a TV for a night and get some shots
>> for you.
>
>For all that want to try, here's the program:
>
```
>10 REM SAVE "H4:ARTE.BAS"
>20 GRAPHICS 8+16
>30 BI=PEEK(88)+256*PEEK(89)
>40 AD=BI
>50 FOR Y=0 TO 191
>60 POKE AD,85:POKE AD+1,85:POKE AD+2,85:POKE AD+3,85
>70 POKE AD+8,170:POKE AD+9,170:POKE AD+10,170:POKE AD+11,170
>80 A=85:B=170ï¿½90 IF (Y/2)=INT(Y/2) THEN A=170:B=85
>100 POKE AD+16,A:POKE AD+17,A:POKE AD+18,A:POKE AD+19,A
>110 POKE AD+24,B:POKE AD+25,B:POKE AD+26,B:POKE AD+27,B
>120 AD=AD+40ï¿½130 NEXT Y
>140 SETCOLOR 4,0,0
>150 SETCOLOR 2,0,0
>160 SETCOLOR 1,0,15
>170 DL=PEEK(560)+256*PEEK(561)
>180 POKE 54286,64
>190 AD=6*256
>200 POKE 512,0
>210 POKE 513,6
>220 RESTORE
>230 READ X:IF X>=0 THEN POKE AD,X:AD=AD+1:GOTO 230
>240 DL=DL+3
```

```
>250 POKE DL,PEEK(DL)+128
>260 DL=DL+4
>280 FOR X=1 TO 32
>290 DL=DL+5
>300 POKE DL,PEEK(DL)+128
>305 IF X=18 THEN DL=DL+2
>310 NEXT X
>320 POKE 54286,192
>330 GOTO 330
>900 DATA 72,173,11,212,201,17,176,6
>910 DATA 169,0,133,203,133,204
>920 DATA 165,203,69,204,141,24,208
>930 DATA 165,204,73,15,141,23,208
>940 DATA 133,204,208,7
>950 DATA 165,203,24,105,16,133,203
>960 DATA 104,64
>970 DATA -1
>
>Greetings,
> Thomas
```

868. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 05:13:29 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4036e8af.3075828@news.charter.net>
Source record: 16975

I have a PC version of Archon. It was released as a DOS based game.
And it definately says Archon and IS Archon.

On 16 Feb 2004 10:53:29 -0800, mikec_cbm@hotmail.com (mikec) wrote:

>Hi Paul,
>
>> Had a play of this and basically its Archon / Archon 2 updated, fans
>
>Very interesting...I was a huge Archon fan back in the day. I'm
>surprised no one has really made a modern update to it...or is there
>one out there?
>
>The Lucas Arts version reminds me more of Tekken or Killer Instinct.
>It doesn't really seem like the type of game that Lucas Arts would
>make...more Japanese.
>
>MikeC

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

869. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 05:33:42 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns9495DB5AAB4F7jlodoenthegridnet@64.164.98.51>
Source record: 16976

foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in
news:4036e8af.3075828@news.charter.net:

> I have a PC version of Archon. It was released as a DOS based game.
> And it definately says Archon and IS Archon.

Sure was, in CGA glory.

There was a "modern" sequel called Archon Ultra in '93/'94.
Not good.

870. USB to Serial Converter and APE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 12:44:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040221074443.29838.00000093@mb-m21.aol.com>
Source record: 16977

Has anyone tried one of these with either USB 1.1 or 2.0 and APE? The specs
I've read suggest that it would work, and since many modern laptops usually
don't have external serial ports, perhaps someone has already tried it?
Thanks,
Larry

871. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 12:53:40 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <oxIZb.2322$yZ1.1015@newsread2.news.pas.earthlink.net>
Source record: 16978

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040220083127.15000.00000042@mb-m18.aol.com...
> Hi David-
>
> I'm not sure I follow what you did. But I think you were trying to print
> directly to a PC printer, and got no output. That would be expected if no
> printer driver was loaded. In my testing, older printers with built-in
fonts
> would print with the Atari, but newer printers (even some dot matrix) need
> Windows or at least a Dos printer driver. The newer the printer, the less
> likely it is to work directly with the A8.

Um... No. I am well aware of that and I know better than to try it.

>
> Then you put together a Win ME system to use with APE, and it doesn't work
> correctly. (?)

No. Works flawlessly on ME.

I've not run ME with APE, but the symptoms you describe are
> exactly what happens with XP.

Yes, I was talking about XP.

Yet, APE printed perfectly on several sytems for
> me with W98.
>
> Disk transfers under XP work well at 1X or 3X (2X has never worked for me,
> except when using SpartaDos or it's SIO driver.) I've *never* understood
how
> the disks can transfer so well, and printing just won't work -- again with
XP.
>
> The next post has some positive news.
>
> Larry
>
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

872. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 16:23:39 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40378549.769906@news.charter.net>
Source record: 16979

Thank you for reminding me of that. Yes, I actually believe it is the Archon Ultra that I have. It came bundled in a pack of games (along with Chessmaster and some others I think). Ever since it became impossible or impractical to get some of those old DOS games to work under newer 32 bit Windows environments they just collect dust in some cranny somewhere.

You do not like Archone Ultra at all? I don't remember it real well.

On Sat, 21 Feb 2004 05:33:42 GMT, Jeff Lodoen <jmlodoen@thegrid.net> wrote:

>foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in
>news:4036e8af.3075828@news.charter.net:
>
>> I have a PC version of Archon. It was released as a DOS based game.
>> And it definately says Archon and IS Archon.
>
>Sure was, in CGA glory.
>
>There was a "modern" sequel called Archon Ultra in '93/'94.
>Not good.

** To email a reply, please remove everything up to and including the underscore in my email reply header.

873. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 16:52:49 UTC
From: Rod Smith <rodsmith@rodsbooks.com>
Message-ID: <pan.2004.02.21.16.52.48.74301@rodsbooks.com>
Source record: 16980

On Mon, 16 Feb 2004 22:32:34 +0000, Simon Lawrence wrote:

> "mikec" <mikec_cbm@hotmail.com> wrote in message
> news:1121cdb3.0402161053.30ea8a29@posting.google.com...
>> Very interesting...I was a huge Archon fan back in the day. I'm
>> surprised no one has really made a modern update to it...or is there
>> one out there?
>
> There's a new one on the way, based very closely on the original
> (specifically, on the Atari version, which is nice to hear!)
>
> http://www.archonevolution.com/game/default.asp

There's an open source X-based clone of the original, called XArchon:

http://xarchon.seul.org

It runs on Linux, FreeBSD, and other Unix-like systems. There's also a
Windows version, but it requires an X server. The game's pretty much a
straight clone of the original with few enhancements (the graphics are
better, but that's about it).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

874. Atari 400/800 keyboards interchangeable?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 17:44:57 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.02.21.17.44.51.841426@icequake.net>
Source record: 16981

Hi,

Have a 400 that's gone through two chicklet keyboards. We are wanting to know if the interface of an 800 keyboard is compatible with the 400, because then we would try to use an 800 keyboard instead since it is much more robust.

thanks.

875. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 18:13:25 UTC
From: mikec_cbm@hotmail.com
Message-ID: <1121cdb3.0402211013.18edb87f@posting.google.com>
Source record: 16982

Hi Simon,

> There's a new one on the way, based very closely on the original

Yes, I do remember stumbling onto this site some time ago but I guess
it was never finished and I completely forgot about it.

Too bad but maybe someday EA will resurrect it and actually develop
something worthy.

Mike

876. Paperclip

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-21 23:07:13 UTC
From: jdplace@adelphia.net
Message-ID: <e692d71c.0402211507.1f6fed61@posting.google.com>
Source record: 16983

Anyone have a printer driver (.cnf) for HP Laserjet Series II for the
Paperclip word processor. I don't have any manuals for the printer,
so I can't create one.

TIA
Joseph Place

877. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 00:33:09 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns9496A86056AB0jlodoenthegridnet@64.164.98.49>
Source record: 16984

foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in
news:40378549.769906@news.charter.net:

> Thank you for reminding me of that. Yes, I actually believe it is the
> Archon Ultra that I have. It came bundled in a pack of games (along
> with Chessmaster and some others I think). Ever since it became
> impossible or impractical to get some of those old DOS games to work
> under newer 32 bit Windows environments they just collect dust in some
> cranny somewhere.
>
> You do not like Archone Ultra at all? I don't remember it real well.

On a 486/33 it was a dog, and it wasn't doing all that much.
I bugged the store to death before it came out, I really
wanted to like it. Original was better.

I mean Doom came out around that time, playable on a 33.

Crummy programming, I guess.

878. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 00:48:35 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4037fbc1.27226234@news.charter.net>
Source record: 16985

Yeah... when Doom came out everything else just kind of faded from the
mind for a while. Anyway, I wonder if ultra will work under windows
somehow. If so it certainly couldn't dog on todays hardware. Be
interesting to compare the Atari version to the Ultra version when
performance problems don't cloud the issue.

On Sun, 22 Feb 2004 00:33:09 GMT, Jeff Lodoen <jmlodoen@thegrid.net>
wrote:

>foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in
>news:40378549.769906@news.charter.net:
>
>> Thank you for reminding me of that. Yes, I actually believe it is the
>> Archon Ultra that I have. It came bundled in a pack of games (along
>> with Chessmaster and some others I think). Ever since it became
>> impossible or impractical to get some of those old DOS games to work
>> under newer 32 bit Windows environments they just collect dust in some
>> cranny somewhere.
>>
>> You do not like Archone Ultra at all? I don't remember it real well.
>
>On a 486/33 it was a dog, and it wasn't doing all that much.
>I bugged the store to death before it came out, I really
>wanted to like it. Original was better.
>
>I mean Doom came out around that time, playable on a 33.
>
>Crummy programming, I guess.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

879. Tank game.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 00:57:48 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <103fvjjcks4guf0@corp.supernews.com>
Source record: 16986

I remember a dedicated tank game machine we had during the days of VCS. It had a pair of double handle controllers, you would pull back on the left and forward on the right to turn left, with a fire button on top one of the handles.
I've looked for tank games for the 8-bit. I found a couple.
Tank vs. Tank, I can't seem to get the idea of this one, it is sort of an artillery, aim, elevation, forward-back and shoot.
Tank Commander is very much like what I'm looking for, but I don't last 30 seconds before the jet plane shoots me, and the tank is really slow to maneuvre.
Is there some way to avoid being shot by the planes?
Does anyone know of a simple tank shoot game?

880. Re: Atari 800 keyboard problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 02:34:04 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.22.02.34.02.700225@here.com>
Source record: 16987

Wow, my Atari 800 keyboard is working properly
again! I took it apart, discovering the 2 screws
that were under that stick foam pad that the cable
sticks to. I carefully peeled the mylar sheet off
of the circuit board, and it was clean. I think over
time, some of the mylar pads had "fused" themselves
to the circuit board, making continuous contact.

Now, another issue, the "Option" button sticks, which
seems to be caused by some plastic-to-plastic friction.
I may persue a fix for this, by cleaning, and applying
a little car wax, to the pieces where they come in
contact.

881. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 05:55:07 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.22.05.55.03.795971@here.com>
Source record: 16988

Well, I performed many experiments with the 850, and
figured I'd post the results.

Reducing the baud rate to 300 stopped the loss of characters.

I tried enabling the CTS/RTS lines at 1200 baud, no help.

On page 61 of the 850 interface manual, there is an
example of how to supply a "user buffer" for the input,
and using that example, I was able to prevent the loss of
characters at 1200 baud! I have not yet re-enabled the
code that closes the R1: port, prints the line, and reopens
the R1: port, but I intend to with the next few days. I
currently just print the line to the (Atari) screen, to
validate the characters were received OK.

I also noted that several characters such as the
"curly braces", "back tick", and "tilde" do not exist
on the Atari, thus I'm not sure I'll ever get them to
print. (on the 1025 or 1020)

In any case, I need to try to get file transfers to
work, as I had problems at 1200 baud, and I'm about
to revert to 300 baud.

882. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 13:14:34 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4038AB3A.80208@math.tu-berlin.de>
Source record: 16989

Music Shop Landgraaf wrote:

> I'ld like to see a routine that can really test if the CPU and ANTIC both
> have separate access.
> There could be two ways:
> a) ANTIC does something to memory.
> b) Some address in ANTICs address rage (D4xx if I remember correctly) gets
> changed.
>
> The results of both would depend on whether ANTIC sees Main or Extended RAM.
> After that we'ld have to test if ANTIC access is linked to CPU access.

What about the following: Set the CPU bank to a bank containing all 0's,
the corresponding ANTIC bank to a bank containing all $FFs, then setup
Player/Missile graphics to take DMA from the ANTIC bank, then clear and
check the collision registers. In case the player do collide, then ANTIC
has really access to the ANTIC bank. In case they don't, ANTIC takes the
data (erraneously) from the CPU bank.

Happy hacking!
Thomas

883. REQ: Tower Toppler for XL/XE.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 14:52:34 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c1afmr$1bq$1@news1.nivel5.cl>
Source record: 16990

Does anyone have Tower Toppler for XL/XE? I realize there was a web page
that has it, but it was shut down.

Thanks ind advance.

Wilheim.

884. Codes?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 15:19:06 UTC
From: smallbobguy@aol.com
Message-ID: <20040222101906.24987.00000156@mb-m26.aol.com>
Source record: 16991

How do you type codes for Roms?

885. Re: Codes?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 16:12:21 UTC
From: momo <ejohnson88@houston.rr.com>
Message-ID: <Fx4_b.33457$M76.2297@fe2.texas.rr.com>
Source record: 16992

Can you explain a little more what it is your trying to do?
Mo

"Small bob guy" <smallbobguy@aol.com> wrote in message
news:20040222101906.24987.00000156@mb-m26.aol.com...
> How do you type codes for Roms?

886. Re: Tower Toppler for XL/XE.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-22 19:32:19 UTC
From: oes <oes@deja.com>
Message-ID: <7t7_b.65946$jH.531326@twister.tampabay.rr.com>
Source record: 16993

"Wilheim" <guillermo@mail.cl> wrote in message
news:c1afmr$1bq$1@news1.nivel5.cl...
> Does anyone have Tower Toppler for XL/XE? I realize there was a web page
> that has it, but it was shut down.
>
> Thanks ind advance.
>
> Wilheim.

If you go to this message board thread you can download the .bin file of TT:

http://www.atariage.com/forums/viewtopic.php?t=37940

887. Re: Tower Toppler for XL/XE.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 02:50:00 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c1bpo1$e4p$1@news1.nivel5.cl>
Source record: 16994

Thanks! It helped a lot.

Wilheim.

"oes" <oes@deja.com> escribi&#65533; en el mensaje
news:7t7_b.65946$jH.531326@twister.tampabay.rr.com...
>
> "Wilheim" <guillermo@mail.cl> wrote in message
> news:c1afmr$1bq$1@news1.nivel5.cl...
> > Does anyone have Tower Toppler for XL/XE? I realize there was a web page
> > that has it, but it was shut down.
> >
> > Thanks ind advance.
> >
> > Wilheim.
>
>
>
> If you go to this message board thread you can download the .bin file of
TT:
>
> http://www.atariage.com/forums/viewtopic.php?t=37940
>
>
>

888. Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 07:07:12 UTC
From: jrleek@soda.csua.berkeley.edu
Message-ID: <c1c8r0$2gsc$1@agate.berkeley.edu>
Source record: 16995

Hi there, I have 2 Atari 850 Interfaces. I heard somewhere along the line that people really like, and they're very useful, but I don't see any on ebay or anywhere else. All I've seen is a thread here about using one with a print server. Is there any use for one of these? Do you want to buy one? How do I test it? THanks

--
Jim Leek
jrleek@soda.berkeley.edu

889. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 09:31:57 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.23.09.31.51.264979@here.com>
Source record: 16996

> Hi there, I have 2 Atari 850 Interfaces. I heard somewhere along the line that people
> really like, and they're very useful, but I don't see any on ebay or anywhere else.
> All I've seen is a thread here about using one with a print server. Is there any use
> for one of these? Do you want to buy one? How do I test it? THanks

Hi,

I recently saw one go for like $9 on ebay. I think there is one
included in a big "lot" of 8bit stuff for $99 at the moment. Yes,
they are very useful! In order to test it, you will need "special"
cables, that you can make, if you are handy with a soldering iron,
and have the manuals. If not, I think I saw some info on the web, but
did not bookmark it. I currently just use port 1, that supports all
of the "modem" lines, and I'm not sure if I could test ports 2-4, or
even the parallel port however.

I could trade you something for it, but have no extra cash at the moment.

890. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 11:01:51 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <k9nj305nkvc7rcofcu2l0fdhrp2jp8pr2g@4ax.com>
Source record: 16847

On Wed, 18 Feb 2004 10:08 +0000 (GMT Standard Time),
ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

>In article <rta530d1tcktclmgb0ecrs2rqq6rnfqnvr@4ax.com>,
>mclane.dellosYOURFINGER@btinternet.com (Paul Irvine) wrote:
>
>> Obviously being ex Maplin and hired to sell the Atari's in the first

>You're not the guy that used to work there (Southend) then went on to
>write medical software are you? The guy I'm thinking of was v. young at
>the time and used to sit there tapping away on the Maco assembler and
>wowing people.

Sorry for the late reply..

Nope, I was London based....Can't think who you mean tbh unless it was
Mark who wrote EPOS systems and just about every other bit of software
Maplin used.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

891. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 11:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040223112514.7831B@ilaskey.cix.co.uk>
Source record: 16848

In article <k9nj305nkvc7rcofcu2l0fdhrp2jp8pr2g@4ax.com>,
mclane.dellosYOURFINGER@btinternet.com (Paul Irvine) wrote:
> Nope, I was London based....Can't think who you mean tbh unless it was
> Mark who wrote EPOS systems and just about every other bit of software
> Maplin used.
He was 'just' the Saturday kid as I remember - about 13-15 maybe? Unless
he looked younger than he was. Certainly after about 3 years he
disappeared and I was told he was at Uni.

892. Re: Atari800WinPlus Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 14:03:02 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <QJn_b.2$yr2.15832@news.uswest.net>
Source record: 16849

>> The easiest way is to use the H: handler in the emulator. The bad part of
>> this story is, as far as I know, only spartados supports this. There are
>> programs to manage your files on .ATR files, but i don't use them, so I
can
>> not help you with this part of the question.

I believe MyDOS has support for the H: drive too. I believe I have used it to copy files from my hd to an image? It's been awhile, though, since I messed around with my emulator. Seems, though, there was some problems with accessing the hd with MyDOS? I think it has to be the one that was specifically written for use with emulators. I believe it was version 4.5.3 or 4.5.4?

893. Memory sizes and screwy maths

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 15:25:28 UTC
From: peterhjr@yahoo.co.uk
Message-ID: <7729e40e.0402230725.1ceeec6f@posting.google.com>
Source record: 16850

So, if you're using Atari's 8K BASIC on a 600XL, how much memory do you have to play with?

I ask because for the life of me I can't get the numbers to work out, and the last time I even touched a 600XL was in 1988. However, a clean (diskless) boot into BASIC on my 800XL leaves me with about 38kb memory free. Then we go 38 + 10 (for the OS) is 48kb; 8k for Basic gives 56kb and my Mapping the Atari (400/800 edition) talks of an unused 4k section of memory which gives 60kb. Where are those four (or possibly eight) missing kilobytes?

All I can think of is the "right cartridge" space, left over from the 800. And it gets worse because a 10kb operating system and an 8kb programming language are not going to fit into a 16kb machine.

So if I then assume that the OS counts as ROM and the rest counts as RAM, the 600XL must have had at least 26kb of memory, right? And if that was true, why was it advertised as being a 16kb machine?

Furthermore, if the 600XL was 16kb RAM and 10kb ROM and advertised as a 16kb machine, why was the 800XL touted as having 64kb? Obviously it could address that much, but so could the 400 and 800 machines, and they only went up to 48kb (+10kb OS +4kb unused = 62kb)...

Hm. What am I missing?

..PeterH

894. Re: Memory sizes and screwy maths

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 15:48:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040223154838.7831C@ilaskey.cix.co.uk>
Source record: 16851

In article <7729e40e.0402230725.1ceeec6f@posting.google.com>,
peterhjr@yahoo.co.uk (PeterH) wrote:
> (diskless) boot into BASIC on my 800XL leaves me with about 38kb
Correct.

You're mixing RAM and ROM a lot in your calcs. The machine had 64K RAM. The OS is ROM but sat on top of some of the RAM so you couldn't normally access it. Equally, the carts sit on top of RAM. Also, you haven't taken in to account memory for the screen - 38K is what's left with a Graphics 0 screen up and running. Type gr.8 then have another look at the free RAM - it wil be about 8k less.

A 16K 600 XL has 16K of RAM but with the 10K of RAM elsewhere in the memory map. To most people, a 48K RAM system looks and behaves like a 64K one because you lose the top chunk as the OS ROM and carts sit on top of it.

895. fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 15:52:14 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <403a2183$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 16852

Did the Atari ever use fastloaders for its tape games only games seem to take forever to load.

896. Re: Bravo Sierra's ads

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 16:02:29 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <lpkpg1-k3e.ln1@don.localnet>
Source record: 16853

```
On Fri, 06 Feb 2004 02:21:21 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:
>
> It strikes me as being odd how many atari users scream at ben for
> selling atari stuff in an atari group and nobody makes a peep when some
> idiot perv starts posting adverts for britney spears nude or some other
> bollox
>
It isn't that people don't mind those ads, but everybody knows that
the people posting Britney Spears junk don't read the newsgroup.
Also, many people have filters so they never see the Britney Spears
nude posts.

--
Incrsease your earoning poswer and gaerner profwessional resspect.
Get the Un1iversity Dewgree you have already earned.
[from the University of Spam!]
```

897. Re: Memory sizes and screwy maths

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 17:14:51 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <103kd7h6fe1qm74@corp.supernews.com>
Source record: 16854

PeterH <peterhjr@yahoo.co.uk> wrote in message > So, if you're using Atari's 8K BASIC on a 600XL, how much memory do
> you have to play with?
>
Not much. You have about enough to load DOS 2.5, then you really don't have much. The 600XL was designed mainly to play cart or tape games, not use a disk drive.
Your Mapping the Atari has a memory map in the appendices, I believe.
With an 800XL, you can use page 6, but up to about $2000 is used by the OS and DOS. There's a MEMLO or some address that tells you where you have user RAM. From 0 to the 'top' of DOS isn't available. From about $2000 to $BFFF is where you can use.
That's about $9000 bytes, 36000 decimal. With BASIC enabled you have 8K less, about 28000, BASIC is in left cart $A000-$BFFF.
SpartaDOS uses some RAM under $C000 to... $C200? Also Turbo BASIC, standard addition, uses some RAM under the OS.
Some carts can be up to 128K, something I never understood, you can bank switch part of the cart area, I think from B000 to BFFF.
From $C000 to $FFFF, 16k is the OS, hmm.. it is a 10k OS.
You're doing a ? FRE(0) to get your free memory, it is from MEMLO (or LOMEM?) to $AFFF, minus the display list and screen memory that loads just under $AFFF. Location 106 decimal has the number of pages available from the top of DOS to the top of the display list and screen memory.
Regards
> I ask because for the life of me I can't get the numbers to work out,
> and the last time I even touched a 600XL was in 1988. However, a clean
> (diskless) boot into BASIC on my 800XL leaves me with about 38kb
> memory free. Then we go 38 + 10 (for the OS) is 48kb; 8k for Basic
> gives 56kb and my Mapping the Atari (400/800 edition) talks of an
> unused 4k section of memory which gives 60kb. Where are those four (or
> possibly eight) missing kilobytes?
>
> All I can think of is the "right cartridge" space, left over from the
> 800. And it gets worse because a 10kb operating system and an 8kb
> programming language are not going to fit into a 16kb machine.
>
> So if I then assume that the OS counts as ROM and the rest counts as
> RAM, the 600XL must have had at least 26kb of memory, right? And if
> that was true, why was it advertised as being a 16kb machine?
>
> Furthermore, if the 600XL was 16kb RAM and 10kb ROM and advertised as
> a 16kb machine, why was the 800XL touted as having 64kb? Obviously it
> could address that much, but so could the 400 and 800 machines, and
> they only went up to 48kb (+10kb OS +4kb unused = 62kb)...

>
> Hm. What am I missing?
>
>
> ..PeterH

898. Re: Memory sizes and screwy maths

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 17:19:43 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <103kdgis1hdf65e@corp.supernews.com>
Source record: 16855

Shoot I said from top of DOS to $AFFF. That should be
$9FFF with BASIC, $BFFF without BASIC, the display list and screen memory go
just under the top of user area, just under $9FFF or $BFFF, and depends on
the graphics mode how much the DL and screen take.

899. FTP://ATARI.XS4ALL.NL will be down

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 18:02:12 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <txg01-10D3F4.10021223022004@news.west.cox.net>
Source record: 16856
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.announce

Hello users,

I want to announce the FTP server will be down at 1-mrt-2004, I can't tell
you when it will be back, but it will be on-line again.

gtx,
TXG/MNX

900. Re: fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 21:00:02 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <pcqk30p4nf6ar7s9mfoa9sg7kvaqta6v1k@4ax.com>
Source record: 16857

On Mon, 23 Feb 2004 15:52:14 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:

>Did the Atari ever use fastloaders for its tape games only games seem to
>take forever to load.
>
No......Never saw a fast loader ever, I seem to remember that it
wasn't possible.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

901. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 21:34:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae32@comcast.net>
Source record: 16858

>
>http://www.lucasarts.com/products/wrath/
>
>Had a play of this and basically its Archon / Archon 2 updated, fans
>of those games will instantly warm to this one and recognise how
>similar the games are.
>
>It's even got Summon Elemental and the real time fights :-)

Sounds good. I just may buy the Xbox version. Would be nice if
Lucas would make updated versions of BallBlazer and Rescue on
Fractalus for the Xbox. but I could live on the 8-bit versions if
they didn't.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

902. Re: fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-23 21:43:27 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <3uu_b.4964$t16.3660685@newssvr28.news.prodigy.com>
Source record: 16859

Paul Irvine wrote:

> On Mon, 23 Feb 2004 15:52:14 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:
>
>
>>Did the Atari ever use fastloaders for its tape games only games seem to
>>take forever to load.
>
> No......Never saw a fast loader ever, I seem to remember that it
> wasn't possible.

The guy who runs the CAS archive sent me a few images that seem to use a sort
of 'fast loader'.

It seems there is software that will take a standard cassette title and repack
it with a turbo load
program at the beginning of the tape.

The first few blocks of the casette load at regular speed, then it kicks up to
about 2-3x normal
speed for the rest of the tape, which is the original data just repacked.

They seem to work pretty well. Load times are still staggering for big games
but a still a relief from
600 baud xfers :)

Steve

903. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 00:16:18 UTC
From: momo <ejohnson88@houston.rr.com>
Message-ID: <mJw_b.10333$J84.7973@fe1.texas.rr.com>
Source record: 16860

I soldered in jumper wires from port one to port four, that way I have two RS232's and don't have to plug and unplug between my voice synth and my modem. The last port (I think 4) is by default one of those 20ma loop connections, I just cut the traces and jumpered it.
Rambling,
Mo

"John Miskinis" <nospam@here.com> wrote in message news:pan.2004.02.23.09.31.51.264979@here.com...
> > Hi there, I have 2 Atari 850 Interfaces. I heard somewhere along the line that people
> > really like, and they're very useful, but I don't see any on ebay or anywhere else.
> > All I've seen is a thread here about using one with a print server. Is there any use
> > for one of these? Do you want to buy one? How do I test it? THanks
>
> Hi,
>
> I recently saw one go for like $9 on ebay. I think there is one
> included in a big "lot" of 8bit stuff for $99 at the moment. Yes,
> they are very useful! In order to test it, you will need "special"
> cables, that you can make, if you are handy with a soldering iron,
> and have the manuals. If not, I think I saw some info on the web, but
> did not bookmark it. I currently just use port 1, that supports all
> of the "modem" lines, and I'm not sure if I could test ports 2-4, or
> even the parallel port however.
>
> I could trade you something for it, but have no extra cash at the moment.
>
>
>
>
>

904. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 04:14:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <VcA_b.3307$_3.53714@typhoon.sonic.net>
Source record: 16861

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> Sounds good. I just may buy the Xbox version. Would be nice if
> Lucas would make updated versions of BallBlazer and Rescue on
> Fractalus for the Xbox.

Someone did an updated BallBlazer for PSX a number of years ago.
Interesting, but not nearly as fun as the original, not surprisingly. :^(

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

905. Re: fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 08:54:46 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c1f3gm$fc2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16862

Hi,

> Did the Atari ever use fastloaders for its tape games only games seem to
> take forever to load.

The main problem with that is that the "encoding" logic of the tape
(i.e. create the modulation for the binary) is in the Atari, but the
decoding (identify the bits from the frequencies) is in the tape. The
Atari tape recorder wasn't an ordinary tape deck, but contained the
necessary parts to restore the binary data back from the frequency
modulation. Thus, you couldn't really change that by software.

So long,
Thomas

906. Re: Tower Toppler for XL/XE.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 09:03:50 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0402240103.2d14f0fe@posting.google.com>
Source record: 16863

"Wilheim" <guillermo@mail.cl> wrote in message news:<c1bpo1$e4p$1@news1.nivel5.cl>...

If you want to download Tower Toppler XL/XE bin file, try this web page as well:
http://emul8.xlabs.sk/emulators/xl/index.html

stanley

907. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 09:33:08 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1077615140@rtfm.mit.edu>
Source record: 16864
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

908. Re: fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 13:28:53 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3vmefk4mj6qhx@news.ntua.gr>
Source record: 16865

On Mon, 23 Feb 2004 21:00:02 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

> On Mon, 23 Feb 2004 15:52:14 -0000, "Ian" <cker@SPAMOFF.co.uk> wrote:
>
>> Did the Atari ever use fastloaders for its tape games only games seem to
>> take forever to load.
>>
> No......Never saw a fast loader ever, I seem to remember that it
> wasn't possible.

I had a utility (name forgotten now) that could read a casette image to
memory, and then write it back at any baud rate from 600 to 1200 (I
think). 850 was the maximum I could go without getting errors. Quite nice!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

909. *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 18:49:36 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0402241049.21a1ae2d@posting.google.com>
Source record: 16866

are you guys still around ?

910. Re: Memory sizes and screwy maths

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-24 18:55:37 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <9ajsg1-4j53.ln1@don.localnet>
Source record: 16867

On 23 Feb 2004 07:25:28 -0800, PeterH
<peterhjr@yahoo.co.uk> wrote:
>
> So if I then assume that the OS counts as ROM and the rest counts as
> RAM, the 600XL must have had at least 26kb of memory, right? And if
> that was true, why was it advertised as being a 16kb machine?
>
Your 600XL must have been modified if it has more than 16KB free. The 600XL
used two 16kx4 ram chips, but with a slight modification to the board the
ram chips could be replaced with 64kx4.

> Furthermore, if the 600XL was 16kb RAM and 10kb ROM and advertised as
> a 16kb machine, why was the 800XL touted as having 64kb? Obviously it
> could address that much, but so could the 400 and 800 machines, and
> they only went up to 48kb (+10kb OS +4kb unused = 62kb)...
>
The 800XL had 14K of ROM which could be bank-switched, allowing access
to 62K of RAM (2K was used for I/O devices). Some programs that used the
RAM "under the OS" were Spartados, TurboBasic, Atari DOS XE, and the Atari
Translator disk (the Translator was a copy of the old 800 ROM).

--
Today is the first day of the rest of your life; but so was yesterday,
and look how you messed THAT up.

911. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 00:11:09 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.25.00.11.02.851831@here.com>
Source record: 16868

>INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Hi,

Which IRC server is this located on? I primarily
use irc.freenode.net, and the channel does not exist
there. I find IRC the most useful communication
mechanism, and hope the channel is still active.

Thanks, John

912. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 00:54:30 UTC
From: momo <ejohnson88@houston.rr.com>
Message-ID: <anS_b.22258$jl.7310@fe2.texas.rr.com>
Source record: 16869

I'm still here, still haven't gotten around to finding Ron. Just been working so much I'm crosseyed by the time I get home 8-).
Mo

BTW I'm using a different email now, the guys at Atariland seem to have abandoned ship on their mail server. It's ejohnson (at) houston dot RR dot com
I check the post here every night, even if you don't here anything from me...

"* ProteanThread *" <os65000@yahoo.com> wrote in message news:de4e2e00.0402241049.21a1ae2d@posting.google.com...
> are you guys still around ?

913. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 01:01:41 UTC
From: momo <ejohnson88@houston.rr.com>
Message-ID: <VtS_b.11165$J84.6305@fe1.texas.rr.com>
Source record: 16870

Whoops I knew I was tired! Here's my correct address,
ejohnson88 (at) houston (dot) RR (dot) com
Mo

"momo" <ejohnson88@houston.rr.com> wrote in message
news:anS_b.22258$jl.7310@fe2.texas.rr.com...
> I'm still here, still haven't gotten around to finding Ron. Just been
> working so much I'm crosseyed by the time I get home 8-).
> Mo
>
> BTW I'm using a different email now, the guys at Atariland seem to have
> abandoned ship on their mail server. It's ejohnson (at) houston dot RR dot
> com
> I check the post here every night, even if you don't here anything from
> me...

914. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 03:44:17 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.25.03.44.17.306458@here.com>
Source record: 16871

```
>> BTW I'm using a different email now, the guys at Atariland seem to have
>> abandoned ship on their mail server. It's ejohnson (at) houston dot RR dot

AH, thanks! I signed up recently, and found the email system
was not working. I sent an email to system@atariland.com (a
reply to the welcome email), and got no response.

Thanks you for the confirmation, that it was not just my account,

John
```

915. FS:Large qts. of boxed+new XEGS carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 08:39:34 UTC
From: bobbygehtheim@yahoo.de
Message-ID: <831dc9f8.0402250039.5a486cfb@posting.google.com>
Source record: 16872

Hi,

I can offer large qts. of several ATARI XEGS/XL cartridge games, all
boxed and new.

Good for resellers or for homebrew-authors.

I sell each game for 3 Euro.1 Euro is ca. $1.27 now, but buyers from
outside the European Union neednï¿½t to pay the 16$ sales taxes.

Shipping : up to 40 games 29 Euro
up to 150 games 59 Euro

Shipping Europe : up to 40 games 16.50 Euro
up to 150 games 31.50 Euro

I can accept money orders/checks.

Please note : The XL games in silver boxes - Millipede/Robotron etc.
work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Archon etc. require at
least 48K of memory , some - like Thunderfox- only work with 64K , so
these games may not be compatible with the ATARI 400/800 , but will
work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem
and 600XL with 64K memory.

Thimo Graef

bobbygehtheim@yahoo.de or lord-chaos@t-online.de

XEGS carts are the cartridge games in the blue XEGS boxes.They work on
ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE
Gamesystem.

Some require 64K, so they wonï¿½t run on the ATARI 800.

If you want to see pictures of the gamesï¿½ boxes,instructions and
carts,
please use the links.

List :

Archon XEGS cart

www.classic-videogames.com/c/archon.jpg

Ballblazer XEGS cart

www.classic-videogames.com/c/ballblaz.jpg

Crossbow XEGS cart

www.classic-videogames.com/c/crossbow.jpg

Final Legacy

www.classic-videogames.com/c/finleg.jpg

Gato XEGS cart

www.classic-videogames.com/c/gato.jpg

Hardball XEGS cart

www.classic-videogames.com/c/hardball.jpg

Joust

www.classic-videogames.com/c/joust.jpg

Millipede (large box)

www.classic-videogames.com/c/milligr.jpg

Millipede (small box)

www.classic-videogames.com/c/millikl.jpg

One on One Basketball XEGS cart

www.classic-videogames.com/c/oneonone.jpg

Pole Position

www.classic-videogames.com/c/polexl.jpg

Star Raiders 2 XEGS cart

www.classic-videogames.com/c/starrai2.jpg

Thunderfox XEGS cart

www.classic-videogames.com/c/tfox.jpg

Tennis

www.classic-videogames.com/c/tennisxl.jpg

Diskette :

Mickey in the Great Outdoors $3

www.classic-videogames.com/c/mickey.jpg

916. WTB Shard of Spring

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 15:09:23 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20040225100923.10026.00000394@mb-m17.aol.com>
Source record: 16873

What I really need is the original box and manual but would be more than happy to buy the whole game, ANY platform. Please reply by email and remove NOSPAM.

Thanks,
Tom

917. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 17:41:47 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0402250941.4ee446d1@posting.google.com>
Source record: 16874

os65000@yahoo.com (* ProteanThread *) wrote in message
news:<de4e2e00.0402241049.21a1ae2d@posting.google.com>...
> are you guys still around ?

"Mo" has posted here recently (yesterday?). Try searching using Google Groups.

Ron's e-mail is oldron2@lycos.com

918. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 17:51:36 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0402250951.1731dde7@posting.google.com>
Source record: 16875

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<w0cUl3QlLjMAFwP9@btinternet.com>...
> In article <2ab27848.0402160438.6d7402eb@posting.google.com>, Jon-Paul
> <pockets@pockets.cix.co.uk> writes
> >This ment a serious dilution of its target market, or at
> >least those who could afford it, where divided between a machine
> >associated with games, and a machine associated with education (and
> >supported by Auntie beeb). As it was normaly parents that held the
> >purse strings, education won out.
>
> And let's be completely honest; the Atari 8-bit isn't a bad range, and
> has nice custom hardware, but for overall versatility, the BBC B range
> kicks it's arse. As it should, given that the Atari was designed in
> 1979, and the BBC in '81.
>
> Richard (the only machine more versatile than a BBC (without going to
> really esoteric stuff) is an Apple][).

Whhaaa...??? Lemme get this straight. Atari was okay, the Beebs was
kick-ass, but the Alpo II was better?!? What planetoid are you from?
I've never seen the BBC systems work, but if the Alpo was better that
that, how can the Atari...

Wait a minute, that ol' British humor again... Lewis Carroll, Douglas
Adams, the Pythons... everything's twisted and logic is thrown out the
window.

919. Re: Tower Toppler for XL/XE.

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 18:02:50 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c1io0a$q8j$1@news1.nivel5.cl>
Source record: 16876

Thank you again. I really appreciate your good will.

Wilheim

"Stanley" <stano2000@yahoo.com> escribi&#65533; en el mensaje
news:df105ff2.0402240103.2d14f0fe@posting.google.com...
> "Wilheim" <guillermo@mail.cl> wrote in message
news:<c1bpo1$e4p$1@news1.nivel5.cl>...
>
> If you want to download Tower Toppler XL/XE bin file, try this web page as
well:
> http://emul8.xlabs.sk/emulators/xl/index.html
>
> stanley

920. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 19:56:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <403CFDD7.587F8EB1@students.uni-mainz.de>
Source record: 16877

Well,
afaik most (if not all) XL upgrades do not have the so-called "separate Antic access" - so why bother ?!? Do you want to have software that merely works on a few XE computers (and not at all on 400/800 and XL computers) ?!? At the moment I am quite happy that there are only 2 programs that make use of the separate Antic access (Video Blitz and The [Sparta DOS] Wedge)...

Correct me if I am wrong, but someone told me, that the separate access depends on 1) the ramdisk and the ramdisk size (if a certain bit is used for the ramdisk / the rambanks, then separate Antic access is not possible) and 2) some chips inside your XL/XE computer (the Gate Array Chip and the Freddie Chip - only the 130XE has the Gate Array chip, only a few XL`s do have the Freddie chip)... Thus it will not be possible to upgrade all (already RAM upgraded) XL computers for separate Antic access and so this special mode looks a little useless to me - if we want XL/XE compatibility... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy Russ, folks
>
> > > Is it possible to detect if ANTIC can separately access extended memory
> > > from within software? Without human interaction?
>
> "russg" <russg@MUNGEen.com> schreef in bericht
> news:10384m3qifnar28@corp.supernews.com...
> > A bit in PORTB determines if Antic can 'see' the extended RAM at $4000.
> If
> > that bit is set, or clear, whichever required, then you have less RAM
> > available, eg. you only have 128k available on a 256k upgrade, like
> Newell.
> > Antic access to extended RAM seems like was only for 128k machines.
> > I wrote a program to load GR9 pics in the extended banks available. Seems
> > like there was room for 8 8k pictures.
> > Once loaded, the program would rotate through the pictures.
>
> That would be an indirect test.
>
> But my upgrade has 1MB available to both ANTIC and CPU (if the respective
> PIA pin goes low). And some XL upgrades don't have separate access at all.
> For those machines, your methode doesn't work.
>
> (There are four different ways when it comes to ANTIC and CPU access to
> extended memory:

> a) PB4 is used to select extended RAM (ANTIC and CPU are both enabled at
> the same time).
> b) PB4 is used to give the CPU access to extended memory, ANTIC is always
> in main memory.
> c) PB4 is used to give the CPU access to extended memory, PB5 is used to
> give ANTIC access to extended memory AND select memory banks (ANTIC can only
> be accessed with one half of the available extended memory).
> d) PB4 is used to give the CPU access to extended memory and PB5 is ONLY
> used to give ANTIC access to extended memory.)
>
> I'ld like to see a routine that can really test if the CPU and ANTIC both
> have separate access.
> There could be two ways:
> a) ANTIC does something to memory.
> b) Some address in ANTICs address rage (D4xx if I remember correctly) gets
> changed.
>
> The results of both would depend on whether ANTIC sees Main or Extended RAM.
> After that we'ld have to test if ANTIC access is linked to CPU access.
>
> CU Mathy van Nisselroy

921. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 19:58:16 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0402251158.15ad8922@posting.google.com>
Source record: 16878

"momo" <ejohnson88@houston.rr.com> wrote in message
news:<VtS_b.11165$J84.6305@fe1.texas.rr.com>...
> Whoops I knew I was tired! Here's my correct address,
> ejohnson88 (at) houston (dot) RR (dot) com
> Mo
>
> "momo" <ejohnson88@houston.rr.com> wrote in message
> news:anS_b.22258$jl.7310@fe2.texas.rr.com...
> > I'm still here, still haven't gotten around to finding Ron. Just been
> > working so much I'm crosseyed by the time I get home 8-).
> > Mo
> >
> > BTW I'm using a different email now, the guys at Atariland seem to have
> > abandoned ship on their mail server. It's ejohnson (at) houston dot RR dot
> > com
> > I check the post here every night, even if you don't here anything from
> > me...

If Atariland's email is down, that may explain part of the reason why
we can't get a hold of Ron Hamilton ? Do you think ?

922. Old Atari 130XEs for sale (and a question regarding one of them...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 20:02:08 UTC
From: Mark Steele <msteele@aspenres.com>
Message-ID: <103pvq1q7ka2ob5@corp.supernews.com>
Source record: 16879

I got into Atari in '82 with an Atari 400 and later got an 800 with an 810 disk drive.
I used it for years before moving to the 16/32 bit world with the ST and later Macintosh.
Years ago I tried to resurect my interest in the old Atari world and found a used 130XE
and the BlackBox (for hooking up a SCSI HD and floppy pulled from a PC). I was
concerned that the used XE wouldn't work so I found a few others for spare parts.
Turns out that all three powered up and the one I connected to the blackbox worked
just fine so I never tried to check out the two (other than the power up).
I've decided to part with the remaining two 130XEs and while I was checking that they
still powerup I noticed that one of them has something called OmniView that appears
to give 80 col. on a suitable display. The papers inside the box along with the OmniView
reference something called RamRod.

So, I never had a chance to see what OmniView is or RamRod, so does anybody know
what these things are?

I've been doing much of my 8-bit Atari computing with emulators on Mac OS X.
I think it would be great if this emulator was put on a Palm OS, but the resolution
proboably isn't there, but it would be fun anyway.

-Mark

BTW the two machines are on eBay if anybody is interested

Stock Atari 130XE:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3079991452&category=62054

Atari 130XE w/ Omniview (I can't confirm RamRod so I didn't list it):
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3079990816&category=62054

923. Re: Old Atari 130XEs for sale (and a question regarding one of them...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 20:18:21 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <hq7%b.5698$t16.4001996@newssvr28.news.prodigy.com>
Source record: 16880

Mark Steele wrote:

> So, I never had a chance to see what OmniView is or RamRod, so does anybody
> know
> what these things are?

Omniview is a replacement OS ROM that includes a 80 column text display
handler.

The Ramrod board is a 3-in-1 OS board that was sold by Newell. You remove
the OS rom and replace it with a large PCB. That PCB has 3 sockets for OS ROMS.

I had a few of these boards way back when, it was a quality product. Mine
had Omnimon, Omniview and the regular XL OS chip.

Steve

924. Re: Old Atari 130XEs for sale (and a question regarding one of them...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 20:48:54 UTC
From: Mark Steele <msteele@aspenres.com>
Message-ID: <103q2ho7ainlu59@corp.supernews.com>
Source record: 16881

Thanks for the information. This might explain the toggle switch on the
back of the XE.

-Mark

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:hq7%b.5698$t16.4001996@newssvr28.news.prodigy.com...
> Mark Steele wrote:
>
> > So, I never had a chance to see what OmniView is or RamRod, so does
anybody
> > know
> > what these things are?
>
> Omniview is a replacement OS ROM that includes a 80 column text display
> handler.
>
> The Ramrod board is a 3-in-1 OS board that was sold by Newell. You remove
> the OS rom and replace it with a large PCB. That PCB has 3 sockets for
OS ROMS.
>
> I had a few of these boards way back when, it was a quality product. Mine
> had Omnimon, Omniview and the regular XL OS chip.
>
> Steve
>

925. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-25 23:54:05 UTC
From: momo <ejohnson88@houston.rr.com>
Message-ID: <xAa%b.5731$l86.4045@fe1.texas.rr.com>
Source record: 16882

"* ProteanThread *" <os65000@yahoo.com> wrote in message
news:de4e2e00.0402251158.15ad8922@posting.google.com...
> "momo" <ejohnson88@houston.rr.com> wrote in message
news:<VtS_b.11165$J84.6305@fe1.texas.rr.com>...

> If Atariland's email is down, that may explain part of the reason why
> we can't get a hold of Ron Hamilton ? Do you think ?

No it (atariland email) happened very recently. It's been a long time since
I've heard from Ron.
Mo

926. Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-26 04:38:55 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.26.04.38.39.376688@here.com>
Source record: 16883

Hi,

The URL is:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=62054

I'm can't figure out why this system is bringing in over $200. Am
I missing something? It's driving me crazy!

927. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-26 05:04:50 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <ahvq30hbvfns4sf8ktc66gp1leqhdfrhqb@4ax.com>
Source record: 16884

On Wed, 25 Feb 2004 23:38:55 -0500, "John Miskinis" <nospam@here.com>
wrote:

>Hi,
>
>The URL is:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=62054
>
>I'm can't figure out why this system is bringing in over $200. Am
>I missing something? It's driving me crazy!

the only thing I can see is that the 800xl and 1050 come with the
original box/styrofoam, which is nice if you are a collector. It
still seems like alot of money. Maybe one of those games is very
rare?

kvn

928. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-26 10:31:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402260221030.26964-100000@onyx.spiritone.com>
Source record: 16885
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari
Customers covering All Games/SoftWare, Books/References and Most HardWare/
Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders
of at least $100.00 will also get a gift. Read specials.htm Link below for
Details. Buyers outside the US can take advantage of favorable exchange
Rates over the Dollar! Shipping and selling to anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

929. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-26 10:35:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402260231560.26964-100000@onyx.spiritone.com>
Source record: 16886
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

930. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-26 15:50:21 UTC
From: pockets@pockets.cix.co.uk
Message-ID: <2ab27848.0402260750.2c28b55@posting.google.com>
Source record: 16887

atarian999@yahoo.com (John Collins) wrote in message
news:<b787617a.0402250951.1731dde7@posting.google.com>...
> Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<w0cUl3QlLjMAFwP9@btinternet.com>...
> > In article <2ab27848.0402160438.6d7402eb@posting.google.com>, Jon-Paul
> > <pockets@pockets.cix.co.uk> writes
> > >This ment a serious dilution of its target market, or at
> > >least those who could afford it, where divided between a machine
> > >associated with games, and a machine associated with education (and
> > >supported by Auntie beeb). As it was normaly parents that held the
> > >purse strings, education won out.
> >
> > And let's be completely honest; the Atari 8-bit isn't a bad range, and
> > has nice custom hardware, but for overall versatility, the BBC B range
> > kicks it's arse. As it should, given that the Atari was designed in
> > 1979, and the BBC in '81.
> >
> > Richard (the only machine more versatile than a BBC (without going to
> > really esoteric stuff) is an Apple][).
>
> Whhaaa...??? Lemme get this straight. Atari was okay, the Beebs was
> kick-ass, but the Alpo II was better?!? What planetoid are you from?
> I've never seen the BBC systems work, but if the Alpo was better that
> that, how can the Atari...
>
> Wait a minute, that ol' British humor again... Lewis Carroll, Douglas
> Adams, the Pythons... everything's twisted and logic is thrown out the
> window.

It could be!

I'm not entierly convinced by the Arguments though as this versitility
came at the prohibitive cost of expensive hardware ad-ons.

Certainly the beeb was capable having some nifty funcionality. And it
was the birth place of Elite.

Lets face it, at the end of the day comparing Beebs with Atari
800/XL/XE with C=64 with Amstrad CPC with Spectrums is a bit like
arguing over which is the better sports car out of the the MGB,
Triumph Spitfire, Sunbeam Alpine or any other British 'classic' 60's
sport car! Rather a matter of personal choice. That said The Atari
8-bits remained viable contenders in the UK market throughout the 80's
and not many other machines can claim that!

931. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 00:51:15 UTC
From: oes <oes@deja.com>
Message-ID: <7ww%b.168837$Po1.143606@twister.tampabay.rr.com>
Source record: 16888

I don't think it's too much money, a nice 800xl and disk drive with games and carts can run anywhere from $50-100. This set has boxes for its units and a lot of extras, I probably wouldn't pay too much more than $100 but for someone getting back into the 8bits the price isn't outlandish.

932. EPROM Programmer for Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 03:05:17 UTC
From: west2564@starband.net
Message-ID: <b1876686.0402261905.40d998e4@posting.google.com>
Source record: 16889

I am selling an Aprom EPROM programmer for Atari computers on ebay.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739

933. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 11:49:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040227064935.22628.00000520@mb-m10.aol.com>
Source record: 16890

The addition of a PCI serial card with real 16C550 UARTs made only a small amount of difference. Given the line to print:
10 LPRINT "PRINT THIS LINE MANY TIMES":GOTO 10
My system will now print this line many times before printing finally hangs.

If I insert a very small delay
FOR W=1 TO 20:NEXT W:
then it will print endlessly.

If I try to COPY a file (DOS) or LIST "P:", then printing hangs pretty much the same as always. (Rats!)

The search goes on...
Larry

934. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 17:31:34 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <MITLRwEV23PAFwxS@btinternet.com>
Source record: 16891

In article <b787617a.0402250951.1731dde7@posting.google.com>, John Collins <atarian999@yahoo.com> writes
>Whhaaa...??? Lemme get this straight. Atari was okay, the Beebs was
>kick-ass, but the Alpo II was better?!? What planetoid are you from?
>I've never seen the BBC systems work, but if the Alpo was better that
>that, how can the Atari...

Did I say better? I said more versatile. You can do a hell of a lot more with an Apple][than an Atari 8-bit, just in terms of sheer tasks you can set it to with off-the-shelf software and hardware - and making your own is very easy.

The BBC B is half-way between Apple][and Atari - you get more colours, slightly higher res, good 80 column mode and 3 channel sound plus speech and noise generator, but you lose expansion slots in favour of bus-based expansion and onboard (soldered) upgrades for network and disc interfaces - though most have the latter anyway.

Besides, show me an Atari 400-family computer that can beat an Apple IIgs in any way ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

935. FA: ADAM COMPUTER SYSTEM- COLECO- W/BOX

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 18:13:30 UTC
From: "Mr. Lee" <garystv@sbcglobal.net>
Message-ID: <eNL%b.25362$Uf1.17322@newssvr24.news.prodigy.com>
Source record: 16892
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3080935687&ssPageName=ADME:L:DS:US:8

936. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 20:52:03 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <4dbv30l5qfcptlitspblhk6ecpdv5u97bg@4ax.com>
Source record: 16893

On Fri, 27 Feb 2004 17:31:34 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>Besides, show me an Atari 400-family computer that can beat an Apple
>IIgs in any way ;)

The Apple IIGS came out almost 10 years after the Atari 400. The
Atari 520ST/Amiga were more it's contemporaries (and much better).

kvn

937. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 22:38:14 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <ef1v$BDOY8PAFwBm@btinternet.com>
Source record: 16894

In article <4dbv30l5qfcptlitspblhk6ecpdv5u97bg@4ax.com>, "|<evin"
<nospam@nospam.org> writes
>>Besides, show me an Atari 400-family computer that can beat an Apple
>>IIgs in any way ;)
>
>The Apple IIGS came out almost 10 years after the Atari 400. The
>Atari 520ST/Amiga were more it's contemporaries (and much better).

Bzzt. The Atari 400 came out in 1979. The Apple IIgs was launched in
1986, and whilst it is a 16-bit model, it is almost 100% compatible
without emulation with the 8-bit line. It is to the 400 what the 130XE
should have been.

In what way is an ST better than a IIgs, beyond clock speed. Answer
carefully here.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

938. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-27 23:19:46 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <4ojv3012acvscng7kcpff0l5uch4h34mbh@4ax.com>
Source record: 16895

On Fri, 27 Feb 2004 22:38:14 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>Bzzt. The Atari 400 came out in 1979. The Apple IIgs was launched in
>1986, and whilst it is a 16-bit model, it is almost 100% compatible
>without emulation with the 8-bit line. It is to the 400 what the 130XE
>should have been.

That's what I said almost 10 years. There is no comparison between
the atari 400 and IIGS. The Atari ST was compatible with 8bit
software too (through emulation) and it was around the same price.

>In what way is an ST better than a IIgs, beyond clock speed. Answer
>carefully here.

The Atari ST and Amiga were far better than the IIGS. More software
better graphics what do you want to hear? The Amiga was years ahead
of its time (in multimedia etc..) the ST was faster then a Macintosh
and that's running Mac software.

The 130xe was just Atari's way of getting rid of their storehouse of
8bit parts. It would have been nice if Atari made a super-8bit like
the IIGS but the ST was so inexpensive it would have competed directly
with that product.

kvn

939. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 00:32:08 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <3snv30tnu4elrtf7u850pmed51abb3qb1e@4ax.com>
Source record: 16896

On Tue, 24 Feb 2004 04:14:45 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>> Sounds good. I just may buy the Xbox version. Would be nice if
>> Lucas would make updated versions of BallBlazer and Rescue on
>> Fractalus for the Xbox.
>
>Someone did an updated BallBlazer for PSX a number of years ago.
>Interesting, but not nearly as fun as the original, not surprisingly. :^(

Yep, was a bit pooh...(Sorry Julian)

The nearest we got to Rescue was Factor 5's intro on Master blazer (think that's the name) which was an Amiga game..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

940. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 00:35:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <2eov305iff26ja2c2m1l9n2jsks0bimn1t@4ax.com>
Source record: 16897

As a follow up to this thread I just found out that my email to the
Retro gamer magazine editor got printed in the new issue with a reply
that there's a special article being drafted covering the 8 bit..

Sadly that almost certainly means that it will be a one off article
and the rest of the mags will cover the same old two some..

:-(
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

941. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 02:48:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <2b0040hki5pnb00p50769ktskg9b4e98ib@4ax.com>
Source record: 16898

Anyone?

I've only rarely dabbled in IRC myself, maybe tried #atari8 once or twice years ago.

If someone can confirm that #atari8 does or doesn't exist now, please post or let me know!

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

On Tue, 24 Feb 2004 19:11:09 -0500, "John Miskinis" <nospam@here.com> wrote:

>>INTERNET RELAY CHAT (IRC) CHANNEL: #atari8
>
>Hi,
>
>Which IRC server is this located on? I primarily
>use irc.freenode.net, and the channel does not exist
>there. I find IRC the most useful communication
>mechanism, and hope the channel is still active.
>
>Thanks, John

942. Re: BBS Atari Inside... interesting?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 06:45:21 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <MNW%b.6317$oP.3452@lakeread03>
Source record: 16899

In article <7f71933cbe7fe4a33534a34d1b54de08@news.teranews.com>,
j70141@hotmail.com says...
>
>
>I, for one, believe that websites offer everything that BBS could and more.
>I am not trying to rain on anyone's parade, but saying that BBS is outdated
>and unnecessary. I believe a well written website would be better.

I haven't liked any of the web based BBS systems I've seen. I called BBSs from
'84 to 2K and have had Inet access since '96. I ran a WWIV BBS from '95 'til
2K.

943. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 06:53:52 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <IVW%b.6318$oP.5158@lakeread03>
Source record: 16900

In article <Q6udnQSs4NFtvKndRVn-sA@comcast.com>, the.z.guy@comcast.net says...
>
>
>i don't think i ever really figured it all out. for one, i never
>saw an alien. i'm going by memory (from the 1980's here!) but i recall
>flying around, landing and rescuing people. but they were few and far
>between! i was bored, just as much as playing one of those flight sim games.

I liked the game as well. I liked the duels you could have with the mountain top fortresses. I remember when I had the first alien jumped on my ship. I sat there stunned a minute trying to figure out what to do. If you left the door open too long, an alien could get inside the ship.

944. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 09:35:53 UTC
From: mstepansky@aol.com
Message-ID: <20040228043553.16190.00000473@mb-m11.aol.com>
Source record: 16901

Sorry- I mean to say HERO (Activision), the coal-miner level-based game - not Universal HERO, thats something else from UK (?).

Montezuma Revenge is also a good underground level game. So as Spellunker - great.

mike

945. Re: Another world (was: Best graph. games...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 09:51:05 UTC
From: mstepansky@aol.com
Message-ID: <20040228045105.16190.00000478@mb-m11.aol.com>
Source record: 16902

I use Atari800win+ 3.1 to run Atari XL/XE game on my WinXP PC here. No problem.

I am wondering: what is the latest, greatest emulator so for for WinXP?

Any new version higher than Atari800win+ v 3.1?

mike

946. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 09:59:00 UTC
From: mstepansky@aol.com
Message-ID: <20040228045900.16190.00000481@mb-m11.aol.com>
Source record: 16903

For you MarbleMadness fan out there, you might like "Spin Dizzy" for XL/XE.

Not sure if MarbleMadness available for it, but SpinDizzy was fun and challenging.

Is Airball like SpinDizzy?

Mike

947. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 10:16:58 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <4lZGxeCCpGQAFw$h@btinternet.com>
Source record: 16904

In article <4ojv3012acvscng7kcpff0l5uch4h34mbh@4ax.com>, "|<evin"
<nospam@nospam.org> writes

>That's what I said almost 10 years. There is no comparison between
>the atari 400 and IIGS. The Atari ST was compatible with 8bit
>software too (through emulation) and it was around the same price.

It's 7 years. When you're asking 10,000 for your car, I'll offer 7 ;)

The ST was not compatible with 8-bit software to any degree without
emulation. The IIgs is to all intents and purposes an Apple][, with a
16-bit CPU and enhanced graphics and sound.

>The Atari ST and Amiga were far better than the IIGS. More software
>better graphics

The ST had better graphics than a IIgs?! Have you ever seen a IIgs? And
as far as sound goes, neither the AY or Paula can compete with a
15-channel stereo sound chip designed by a synthesizer manufacturer
(Ensoniq).

>what do you want to hear? The Amiga was years ahead
>of its time (in multimedia etc..) the ST was faster then a Macintosh
>and that's running Mac software.

The IIgs was faster than a Mac, in colour, when clocked to 8Mhz and
compared to the more expensive Mac SE. Most accelerators go to 14 or
20Mhz.

>The 130xe was just Atari's way of getting rid of their storehouse of
>8bit parts. It would have been nice if Atari made a super-8bit like
>the IIGS but the ST was so inexpensive it would have competed directly
>with that product.

Nah, there's no competition. The 520ST is far, far worse than a IIgs. A
IIgs can even handle more than 4Mb RAM ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

948. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 14:11:16 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <ro7140t9u0ila7f6a0buuh7akkuc7s5kjn@4ax.com>
Source record: 16905

On Sat, 28 Feb 2004 10:16:58 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>The ST was not compatible with 8-bit software to any degree without
>emulation. The IIgs is to all intents and purposes an Apple][, with a
>16-bit CPU and enhanced graphics and sound.

The IIGS was a powerful computer, but it had a lot of drawbacks.
There was not as much software for that machine because of it's
backward compatibility compared to the Amiga and ST. Both the Amiga
and ST were faster machines. True you could accelerate a IIGS, this
was also possible on the ST/AMIGA. There is no way a IIGS could run
MAC software. The ST/AMIGA both had 68000 - 68030 cpu's so they could
emulate a MAC faster then an actual macintosh (sounds unbelievable but
true). The IIGS was the "ultimate" 8-bit computer and I would have
loved for Atari to continue the 800 in that same way. I owned an ST
at one time, but I was really more an AMiga freak back in the day, so
I can speak mainly for that platform. The IIGS had some nice
graphical features, but it could not touch the AMIGA. Apparently it
did have quite an advanced sound chip as you say. One thing I
remember is the Amiga could easily emulate an Apple II, so that pretty
much puts the two machines on a level platform (no pun) also the ST
was emulating a MAC before any other computer.

Still the IIgs was unique and had some advanced features, but there
was much less software to take advantage of them when compared to the
competition.

kvn

949. More about Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-28 17:33:37 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Hh40c.27488$zm5.8888@nntpserver.swip.net>
Source record: 16906

I read a thread about how Lucasfilm's "Rescue on Fractalus" works in this forum recently.

I want to add these comments.

About fractals. I have not checked any facts, only seen computer images that represent what is supposed to be fractals. But isn't the definition of a fractal, a pattern that has idefinite depth? If one (in a visual representation) zooms in what seems to be a small detail, more details can be found, and when going deeper in them, more details are found et cetera. If that is the definition, or regardless: Maybe it is possible to define a specific formula that can be used to generate a virtual landscape, computed in real-time on the Atari. I have returned to this idea occasionally during the years, but I have never had time, and probably not the mathematical/logical skills, to figure out a solution.

I am referring to a three dimensional landscape here, shown on the two dimensional Atari screen.

An alternative idea that possibly is less hard to figure out and to implement, is a two dimensional landscape that has an indefinite size, and of course a non-repetitive pattern.

The other issue I wanted to comment is more hands on. Nearl J Icarus refers to mountain top fortresses in his description of what is exciting about "Rescue on Fractalus". Are there really fortresses in this game? I only remember the flying saucers.

Anders

950. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 03:47:14 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <OG$7ZfAZ$VQAFwKl@btinternet.com>
Source record: 16907

In article <ro7140t9u0ila7f6a0buuh7akkuc7s5kjn@4ax.com>, "|<evin" <nospam@nospam.org> writes

> The IIGS was a powerful computer, but it had a lot of drawbacks.
>There was not as much software for that machine because of it's
>backward compatibility compared to the Amiga and ST. Both the Amiga
>and ST were faster machines. True you could accelerate a IIGS, this
>was also possible on the ST/AMIGA.

Not quite in the same way, or quite as quickly - the IIgs was throttled back to avoid competition with the SE...

>There is no way a IIGS could run
>MAC software.

...since it offered colour and higher resolution than the Mac's 512 x 384, and with GS/OS an equally competent OS. AppleWorks GS could blend Vector and bitmap objects, for example.

>The ST/AMIGA both had 68000 - 68030 cpu's so they could
>emulate a MAC faster then an actual macintosh (sounds unbelievable but
>true).

Damnit, Mac is an abbreviation, not acronym. Why the caps? Anyway, since I have a Spectre GCR for my STE, I know that it is a - almost believable, and b - not actually all that possible on the Amiga. Compatibility isn't great, either. The Mac range had the '030 before Atari or Commodore bothered.

>The IIGS was the "ultimate" 8-bit computer and I would have
>loved for Atari to continue the 800 in that same way.

The IIgs is a 16-bit. It has more addressing capability that the ST and Amiga - it can handle 14Mb RAM, as much as a Falcon.

>I owned an ST
>at one time, but I was really more an AMiga freak back in the day, so
>I can speak mainly for that platform. The IIGS had some nice
>graphical features, but it could not touch the AMIGA.

That depends on what you value. Workbench looks like crap compared to GS/OS.

>Apparently it
>did have quite an advanced sound chip as you say. One thing I
>remember is the Amiga could easily emulate an Apple II, so that pretty
>much puts the two machines on a level platform

So where'dya plug your Z80 card, or Mockinboard, or additional 5.25"
drive controller, or internal SCSI card with SCSI HD. Did I mention that
the IIgs had 1.44 floppies before the ST and Amiga too? And again, the
IIgs wasn't 'emulating' an Apple][. Plug a IIgs into a mono monitor and
don't let it bootstrap GS/OS. You have an Apple][, right there.

>(no pun) also the ST
>was emulating a MAC before any other computer.

The 'Jackintosh' (ST) is very similar to a Mac. That much is obvious by
being able to plug in the ROMs and GCR circuitry in a cartridge, and
have it run Mac software at a similar speed with a higher resolution
than a Plus. It even emulates sound. It's still not 100% compatible, and
have you forgotten why there aren't loads of Spectres around, or
MagicSac? Because you needed the ROMs from a Mac Plus.

> Still the IIgs was unique and had some advanced features, but there
>was much less software to take advantage of them when compared to the
>competition.

There was adequate software. There was less, and I agree, but it lacked
games more than anything else - the games that were developed were very
impressive, and the IIgs was often used for developing SNES games.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

951. Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 04:37:21 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404169e4.36916078@news.charter.net>
Source record: 16908

Hey everyone. I'm hoping someone can help me out. I would like to use OSS (others too perhaps) supercarts in an Atari8 emulator. Come to think of it I would like to use SDX also. Now, I see that Atariwin+ and the Atari++ emulators seem to have support for this but... no matter what I try I can't get any of the supercart ROM image files to work in emulation correctly. I think I had BASIC XE or XL come up on screen once but it was unstable as all heck. I personally own Mac/65, BASIC XL, Action! and a SpartaDOS X cart. Can I use these in emulation yet or not? Do I have bad ROM dumps in the files I tried? If so can I make good ROM dumps of the super carts I own? I would rather not reinvent the wheel trying to dump my carts, especially since they are not all the latest revisions, but I will if I have to.

Being able to use the SDX and my Action! cart are the most important. Actually the Action cart because I have old source code of personal programs that I wrote to compile.

I have felt kind of dumb like I'm just not with the program when I couldn't get the things to work under emulation. You guys can almost always be counted on to know the solution, so I'm asking for your help. Help! :-)

** To email a reply, please remove everything up to and including the underscore in my email reply header.

952. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 05:12:42 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <jas240p3r9u54ujdgvi1m9l9ac00hbgvoh@4ax.com>
Source record: 16909

On Sun, 29 Feb 2004 03:47:14 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>Damnit, Mac is an abbreviation, not acronym. Why the caps? Anyway, since
>I have a Spectre GCR for my STE, I know that it is a - almost
>believable, and b - not actually all that possible on the Amiga.
>Compatibility isn't great, either. The Mac range had the '030 before
>Atari or Commodore bothered.

What? The Amiga had full macintosh emulation check out "the emplant"
and several earlier macintosh emulators, the Amiga was a better mac
then the mac (for awhile at least).

>The IIgs is a 16-bit. It has more addressing capability that the ST and
>Amiga - it can handle 14Mb RAM, as much as a Falcon.

yes, I realise it was 16-vbit, but it was really the ultimate Apple II
computer anotherwords I was trying to say that a similar Atari
computer (with that 6502 compat processor) would have been nice.

>That depends on what you value. Workbench looks like crap compared to
>GS/OS.

You know thisis getting down to a matter of opinion, the Amiga had
some very advanced graphics for it's time and while workbench may not
have been as pretty your OS (they both look pretty awful nowadays) it
was well ahead of it's time in other departments (pre-emptive
multitasking for example)

>So where'dya plug your Z80 card, or Mockinboard, or additional 5.25"
>drive controller, or internal SCSI card with SCSI HD.

Both the amiga and St had tons of third party addons. Where did you
plug your 486 in the IIGS? The Amiga could emulate a 486 at full
speed with the bridgeboard and as well as a macintosh. Two feats near
impossible on the IIGS. Im not sure about the ST, but the Amiga
originally had a 5.25 floppy drive available as well. SCSI was the
standard for the amiga, my Amiga 500 had a dataflyer scsi card and a
quantum hard drive, other amigas like 2000 and 3000 came with built in
scsi support.

>There was adequate software. There was less, and I agree, but it lacked
>games more than anything else - the games that were developed were very
>impressive, and the IIgs was often used for developing SNES games.

Im not surprised the IIGS was used to develope SNES games since the
SNES had the same CPU. I guess you are a big fan of IIGS, I had a

friend who had one and it was a dissapointment, but of course any computer when used to its fullest can do some impressive things. I donot regret picking an Amiga instead. By the time the IIGS came out, Apple II software was old hat to me, so that was not a selling point.

Getting back on topic, their were several movements to make a next generation 16 bit atari 800 like the IIGS, one was even released and there was a couple software programs for it. I think the 680x0 was a more versatile chip that simply had more horsepower. There couldnt have been an accellerator for the IIGS that could reach the speeds of a 68060 or 68040 w/MMU so there was no real future for that platform (not that their was a long one for the 680x0 either)

kvn

953. FLAME WARS are back was RANT...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 05:19:31 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404175a9.39928937@news.charter.net>
Source record: 16910

My classic computer was better than your classic computer....

The all had their strengths and weaknesses (well, the VIC20 had few strengths) but there was no better or best really. Just some were better suited for certain things is all.

** To email a reply, please remove everything up to and including the underscore in my email reply header.

954. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 05:37:40 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <K2.o2.6U2YFP3v0naMSbb.NR@aqu.candybar.ne.jp>
Source record: 16911

Paul Irvine wrote:

> The nearest we got to Rescue was Factor 5's intro on Master blazer
> (think that's the name) which was an Amiga game..

Yup, that was the name. ISTR their comment that the Amiga was not quite
powerful enough to pull it off, or something to that effect... I'm
guessing they were referring to the lack of lower resolution, and/or the
char-mapped mode.
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

955. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 05:59:15 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1042vtf7jjcu3c9@corp.supernews.com>
Source record: 16912

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:404169e4.36916078@news.charter.net...
> Hey everyone. I'm hoping someone can help me out. I would like to
> use OSS (others too perhaps) supercarts in an Atari8 emulator. Come
> to think of it I would like to use SDX also. Now, I see that
> Atariwin+ and the Atari++ emulators seem to have support for this
> but... no matter what I try I can't get any of the supercart ROM image
> files to work in emulation correctly. I think I had BASIC XE or XL

Hi,
With either Atari800Win 3.1 or 4.0 Beta:

ALT+F ALT+C will open a dialogue fileselector >>> Pick your choice of ROM
(Cartridge Image). Next dialogue box will ask which type of Image is being
loaded (select proper Image type) (i.e..) SDX will be the forth choice on
the list. Some CAR files are self selecting with proper file header..

I hope this isn't a confusing answer. For other ROM types Trial and error
works also or search the web for cartridge types to select.

Good Luck!

> come up on screen once but it was unstable as all heck. I personally
> own Mac/65, BASIC XL, Action! and a SpartaDOS X cart. Can I use these
> in emulation yet or not? Do I have bad ROM dumps in the files I
> tried? If so can I make good ROM dumps of the super carts I own? I
> would rather not reinvent the wheel trying to dump my carts,
> especially since they are not all the latest revisions, but I will if
> I have to.
>
> Being able to use the SDX and my Action! cart are the most important.
> Actually the Action cart because I have old source code of personal
> programs that I wrote to compile.
>
> I have felt kind of dumb like I'm just not with the program when I
> couldn't get the things to work under emulation. You guys can almost
> always be counted on to know the solution, so I'm asking for your
> help. Help! :-)
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

956. Re: Rant: Did the Atari ever exist in the UK...

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 08:37:34 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0402290037.5cce5799@posting.google.com>
Source record: 16913

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<MlTLRwEV23PAFwxS@btinternet.com>...
>
> Besides, show me an Atari 400-family computer that can beat an Apple
> IIgs in any way ;)
>
> Richard

Okay, the smiley should be a clue that you're kidding, but you use it
an awful lot. Here goes anyways...

An Apple IIgs is *not* an Apple II!

957. Re: Lucas Arts do what seems to be Archon for PS2 & Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 12:21:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852460@comcast.net>
Source record: 16914

>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>> Sounds good. I just may buy the Xbox version. Would be nice if
>> Lucas would make updated versions of BallBlazer and Rescue on
>> Fractalus for the Xbox.
>
>Someone did an updated BallBlazer for PSX a number of years ago.
>Interesting, but not nearly as fun as the original, not surprisingly. :^(
>
>-bill!

The original is still my favorite and always will be. I do have an
upgraded version for my Atari ST, but it does not compare to the
8-bit version.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

958. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 12:21:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852461@comcast.net>
Source record: 16915

>Hi,
>
>The URL is:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=62054
>
>I'm can't figure out why this system is bringing in over $200. Am
>I missing something? It's driving me crazy!

I once tried to get an old 2600 in a case and I lost it. It went
for over $300. Some people do not realize you can get an XL from
places like Best Electronics a little cheaper than $200. Still, I
paid around $300 for my old Atari 400. To me, it was and still is
worth it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

959. Ram Operating System Utility (?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 16:27:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040229112717.03173.00000616@mb-m23.aol.com>
Source record: 16916

I'm testing some different operating systems, and I've just been burning a new eprom each time I try another one. Certainly doable, but a little time-consuming.

So I'm looking for a utility that could copy an OS image into memory underneath the ROM OS and then "switch". Essentially that's what the Atari Translator disks do. I've got a couple of programs that will copy the ROM to RAM, but can't find anything that does quite what I'm looking for.

Does anyone recall a utility that does this?
Hmm, I just remembered the "Homemade Translator" from Analog -- Perhaps that might do it. But I'd still like to hear of any others that anyone may remember.

Thanks,
Larry

960. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 17:43:54 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40432483.804453@news.charter.net>
Source record: 16917

Thanks for the info. What file header? Can anyone help me with
getting good working ROM image files? If not, can you tell me how to
make my own from my own carts?

On Sat, 28 Feb 2004 21:59:15 -0800, "RoyE" <r-dean@ charter.net>
wrote:

>
>"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
>news:404169e4.36916078@news.charter.net...
>> Hey everyone. I'm hoping someone can help me out. I would like to
>> use OSS (others too perhaps) supercarts in an Atari8 emulator. Come
>> to think of it I would like to use SDX also. Now, I see that
>> Atariwin+ and the Atari++ emulators seem to have support for this
>> but... no matter what I try I can't get any of the supercart ROM image
>> files to work in emulation correctly. I think I had BASIC XE or XL
>
>Hi,
>With either Atari800Win 3.1 or 4.0 Beta:
>
>ALT+F ALT+C will open a dialogue fileselector >>> Pick your choice of ROM
>(Cartridge Image). Next dialogue box will ask which type of Image is being
>loaded (select proper Image type) (i.e..) SDX will be the forth choice on
>the list. Some CAR files are self selecting with proper file header..
>
>I hope this isn't a confusing answer. For other ROM types Trial and error
>works also or search the web for cartridge types to select.
>
>Good Luck!
>
>> come up on screen once but it was unstable as all heck. I personally
>> own Mac/65, BASIC XL, Action! and a SpartaDOS X cart. Can I use these
>> in emulation yet or not? Do I have bad ROM dumps in the files I
>> tried? If so can I make good ROM dumps of the super carts I own? I
>> would rather not reinvent the wheel trying to dump my carts,
>> especially since they are not all the latest revisions, but I will if
>> I have to.
>>
>> Being able to use the SDX and my Action! cart are the most important.
>> Actually the Action cart because I have old source code of personal
>> programs that I wrote to compile.
>>
>> I have felt kind of dumb like I'm just not with the program when I
>> couldn't get the things to work under emulation. You guys can almost
>> always be counted on to know the solution, so I'm asking for your

>> help. Help! :-)
>>
>>
>>
>> ** To email a reply, please remove everything up to and
>> including the underscore in my email reply header.
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

961. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 17:49:47 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c1t8pvgd1@news1.nivel5.cl>
Source record: 16918

```
It never happened to me...
Never in all the years i played rescue on fractalus, an alien jump on my
ship :(
i believed that was a lie
```

"Nearl J Icarus" <nj_toothenbecker@hotmail.com> escribi&#65533; en el mensaje
news:IVW%b.6318$oP.5158@lakeread03...
> In article <Q6udnQSs4NFtvKndRVn-sA@comcast.com>, the.z.guy@comcast.net
says...
> >
> >
> >i don't think i ever really figured it all out. for one, i never
> >saw an alien. i'm going by memory (from the 1980's here!) but i recall
> >flying around, landing and rescuing people. but they were few and far
> >between! i was bored, just as much as playing one of those flight sim
games.
>
> I liked the game as well. I liked the duels you could have with the
mountain
> top fortresses. I remember when I had the first alien jumped on my ship. I
sat
> there stunned a minute trying to figure out what to do. If you left the
door
> open too long, an alien could get inside the ship.
>
>

962. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 17:52:06 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c1t8ubit1@news1.nivel5.cl>
Source record: 16919

```
i was lucky...
i got on ebay a full 2600 w/box , just $30
```

"Edward S. Baiz Jr." <edbaizjr@comcast.net> escribi&#65533; en el mensaje
news:4041848a852461@comcast.net...
> >Hi,
> >
> >The URL is:
> >
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=6205
4
> >
> >I'm can't figure out why this system is bringing in over $200. Am
> >I missing something? It's driving me crazy!
>
> I once tried to get an old 2600 in a case and I lost it. It went
> for over $300. Some people do not realize you can get an XL from
> places like Best Electronics a little cheaper than $200. Still, I
> paid around $300 for my old Atari 400. To me, it was and still is
> worth it.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

963. ace of aces atari 8 bit computer game

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 17:58:13 UTC
From: "fred (remove underscores, add .)" <fred_dot_u@juno.com>
Message-ID: <VKp0c.26908$hm4.8015@newsread3.news.atl.earthlink.net>
Source record: 16920
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari

Please visit eBay to bid on this wonderful atari game from the past. Low starting price, no reserve.

thanks

<http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3664032374>

964. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:28:46 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1044bqrqcdjnn59@corp.supernews.com>
Source record: 16921

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:40432483.804453@news.charter.net...
> Thanks for the info. What file header? Can anyone help me with
> getting good working ROM image files? If not, can you tell me how to
> make my own from my own carts?
> SNIP>

Straight from the Help file of Atari800Win Atari800Win.hlp
Most OSS carts are type 15 on this list..
----------start help
The following table lists currently supported cartridge types:

Id Machine Size Name
1 800/XL/XE 8 Standard 8 KB cartridge
2 800/XL/XE 16 Standard 16 KB cartridge
3 800/XL/XE 16 OSS '034M' 16 KB cartridge
4 5200 32 Standard 32 KB 5200 cartridge
5 800/XL/XE 32 DB 32 KB cartridge
6 5200 16 Two chip 16 KB 5200 cartridge
7 5200 40 Bounty Bob Strikes Back 40 KB 5200 cartridge
8 800/XL/XE 64 64 KB Williams cartridge
9 800/XL/XE 64 Express 64 KB cartridge
10 800/XL/XE 64 Diamond 64 KB cartridge
11 800/XL/XE 64 SpartaDos X 64 KB cartridge
12 800/XL/XE 32 XEGS 32 KB cartridge
13 800/XL/XE 64 XEGS 64 KB cartridge
14 800/XL/XE 128 XEGS 128 KB cartridge
15 800/XL/XE 16 OSS 'M091' 16 KB cartridge
16 5200 16 One chip 16 KB 5200 cartridge
17 800/XL/XE 128 Atrax 128 KB cartridge
18 800/XL/XE 40 Bounty Bob Strikes Back 40 KB cartridge
19 5200 8 Standard 8 KB 5200 cartridge
20 5200 4 Standard 4 KB 5200 cartridge
21 800 8 Right slot 8 KB cartridge
22 800/XL/XE 32 32 KB Williams cartridge
23 800/XL/XE 256 XEGS 256 KB cartridge
24 800/XL/XE 512 XEGS 512 KB cartridge
25 800/XL/XE 1024 XEGS 1 MB cartridge
26 800/XL/XE 16 MegaCart 16 KB cartridge
27 800/XL/XE 32 MegaCart 32 KB cartridge
28 800/XL/XE 64 MegaCart 64 KB cartridge
29 800/XL/XE 128 MegaCart 128 KB cartridge
30 800/XL/XE 256 MegaCart 256 KB cartridge
31 800/XL/XE 512 MegaCart 512 KB cartridge
32 800/XL/XE 1024 MegaCart 1 MB cartridge

33 800/XL/XE 32 Switchable XEGS 32 KB cartridge
34 800/XL/XE 64 Switchable XEGS 64 KB cartridge
35 800/XL/XE 128 Switchable XEGS 128 KB cartridge
36 800/XL/XE 256 Switchable XEGS 256 KB cartridge
37 800/XL/XE 512 Switchable XEGS 512 KB cartridge
38 800/XL/XE 1024 Switchable XEGS 1 MB cartridge
39 800/XL/XE 8 Phoenix 8 KB cartridge
40 800/XL/XE 16 Blizzard 16 KB cartridge

There are two formats of cartridge images: raw and CART.

The raw dump contains no information of how to handle the cartridge, thus you are prompted to choose its type each time you attach a raw cartridge. There is no special extension for raw cartridges, but most common are ROM and BIN (recommended is ROM).

The CART file (with CAR extension) contains information about cartridge type, so it can be attached without prompting you for the type. Additionally the CART format can be identified, because it contains the 'CART' signature at the beginning of the file.

Details of cartridge types

Type 1: Standard 8 KB cartridge
Standard 8 KB cartridge, that occupies 8 KB of address space between $A000 and $BFFF.

Type 2: Standard 16 KB cartridge
Standard 16 KB cartridge, that occupies 16 KB of address space between $8000 and $BFFF.

Type 3: OSS '034M' 16 KB cartridge
There are two types of OSS cartridges. Both are 16 KB and occupy 8 KB of address space between $A000 and $BFFF. The cartridge memory is divided into 4 banks, 4 KB each. One bank ('main') is always mapped to $B000-$BFFF. The other 3 banks are mapped to $A000-$AFFF. The current bank is selected by accessing a byte in $D500-$D5FF. Only 4 lowest bits of address are significant.

The '034M' scheme is the more complicated one. The main bank is D. An access to:
- $D5x0 or $D5x1 selects bank A.
- $D5x3 or $D5x7 selects bank B.
- $D5x4 or $D5x5 selects bank C.
- $D5x2 or $D5x6 is not useful. It disables ROM (there're $FF bytes in $A000-$AFFF).
- $D5x8-$D5xF disables whole cartridge (enables computer's memory in address space between $A000 and $BFFF).

Type 4: Standard 32 KB 5200 cartridge

Standard 32 KB cartridge for Atari 5200, that occupies 32 KB of address space between $4000 and $BFFF.

Type 5: DB 32 KB cartridge

A 32 KB bank-switched cartridge. There are 4 banks. Bank D is mapped to $A000-$BFFF. Bank in $8000-$9FFF is selected by an access to $D500-$D5FF. Two lowest bits of address select bank A, B, C or D.

Type 6: Two chip 16 KB 5200 cartridge

In Atari 5200 there's 32 KB of address space reserved for the cartridge ($4000-$BFFF). A two chip 16 KB cartridge is mapped that way:

- First 8 KB are mapped into lower 16 KB. Since an address line is not connected, $4000-$5FFF and $6000-$7FFF contain same data, which is first half of the cartridge image.

- Similarly, second 8 KB are mapped into upper 16 KB.

Type 7: Bounty Bob Strikes Back 40 KB 5200 cartridge

The cartridge with "Bounty Bob Strikes Back" game uses very strange bank switching method:

- Four 4 KB banks (A,B,C,D) are mapped into $4000-$4FFF. An access to $4FF6 selects bank A, $4FF7 - bank B, $4FF8 - bank C, $4FF9 - bank D.

- Four 4 KB banks (E,F,G,H) are mapped into $5000-$5FFF. An access to $5FF6 selects bank E, $5FF7 - bank F, $5FF8 - bank G, $5FF9 - bank H.

- The remaining 8 KB is mapped to upper 16 KB of cartridge address space in Atari 5200. That is, $8000-$9FFF and $A000-$BFFF contain same data.

Type 8: 64 KB Williams cartridge

The cartridge has 8 banks mapped to $A000-$BFFF. An access to $D500 selects bank A, $D501 - bank B, etc. An access to $D508-$D50F disables the cartridge.

Type 9: Express 64 KB cartridge

The cartridge has 8 banks mapped to $A000-$BFFF. An access to $D577 selects bank A, $D576 - bank B, etc. An access to $D578-$D57F disables the cartridge.

Type 10: Diamond 64 KB cartridge

The cartridge has 8 banks mapped to $A000-$BFFF. An access to $D5D7 selects bank A, $D5D6 - bank B, etc. An access to $D5D8-$D5DF disables the cartridge.

Type 11: SpartaDOS X 64 KB cartridge

The cartridge has 8 banks mapped to $A000-$BFFF. An access to $D5E7 selects bank A, $D5E6 - bank B, etc. An access to $D5E8-$D5EF disables the cartridge.

Type 12: XEGS 32 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000
and $BFFF. The cartridge memory is divided into 4 banks, 8 KB each. Bank D
(the last one) is always mapped to $A000-$BFFF. Two lowest bits of a byte
written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 13: XEGS 64 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000
and $BFFF. The cartridge memory is divided into 8 banks, 8 KB each. Bank H
(the last one) is always mapped to $A000-$BFFF. Three lowest bits of a byte
written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 14: XEGS 128 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000
and $BFFF. The cartridge memory is divided into 16 banks, 8 KB each. Bank P
(the last one) is always mapped to $A000-$BFFF. Four lowest bits of a byte
written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 15: OSS 'M091' 16 KB cartridge

This is the simpler one of OSS schemes. It uses only A0 and A3 address
lines:
- A3=0, A0=0 - $A000-$AFFF: bank B, $B000-$BFFF: bank A
- A3=0, A0=1 - $A000-$AFFF: bank D, $B000-$BFFF: bank A
- A3=1, A0=0 - disable cartridge
- A3=1, A0=1 - $A000-$AFFF: bank C, $B000-$BFFF: bank A

Type 16: One chip 16 KB 5200 cartridge

16 KB cartridge for Atari 5200, that occupies 16 KB of address space between
$8000 and $BFFF.

Type 17: Atrax 128 KB cartridge

This bank-switched cartridge occupies 8 KB of address space between $A000
and $BFFF. The cartridge memory is divided into 16 banks, 8 KB each. If a
byte written to $D500-$D5FF has highest bit set, the cartridge is disabled.
Otherwise four lowest bits select the bank mapped to $A000-$BFFF.

Type 18: Bounty Bob Strikes Back 40 KB cartridge

The cartridge with "Bounty Bob Strikes Back" game uses very strange bank
switching method:

- Four 4 KB banks (A,B,C,D) are mapped into $8000-$8FFF. An access to $8FF6
selects bank A, $8FF7 - bank B, $8FF8 - bank C, $8FF9 - bank D.

- Four 4 KB banks (E,F,G,H) are mapped into $9000-$9FFF. An access to $9FF6
selects bank E, $9FF7 - bank F, $9FF8 - bank G, $9FF9 - bank H.

- The remaining 8 KB is mapped to $A000-$BFFF.

Type 19: Standard 8 KB 5200 cartridge

Standard 8 KB cartridge for Atari 5200, mapped into $8000-$9FFF and $A000-$BFFF.

Type 20: Standard 4 KB 5200 cartridge

Standard 4 KB cartridge for Atari 5200, mapped into $8000-$8FFF, $9000-$9FFF, $A000-$AFFF and $B000-$BFFF.

Type 21: Right slot 8 KB cartridge

8 KB cartridge for Atari 800, mapped into $8000-$9FFF. Atari 800 was the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris.

Type 22: 32 KB Williams cartridge

The cartridge has 4 banks mapped to $A000-$BFFF. An access to $D500 selects bank A, $D501 - bank B, etc. An access to $D508-$D50F disables the cartridge.

Type 23: XEGS 256 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 32 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Five lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 24: XEGS 512 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 64 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Six lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 25: XEGS 1 MB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 128 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Seven lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF.

Type 26: MegaCart 16 KB cartridge

A 16 KB cartridge, that occupies 16 KB of address space between $8000 and $BFFF, and can be disabled by writing a byte with bit 7 set to $D500-$D5FF.

Type 27: MegaCart 32 KB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Bit 0 selects one of two available banks, bit 7 disables the cartridge.

Type 28: MegaCart 64 KB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Bits 0 and 1 select one of four available banks, bit 7 disables the cartridge.

Type 29: MegaCart 128 KB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Bits 0,1,2 select one of 8 available banks, bit 7 disables the cartridge.

Type 30: MegaCart 256 KB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Four lowest bits select one of 16 available banks, bit 7 disables the cartridge.

Type 31: MegaCart 512 KB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Five lowest bits select one of 32 available banks, bit 7 disables the cartridge.

Type 32: MegaCart 1 MB cartridge

A bank-switched cartridge that occupies 16 KB of address space between $8000 and $BFFF. It is controlled by a byte written to $D500-$D5FF. Six lowest bits select one of 64 available banks, bit 7 disables the cartridge.

Type 33: Switchable XEGS 32 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 4 banks, 8 KB each. Bank D (the last one) is always mapped to $A000-$BFFF. Two lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 34: Switchable XEGS 64 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 8 banks, 8 KB each. Bank H (the last one) is always mapped to $A000-$BFFF. Three lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 35: Switchable XEGS 128 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 16 banks, 8 KB each. Bank P (the last one) is always mapped to $A000-$BFFF. Four lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 36: Switchable XEGS 256 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 32 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Five lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 37: Switchable XEGS 512 KB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 64 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Six lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 38: Switchable XEGS 1 MB cartridge

This bank-switched cartridge occupies 16 KB of address space between $8000 and $BFFF. The cartridge memory is divided into 128 banks, 8 KB each. The last bank is always mapped to $A000-$BFFF. Seven lowest bits of a byte written to $D500-$D5FF select the bank mapped to $8000-$BFFF, bit 7 disables the cartridge.

Type 39: Phoenix 8 KB cartridge

An 8 KB cartridge, that occupies 8 KB of address space between $A000 and $BFFF, and can be disabled by an access to $D500-$D5FF.

Type 40: Blizzard 16 KB cartridge

A 16 KB cartridge, that occupies 16 KB of address space between $8000 and $BFFF, and can be disabled by an access to $D500-$D5FF.

Usage

Use File/Attach cartridge (Alt+C) to run the program on a cartridge.

As soon as you manage to run a raw cartridge image, you can convert it to the CART format for easier use (Misc/Convert/ROM to CART).
----------end
help
The HELP file has many useful informations.
Good Luck

965. Re: Ram Operating System Utility (?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:38:01 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1044cc5nbiig713@corp.supernews.com>
Source record: 16922

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040229112717.03173.00000616@mb-m23.aol.com...
> I'm testing some different operating systems, and I've just been burning a
new
> eprom each time I try another one. Certainly doable, but a little
> time-consuming.
>
> So I'm looking for a utility that could copy an OS image into memory
underneath
> the ROM OS and then "switch". Essentially that's what the Atari
Translator
> disks do. I've got a couple of programs that will copy the ROM to RAM,
but
> can't find anything that does quite what I'm looking for.
>
> Does anyone recall a utility that does this?
> Hmm, I just remembered the "Homemade Translator" from Analog -- Perhaps
that
> might do it. But I'd still like to hear of any others that anyone may
> remember.
>
> Thanks,
> Larry
>

I believe that there is a schematic for a PCB add on the web, somewhere,
with 5 or 6 ROM slots.
At least I think that I have seen the schematic.
Good Luck with the Homemade Translator.

966. Re: Ram Operating System Utility (?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:45:54 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1044cqu5s02ld94@corp.supernews.com>
Source record: 16924

```
"RoyE" <r-dean@ charter.net> wrote in message
news:1044cc5nbiig713@corp.supernews.com...
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20040229112717.03173.00000616@mb-m23.aol.com...
> > I'm testing some different operating systems, and I've just been burning
a
> new
> > eprom each time I try another one. Certainly doable, but a little
> > time-consuming.
> >
> > So I'm looking for a utility that could copy an OS image into memory
> underneath
> > the ROM OS and then "switch". Essentially that's what the Atari
> Translator
> > disks do. I've got a couple of programs that will copy the ROM to RAM,
> but
> > can't find anything that does quite what I'm looking for.
> >
> > Does anyone recall a utility that does this?
> > Hmm, I just remembered the "Homemade Translator" from Analog -- Perhaps
> that
> > might do it. But I'd still like to hear of any others that anyone may
> > remember.
> >
> > Thanks,
> > Larry
> >
>
> I believe that there is a schematic for a PCB add on the web, somewhere,
> with 5 or 6 ROM slots.
> At least I think that I have seen the schematic.
> Good Luck with the Homemade Translator.
>
>
>
One other easy possiblity is here at this Site. http://www.retrobits.net/
under the heading of Supercart Hacking.
```

967. Re: Advice? - Using Atari 8bit as "print server"

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:46:02 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <40423369.CCE49F9C@a8maestro.com>
Source record: 16923

John Miskinis wrote:

> Well, I performed many experiments with the 850, and
> figured I'd post the results.
>
> Reducing the baud rate to 300 stopped the loss of characters.
>
> I tried enabling the CTS/RTS lines at 1200 baud, no help.
>
> On page 61 of the 850 interface manual, there is an
> example of how to supply a "user buffer" for the input,
> and using that example, I was able to prevent the loss of
> characters at 1200 baud! I have not yet re-enabled the
> code that closes the R1: port, prints the line, and reopens
> the R1: port, but I intend to with the next few days. I
> currently just print the line to the (Atari) screen, to
> validate the characters were received OK.

Most Atari printers will not print newer characters...a standard printer
with an IBM font is needed.

The RS232 driver is probably set to 20 chars for input and 20 for
output. It manages flow control as the user gets or puts a char to
their own buffer.

Unless set specifically, most printers will not wrap a line at 80
characters, the user has to.

You might want to look at BASIC BBS software such as AMIS or FOREM.
These show you how to manage data and flow control for R:, P:, and D#:.

Rick D.

968. Re: Codes?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:52:06 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <404234D6.1979BE4A@a8maestro.com>
Source record: 16925

Small bob guy wrote:

> How do you type codes for Roms?

Normally, Rom "codes" are assembly language instructions and data. You need an Editor and assembler. There are many.

Once the code works in memory, you reassemble at the cartridge address to a disk file and burn the code to an eprom.

The data can be anything...you create it any way needed, sometimes in the assembler.

You can also create the program in psuedo code run with a runtime engine(such as C), all run on the eprom.

Rick D.

969. Re: Codes?

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:53:33 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <4042352D.F13CAB2A@a8maestro.com>
Source record: 16926

Small bob guy wrote:

> How do you type codes for Roms?

As a side note, you can also take a binary image of the actual code and
use a cartridge loader to load it into ram.

If typing it in from a magazine, just use a text editor, save to disk,
the use a cartridge loader.

Rick D.

970. Re: fast loaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 18:56:04 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <404235C4.34B4ABC8@a8maestro.com>
Source record: 16927

Ian wrote:

> Did the Atari ever use fastloaders for its tape games only games seem to
> take forever to load.

I never thought it worth the work. I used a tape to disk program to create
a boot disk of the load-all-at-once software.

Rick D.

971. Re: Ram Operating System Utility (?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 19:31:42 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040229143142.08945.00000661@mb-m13.aol.com>
Source record: 16928

> I believe that there is a schematic for a PCB add on the web, somewhere,
with 5 or 6 ROM slots. <

Thanks, guys, but I'm trying to avoid eproms/firmware. (I do have a Newell
RamRod module that holds three 27128's)
I am just testing these OS's, so it would be much more convenient to use
software to load an OS and test it. So I'm looking for a software utility to
load and switch.
Larry

972. Re: Ram Operating System Utility (?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 22:04:47 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1044of8sftpjt9a@corp.supernews.com>
Source record: 16929

I'm not at home, so I can't check.
I recall a BASIC program that came with the Newell Ramrod disk.
I believe it would put a file OS into RAM and do what you want.
I tried spudster and the Holme's files.
Maybe someone has that Newell disk and could check.
I know it turned off the OS, did some ml stuff, set interupts.
It isn't that hard. You have to turn off VBIs, turn off the
OS ROM in PORTB, load your OS, then turn VBIs back on
and jump to the warmstart. Something like that. I believe
now it was an assembler editor type example listing.

973. Re: Paperclip

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 22:07:27 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <4042629F.E2828FAD@a8maestro.com>
Source record: 16930

Joseph Place wrote:

> Anyone have a printer driver (.cnf) for HP Laserjet Series II for the
> Paperclip word processor. I don't have any manuals for the printer,
> so I can't create one.
>
> TIA
> Joseph Place

I have uploaded 6 printer drivers I created or modified. Including the HP LJII.

www.a8maestro.com/atari/info/ballsr.htm

Rick D.

974. bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 22:34:54 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <Z2u0c.74213$HL1.2067355@news-reader.eresmas.com>
Source record: 16931

Hi

I am using the MAC 65 cartridge version 1.01 with emulator Atari800Win PLus
4.0
and when i type in a listing and assemble it, LIST D#1:file.src works fine,
but BSAVE #D1:file.obj<0600,0609 saves an empty file... I don't understand,
as my program is located between 0600 and 0609...Does MAC 65 works fine with
the emulator ? Thanks

975. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-02-29 23:50:55 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c1ttrn$7r2$1@news1.nivel5.cl>
Source record: 16932

```
You have to add at the beginning of your program

.opt obj

To assemble inside the memory.

Cheers!

W.
```

"Christophe Lamy" <ksim@telefonica.net> escribi&#65533; en el mensaje
news:Z2u0c.74213$HL1.2067355@news-reader.eresmas.com...
>
> Hi
>
> I am using the MAC 65 cartridge version 1.01 with emulator Atari800Win
PLus
> 4.0
> and when i type in a listing and assemble it, LIST D#1:file.src works
fine,
> but BSAVE #D1:file.obj<0600,0609 saves an empty file... I don't
understand,
> as my program is located between 0600 and 0609...Does MAC 65 works fine
with
> the emulator ? Thanks
>
>

976. The BEASTS: Intro TS#8.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 00:34:25 UTC
From: Hermann Samso <stu49252@mail.uni-kiel.de>
Message-ID: <Pine.SOL.4.50.0403010129240.15430-100000@srv2.mail.uni-kiel.de>
Source record: 16933
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.8bit

```
THE BEASTS
==========

SoLo2 presents:

Spacewalker Intro#8
Refurbished.

http://so_o2.tripod.com/TS8-STbin-20040229.zip

room for space,
ed for editor,
delfin for beasts,
sunshine for sport,
waitress for 6.

Hermann Samso <so_o2@mailcity.com>
http://members.tripod.com/so_o2
```

977. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 01:14:58 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <Kdw0c.74851$HL1.2079925@news-reader.eresmas.com>
Source record: 16934

```
it is in already
05 .opt obj
...
thanks anyway for your answer...
still stuck..
```

978. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 01:51:40 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c1u4tqajs1@news1.nivel5.cl>
Source record: 16935

```
I assemble in that way:

ASM ,,#D:FILE.OBJ
```

Don't forget the two "," (comma?)

```
You'll make a binary file.

And if you want to make an executable, you can do, for example:

10 .opt no list
20 * = $4000
30 init
40 lda #$1
50 rts
60 ;
70 *=$2e0
80 .word init

Hope to help

Guillermo Fuenzalida
```

"Christophe Lamy" <ksim@telefonica.net> escribi en el mensaje
news:Kdw0c.74851$HL1.2079925@news-reader.eresmas.com...
> it is in already
> 05 .opt obj
> ...
> thanks anyway for your answer...
> still stuck..
>
>
>
>

979. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 04:10:02 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1045dsos85rig46@corp.supernews.com>
Source record: 16936

"Wilheim" <guillermo@mail.cl> wrote in message
news:c1u4tqajs1@news1.nivel5.cl...
> I assemble in that way:
>
> ASM ,,#D:FILE.OBJ
>
> Don't forget the two "," (�comma?)
>
> You'll make a binary file.
>
> And if you want to make an executable, you can do, for example:
>
> 10 .opt no list
> 20 * = $4000
> 30 init
> 40 lda #$1
> 50 rts
> 60 ;
> 70 *=$2e0
> 80 .word init
>
> Hope to help
>
> Guillermo Fuenzalida
>
> "Christophe Lamy" <ksim@telefonica.net> escribi� en el mensaje
> news:Kdw0c.74851$HL1.2079925@news-reader.eresmas.com...
> > it is in already
> > 05 .opt obj
> > ...
> > thanks anyway for your answer...
> > still stuck..
> >
> >
> >
> >
> >
>
This should auto save the file to disk: As FILE.OBJ....

```
ASM ,,#D:FILE.OBJ
```

```
Good Luck
RoyE
```

980. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 05:56:43 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0402292156.7db2af5@posting.google.com>
Source record: 16937

"Christophe Lamy" <ksim@telefonica.net> wrote in message
news:<Z2u0c.74213$HL1.2067355@news-reader.eresmas.com>...
> Hi
>
> I am using the MAC 65 cartridge version 1.01 with emulator Atari800Win PLus
> 4.0
> and when i type in a listing and assemble it, LIST D#1:file.src works fine,
> but BSAVE #D1:file.obj<0600,0609 saves an empty file... I don't understand,
> as my program is located between 0600 and 0609...Does MAC 65 works fine with
> the emulator ? Thanks

What you are doing is simply a binary save, I'm thinking what you
want to do is
asm,,#D1:file.obj
which will assemble the source code you have typed in and place it
in a file which when loaded will load to 0600-0609 address? There
will be nothing else done so if you wanted it run on it's own you
need to add the code to do that.
http://mixinc.net/atari/mac65.htm#topofpage

981. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 11:41:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c1v7ghbua1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16938

Hi,

> Hey everyone. I'm hoping someone can help me out. I would like to
> use OSS (others too perhaps) supercarts in an Atari8 emulator. Come
> to think of it I would like to use SDX also. Now, I see that
> Atariwin+ and the Atari++ emulators seem to have support for this
> but... no matter what I try I can't get any of the supercart ROM image
> files to work in emulation correctly. I think I had BASIC XE or XL
> come up on screen once but it was unstable as all heck. I personally
> own Mac/65, BASIC XL, Action! and a SpartaDOS X cart. Can I use these
> in emulation yet or not? Do I have bad ROM dumps in the files I
> tried? If so can I make good ROM dumps of the super carts I own? I
> would rather not reinvent the wheel trying to dump my carts,
> especially since they are not all the latest revisions, but I will if
> I have to.

Well, Atari++ supports two different "layouts" of these Oss modules,
called Oss and OssB. If one doesn't work, try the other. If, finally,
you do not succeed, please mail me privately because then we've a bug
that requires fixing. My Mac/65 works on Atari++ the last time I
tried, at least. (-;

So long,
Thomas

982. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 13:30:15 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c1vdt7$hp8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16939

Hi,

> I am using the MAC 65 cartridge version 1.01 with emulator Atari800Win PLus
> 4.0
> and when i type in a listing and assemble it, LIST D#1:file.src works fine,
> but BSAVE #D1:file.obj<0600,0609 saves an empty file... I don't understand,
> as my program is located between 0600 and 0609...Does MAC 65 works fine with
> the emulator ?

1) Mac/65 doesn't assemble into memory unless you tell it to do so with
".opt obj".

2) Mac/65 cannot assemble into page 6. It is required for its own input
buffer. Your program will get simply overwritten.

Try to assemble to disk.

So long,
Thomas

983. Re: More about Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 14:09:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <zuH0c.4747$_3.74865@typhoon.sonic.net>
Source record: 16940

Anders Skelander <ansk@hotmail.com> wrote:
> The other issue I wanted to comment is more hands on. Nearl J Icarus refers
> to mountain top fortresses in his description of what is exciting about
> "Rescue on Fractalus". Are there really fortresses in this game? I only
> remember the flying saucers.

There are little dome-shaped things on the top of some peaks (presumably
more on higher levels) that fire lasers at you. There seems to be more of
those than saucers, actually...

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

984. Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 18:20:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040301132021.20206.00000769@mb-m27.aol.com>
Source record: 16941

I've used MyDos for many years, and of course, Enhanced Density in MyDos is not compatible with the Dos 2.5 ED. I always used SD or DD, but many ATR downloaded ATR images are in ED. This causes *lots* of problems when I'm trying to copy files from one disk/image in ED to another that is DD. There is also a related problem when copying from a disk (that may or may not be in ED) to an ATR. The only way that I can tell without rebooting another dos is from the sound of how long a track takes to read.

Is there any Dos 2.5 compatible dos (or utility) that will also read/write DD?
Thanks,
Larry

985. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 20:47:48 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <apN0c.77954$HL1.2167672@news-reader.eresmas.com>
Source record: 16942

 Claro que ayudas !

Gracias

986. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 21:40:02 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <9aO0c.77985$HL1.2173452@news-reader.eresmas.com>
Source record: 16943

```
Thanks for all your answers
I was only following "Atari Roots" instructions and it seems
it doesn't apply to my MAC65 version...
```

987. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-01 21:50:57 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <okO0c.77990$HL1.2174592@news-reader.eresmas.com>
Source record: 16944

But the problem seems to be still there....

a) .opt obj is in
b) when assembling, 28363 bytes free
c) I tried both ways with bsave and asm
d) after NEW, bloading the file gives nothing when assembling and 28467
bytes free

real newbie but old headache already...
might be the saving system through the emulator but I don't think as list
#d: works fine as well as all the games...

Thanks again !

988. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 00:04:16 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <4cQ0c.17961$qo.15996@fe1.texas.rr.com>
Source record: 16945

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040301132021.20206.00000769@mb-m27.aol.com...
> I've used MyDos for many years, and of course, Enhanced Density in MyDos
is not
> compatible with the Dos 2.5 ED. I always used SD or DD, but many ATR
> downloaded ATR images are in ED. This causes *lots* of problems when I'm
> trying to copy files from one disk/image in ED to another that is DD.
There is
> also a related problem when copying from a disk (that may or may not be in
ED)
> to an ATR. The only way that I can tell without rebooting another dos is
from
> the sound of how long a track takes to read.
>
> Is there any Dos 2.5 compatible dos (or utility) that will also read/write
DD?
> Thanks,
> Larry

If you have a happy drive (I know) you could try warpdos or warpspeed dos
whatever it's called. It seems to read just about anything.
Mo

989. Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 00:07:04 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <IeQ0c.17968$qo.10041@fe1.texas.rr.com>
Source record: 16946

I was just thinking that because of the DMCA rules, any device designed to circumvent copyright protection is illegal to buy or own. Does this mean my Happy Drive is now an outlaw? What are the implications with Ebay? According to their own rules it would be illegal to auction off Happy Drives!
This is terrible...
Mo

990. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 01:11:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040301201150.15108.00000748@mb-m18.aol.com>
Source record: 16797

Hi Mo-

> ... you could try warpdos or warpspeed dos whatever it's called. It seems to read just about anything. <

Happy's WarpDos came in two flavors -- Dos 2.0 -- the common version and (OSS) Dos XL -- much less common. Dos 2.0 doesn't understand either ED or DD (unless patched for each). I not sure if DosXL supported ED, but I'll check it out. I have several versions. I also tried SmartDos, but it wasn't smart enough. ;-)

Thanks for the suggestion.
Larry

991. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 02:43:17 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4043f3c9.1622546@news.charter.net>
Source record: 16798

Hi Thomas, everyone! Well guess what. The problem was that the rom image files I had were bad. I found some other files out on the net and they work like a champ so far! Now then... how to "stack" carts together like is done on the real iron? There's nothing quit like an R-time8 topped by a SpartaDOS Xwhich in turn is topped by your favorite OSS cart. I know the R-time is emualted and can co-exist in the emulator withthe others, but what of combining SDX and another cart?

On 1 Mar 2004 11:41:05 GMT, Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> Hey everyone. I'm hoping someone can help me out. I would like to
>> use OSS (others too perhaps) supercarts in an Atari8 emulator. Come
>> to think of it I would like to use SDX also. Now, I see that
>> Atariwin+ and the Atari++ emulators seem to have support for this
>> but... no matter what I try I can't get any of the supercart ROM image
>> files to work in emulation correctly. I think I had BASIC XE or XL
>> come up on screen once but it was unstable as all heck. I personally
>> own Mac/65, BASIC XL, Action! and a SpartaDOS X cart. Can I use these
>> in emulation yet or not? Do I have bad ROM dumps in the files I
>> tried? If so can I make good ROM dumps of the super carts I own? I
>> would rather not reinvent the wheel trying to dump my carts,
>> especially since they are not all the latest revisions, but I will if
>> I have to.
>
>Well, Atari++ supports two different "layouts" of these Oss modules,
>called Oss and OssB. If one doesn't work, try the other. If, finally,
>you do not succeed, please mail me privately because then we've a bug
>that requires fixing. My Mac/65 works on Atari++ the last time I
>tried, at least. (-;
>
>So long,
> Thomas

** To email a reply, please remove everything up to and including the underscore in my email reply header.

992. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 02:53:27 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4044f5df.2156218@news.charter.net>
Source record: 16799

Copyrights only last so long. I know there have been some
(unfortunate) changes in that regard in recent times but some older
stuff has lost its copyright now. The time period was 20 years I
think. Anyway, as to DMCA and happy... The DMCA specifically says
that no part of it shall be interpreted to infringe upon laws dealing
with fair use. In other words, no matter what DMCA says, if any part
of it it prevents fair use as defined by law, those parts shall be
void. That is what the law actually says. As to the courts.... well
anything is possible. Besides, ex-post-facto prevents DMCA from
criminalizing the Happy.

On Tue, 02 Mar 2004 00:07:04 GMT, "momo" <quality_us@yahoo.com> wrote:

>I was just thinking that because of the DMCA rules, any device designed to
>circumvent copyright protection is illegal to buy or own. Does this mean my
>Happy Drive is now an outlaw? What are the implications with Ebay? According
>to their own rules it would be illegal to auction off Happy Drives!
>This is terrible...
>Mo
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

993. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 04:10:03 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <a82840ddes9lv7gd127qjojjmgv9f039n9@4ax.com>
Source record: 16800

On Tue, 02 Mar 2004 05:07:18 +0100, Tatqoo <dont@contactme.com> wrote:

>Hi guys.
>
>Let me introduce fast one amiga mod on atari. It has been made with
>using Raster Music Tracker. You will find SAP file (to listen with
>Winamp with SAP player, or with Deliplayer) and a XEX file (to listen on
>real Atari or emulator - Atari800Win is strongly suggested).
>
>Any feedback would be nice.
>
>Tatqoo/taquart

wont play on my copy of winamp

kvn

994. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 04:21:10 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c21249$3mg$1@atlantis.news.tpi.pl>
Source record: 16801

```
|<evin wrote:

> On Tue, 02 Mar 2004 05:07:18 +0100, Tatqoo <dont@contactme.com> wrote:
>
>
>>Hi guys.
>>
>>Let me introduce fast one amiga mod on atari. It has been made with
>>using Raster Music Tracker. You will find SAP file (to listen with
>>Winamp with SAP player, or with Deliplayer) and a XEX file (to listen on
>>real Atari or emulator - Atari800Win is strongly suggested).
>>
>>Any feedback would be nice.
>>
>>Tatqoo/taquart
>
>
>
> wont play on my copy of winamp
>
>
> kvn
You need SAP plugin for Winamp. ... you can find it here
http://asma.dspaudio.com/bin/in_sap22.exe

AFAIK winamp2 or winamp5 will work with it.

You can also use deliplayer or some windows SAP player:
http://asma.dspaudio.com/bin/sapmp171.exe

Anyway I recommend Winamp with plugin.

Tatqoo/taquart
```

995. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 07:25:35 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gsmgrn21c.fsf@legolas.mdh.se>
Source record: 16802

foolspicedham_melbo_jon@hotmail.com (SgtSilicon) writes:

> Copyrights only last so long. I know there have been some
> (unfortunate) changes in that regard in recent times but
> some older stuff has lost its copyright now. The time
> period was 20 years I think.

I thought computer software has the same copyright rules as books,
movies, music etc, i.e. until 70 years after the author's death
with a few exceptions. Since home computers haven't been around
for 70 years yet, about all copyrights except those explicitely
abandoned (can one do that?) should still be valid.

However, after 20 or even 10 years, most of the stuff has lost
its commercial value except for "trademarks" like the Mario
character or Ultima series of games.

IMHO in many cases the denial of digital redistribution of no
longer sellable items boils down to securing the game concepts
for future remaking and making it harder to convincingly hunt
pirates destroying the current market -- if you allow 20 year
old games to be freely downloaded, why not 10 year old games
and why not 5 year old games and why not 2 year old games and
why not the games from last year?

--
Anders Carlsson

996. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 08:03:01 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <c22iau$a5c$01$1@news.t-online.com>
Source record: 16811

Firulais wrote:
> It never happened to me...
> Never in all the years i played rescue on fractalus, an alien jump on
> my ship :(
> i believed that was a lie

It wasn't. It happened to me when I was playing the game back then and I was TOTALLY uninformed. The volume was way up and the graphics and sounds were so sudden that I almost fell from my chair. LITERALLY! Of course, the game was lost because the alien smacks the front window of the craft and you die. :-/ This happens when you don't open the airlock in advance. Also, the guy running towards your craft has a green helmet...

Thomas

997. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 09:03:28 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c21il0$77a$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16803

Hi,

> Hi Thomas, everyone! Well guess what. The problem was that the rom
> image files I had were bad. I found some other files out on the net
> and they work like a champ so far! Now then... how to "stack" carts
> together like is done on the real iron? There's nothing quit like an
> R-time8 topped by a SpartaDOS Xwhich in turn is topped by your
> favorite OSS cart. I know the R-time is emualted and can co-exist in
> the emulator withthe others, but what of combining SDX and another
> cart?

Hmm. Currently, only the real-time module allows "stacking" as I
wasn't aware of any other cart modules that would allow that. If you'd
like to give me a list of cartridges that allow "pass thru", I'll be
glad to add proper emulation for the next release (it's in preparation
anyhow....).

So long,
Thomas

998. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 09:54:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1078221208@rtfm.mit.edu>
Source record: 16804
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

999. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 11:01:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <RPZ0c.5110$_3.77623@typhoon.sonic.net>
Source record: 16805

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> However, after 20 or even 10 years, most of the stuff has lost
> its commercial value except for "trademarks" like the Mario
> character or Ultima series of games.

Moreso than just trademarks. Actual games (via emulation or remakes)
are still popular. See all of the Atari/Midway/Intellivision/Activision
'game packs' you can get for modern game systems. I have plenty of discs
with 20+ year old games for my PlayStation and PS2. I played Road Blasters,
Gauntlet, Klax and Marble Madness on a friend's XBox the other day.
Another friend with a GameCube has the same disc.

Classic games (like Asteroids, Pitfall, etc.) are available for cellphones
these days.

It's not simply a matter of "We want to keep the name 'Pitfall' because
we're going to come out with a 3D version for XBox", but ALSO that they
want to release the ORIGINAL Pitfall, because there's still demand
(from us retro games... the same folks who enjoy grabbing emulators and
ROMs off the net -- often, technically, illegally)

What seems to be an ironic twist is that the folks doing the software
development of emulators for modern systems often base their work off
of the same software that's being written for free to emulate the hardware.

The Activision Atari 2600 game disc for my PS2 is actually based on "Stella!"
(Check the credits)

Note: IANAL and IANAEE (I am not an emulation expert)
;)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

1000. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 11:02:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <9RZ0c.5111$_3.77800@typhoon.sonic.net>
Source record: 16806

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hmm. Currently, only the real-time module allows "stacking"

Well, as he said, Sparta DOS X.

Imagine a stack like this:

[Atari XL] => RTime cart => Sparta DOS X => Action! cartridge

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

1001. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 11:31:41 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c21rat$da7$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16807

Hi Bill,

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>> Hmm. Currently, only the real-time module allows "stacking"

> Well, as he said, Sparta DOS X.

> Imagine a stack like this:

> [Atari XL] => RTime cart => Sparta DOS X => Action! cartridge

Thanks Bill.

In principle, this "stack" can be even expanded by a suitable "right cartridge"
for the A800.

Are you aware of any additional cards with a "pass thru" slot?

So long,
Thomas

1002. OSS Compatible BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 12:59:55 UTC
From: Stephen <sdlnospamar@comcast.net>
Message-ID: <4044854B.66CE576A@cast-com.net>
Source record: 16808

Hello,

I'm toying with the idea of building
a version of BASIC that would ultimately be
compatible with OSS's BASIC XE or BASIC XL.
I'm curious if there's any interest in the
Atari community about something like this,
or if this has been attempted before (nothing
show'd up with Google).

I know there are _many_ fine emulators
out there already, and anyone who wants to run
a BASIC program can do so as if they were
running on actual hardware.

But, I'm talking about writing this in
C/Unix and using X windows (hopefully allowing
ports to other graphic architectures easily)
- not a 6502 emulator.

Naturally, the initial objective is to
fully support existing BASIC programs at their
save'd level (and list'd level, too). One big
item I don't think would be practical to support
is the USR function. Hybrid programs are best
run in one of the available emulators. However,
I'd try to support many of the common
PEEK/POKE locations.

The real emphasis of the project would
be the language itself - not an Atari H/W
emulator. Having a natively written OSS
compatible BASIC would be interesting (and fun).

Besides running existing BASIC programs
really really fast (compared to emulation),
some of the original limitations could be
put aside - how many times have you caught
yourself wishing that the original Atari's
had 8-bit (or deeper) color? Or more than
38/40-columns? More _modern_ graphics
statements beyond PLOT/DRAWTO? Etc.?

I think this is a non-trivial project,
but I think there might be merit in it.
I'm not talking about building a VB type

of BASIC either. This version would still
be an interpreter in the manner that the
Atari BASIC(s) interpreted their source.
I though of BASIC XE in particular because
that was designed to be extendable (statements
only, if I remember correctly - though
I don't think it was ever documented)
and I thought keeping that model (of course
in modern terms using shared libraries, etc.)
would be a good starting point.

I welcome any suggestions, comments, etc.

Stephen Lawrow

1003. Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 16:15:09 UTC
From: chris@groupinfo.com
Message-ID: <2aab79d7.0403020815.258899e@posting.google.com>
Source record: 16809
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Hello all,
I recently started looking into archiving old computer magazines on a website. One of my favorite magazines was Compute!, as well as some of their books. But there are other magazines out there as well. Personally I am a long-time user of the Apple II series, but I wanted to inquire to users in these groups that have other computers as well, to see if there was a broad interest in this. I would think there would be a use for having some of these old publications in digital format, online.

I own a web hosting and design company, so I have the means to do this.

I understand there are still some existing copyrights to some of these out-of-print publications that need to be adhered to. But I have already started looking in to this on some.

Anyway, I'd like to hear what others have to say about this, and if there is a demand for it. I'm willing to pursue this further if there is a demand.

Thanks a lot for any additional comments/feedback....!

--
Chris

1004. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 16:37:42 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <qL21c.17860$aT1.11055@newsread1.news.pas.earthlink.net>
Source record: 16810

Christophe Lamy wrote:
> But the problem seems to be still there....
>
> a) .opt obj is in
> b) when assembling, 28363 bytes free
> c) I tried both ways with bsave and asm
> d) after NEW, bloading the file gives nothing when assembling and 28467
> bytes free
>
> real newbie but old headache already...
> might be the saving system through the emulator but I don't think as list
> #d: works fine as well as all the games...
>
> Thanks again !

Did you take the advice not to use the bottom of page 6? You should org
it at $680 or so the cartridge does not step on itself.

Fuzzy because I haven't had my first cup of coffee so...

IIRC if you use DDT even $680 may not be enough. One of the reasons I
used the Atari asm/ed cart for short routines.

I think Mac defaults to decimal, so make sure you are using $680 vs. 680.

You pretty much have to adjust to the way MAC works instead of trying to
get it to work like you want to. Wilkinson actually said ~'an
assembler that defaults to assembling to memory is a bad idea' for instance.

#1 is forget about using page 6. This forces you to learn the different
memory commands and using .org(s) >$2000. You may even start using a
programming disk with a MEM.SAV on it. There is a reason why all those
programs in the Atari magazines had $4000 for their .org(s).

#2 is think of it as a disk based assembler, at least for output when
you are done with coding.

#3 just consider its speed/benefit is as a code checker vs. assembler
until your code is ready to run. I always thought of MAC as the
assembler to use for big projects. When you assemble from disk to disk
it can handle huge projects and do it quicker then just about anything else.

1005. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 18:43:36 UTC
From: Dixon Ranch <jsdixon1@swbell.net>
Message-ID: <sB41c.26108$iT7.822@newssvr24.news.prodigy.com>
Source record: 16812
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Hello,.

INFO Magazine was another really good C64/128 and Amiga magazine until they
went 100% Amiga,

"Chris Szilagyi" <chris@groupinfo.com> wrote in message
news:2aab79d7.0403020815.258899e@posting.google.com...
> Hello all,
> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.

1006. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 22:41:31 UTC
From: amiga_nospam@yahoo.ca
Message-ID: <8670dada.0403021441.70c011ce@posting.google.com>
Source record: 16813
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
>
> I understand there are still some existing copyrights to some of these
> out-of-print publications that need to be adhered to.

There are probably copyrights to all of them. Copyrights today last a long time.

> But I have already started looking in to this on some.

It could be a problem to track some of them down, since many of them have
gone out of business.

1007. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 22:50:57 UTC
From: cpuloyal@uymail.com
Message-ID: <d8d8fcb5.0403021450.1564ba2b@posting.google.com>
Source record: 16814
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
> Hello all,
> But there are other magazines out there as well.

I liked Ahoy for the Commodore line of computers. It just last 5 years
long, and it was packed with a good wealth of 'hacking' info.

Regards,
Rodolfo Leal

1008. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 22:58:41 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0403021458.3e6733c6@posting.google.com>
Source record: 16815
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I always did like Compute! If you go with it, keep me posted.

Rick

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
> Hello all,
> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.
> Personally I am a long-time user of the Apple II series, but I wanted
> to inquire to users in these groups that have other computers as well,
> to see if there was a broad interest in this. I would think there
> would be a use for having some of these old publications in digital
> format, online.
>
> I own a web hosting and design company, so I have the means to do
> this.
>
> I understand there are still some existing copyrights to some of these
> out-of-print publications that need to be adhered to. But I have
> already started looking in to this on some.
>
> Anyway, I'd like to hear what others have to say about this, and if
> there is a demand for it. I'm willing to pursue this further if there
> is a demand.
>
> Thanks a lot for any additional comments/feedback....!

1009. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 23:02:17 UTC
From: Christophe Lamy <ksim@telefonica.net>
Message-ID: <it81c.79709$HL1.2292695@news-reader.eresmas.com>
Source record: 16816

Thanks a lot...I never thought having some answers so quickly on such an old machine....

The fact is I am brand new to assembly, and page 6 means nothing to me yet. I am just following the instructions of the book "Atari Roots" which are intended for MAC65

I am also looking for a working version of Atari assembler Cartridge (I downloaded the one at Atari Age but the emu crashes)

1010. Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 23:06:29 UTC
From: Bob Brown <bob.nospam@guru.net.nz>
Message-ID: <c2341k$j5r$1@titan.btinternet.com>
Source record: 16817

Hi All,

Can someone give some advice on where to start looking for information
about how to run a BBS (or similar) on an emulated Atari 8bit running on
a Windows PC.

I'm currently using XFormer2000 by Darek Mihocka. Is this the best one
to be using?

Cheers,

- Bob -

--
Bob Brown, IT Consultant,
Somewhere in Scotland.
http://www.guru.net.nz/

1011. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 23:13:33 UTC
From: Neil <neil@logan-5.co.uk>
Message-ID: <c234etohq1@newsg2.svr.pol.co.uk>
Source record: 16818
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

My Grandad bought every issue of Compute and Compute Gazette and had them
delivered from the US to the UK. About a year ago he threw them all out. I
nearly cried when he told me what he had done! I would love to see a web
archive of these brilliant magazines !

"Chris Szilagyi" <chris@groupinfo.com> wrote in message
news:2aab79d7.0403020815.258899e@posting.google.com...
> Hello all,
> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.
> Personally I am a long-time user of the Apple II series, but I wanted
> to inquire to users in these groups that have other computers as well,
> to see if there was a broad interest in this. I would think there
> would be a use for having some of these old publications in digital
> format, online.
>
> I own a web hosting and design company, so I have the means to do
> this.
>
> I understand there are still some existing copyrights to some of these
> out-of-print publications that need to be adhered to. But I have
> already started looking in to this on some.
>
> Anyway, I'd like to hear what others have to say about this, and if
> there is a demand for it. I'm willing to pursue this further if there
> is a demand.
>
> Thanks a lot for any additional comments/feedback....!
>
> --
> Chris

1012. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 23:21:32 UTC
From: r_u_sure@mybluelight.com
Message-ID: <dda6e12f.0403021521.56ef9321@posting.google.com>
Source record: 16819
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
> Hello all,
> I recently started looking into archiving old computer magazines
> on a website. One of my favorite magazines was Compute!, as
> well as some of their books. But there are other magazines out
> there as well. Personally I am a long-time user of the Apple II
> series, but I wanted to inquire to users in these groups that
> have other computers as well, to see if there was a broad
> interest in this. I would think there would be a use for having
> some of these old publications in digital format, online.
>
> I own a web hosting and design company,
> so I have the means to do this.
>
> I understand there are still some existing copyrights to some
> of these out-of-print publications that need to be adhered
> to. But I have already started looking in to this on some.
>
> Anyway, I'd like to hear what others have to say
> about this, and if there is a demand for it. I'm
> willing to pursue this further if there is a demand.
>
> Thanks a lot for any additional comments/feedback....!

Much of the Commodore stuff is already being
archived. About the only journals that I have
needed but couldn't find were RUN and TRANSACTOR.

The copyrights for these may be actively enforcied by
their owners or nobody sees a need for their archives.

You may want to check out ARNOLD or QLINK to see what
already exists. My HP is terminally ill, and the public
library internet system doesn't like arnold or qlink.
Somebody else will have to provide the site address details.

1013. Re: Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-02 23:28:50 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <646a409jp0il174d70quho94gqmrlqhkr7@4ax.com>
Source record: 16820

On Tue, 2 Mar 2004 23:06:29 +0000 (UTC), Bob Brown
<bob.nospam@guru.net.nz> wrote:

>Hi All,
>
>Can someone give some advice on where to start looking for information
>about how to run a BBS (or similar) on an emulated Atari 8bit running on
>a Windows PC.
>
>I'm currently using XFormer2000 by Darek Mihocka. Is this the best one
>to be using?
>
>Cheers,
>
>- Bob -

I think atari800win is the best emulator,

kvn

1014. Re: Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 00:01:33 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <fj7a40hqsqfhttthhodtimv62kn5fgqtjm@4ax.com>
Source record: 16821

Hello Bob,

As I understand it, there are several ways to do it.

Why not talk to the sysops who are already doing it?

Please be aware that some are doing it in emulation on a PC and some
are interfacing a real Atari 8-bit to a PC to do it. Both approaches
work from a caller's point of view.

Here are a few telnet addresses. Drop the sysop a line. You should
get a response:

telnet://cth.dtdns.net

telnet://bfbbs.dtdns.net

telnet://213.10.214.144:8888 or telnet://213.10.214.144:8887

There's one more that I have, but he's still testing.

Take care.

Alan

On Tue, 2 Mar 2004 23:06:29 +0000 (UTC), Bob Brown
<bob.nospam@guru.net.nz> wrote:

>Hi All,
>
>Can someone give some advice on where to start looking for information
>about how to run a BBS (or similar) on an emulated Atari 8bit running on
>a Windows PC.
>
>I'm currently using XFormer2000 by Darek Mihocka. Is this the best one
>to be using?
>
>Cheers,
>
>- Bob -

--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

1015. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 00:38:51 UTC
From: Chris <Chris_c2R@[removetoreply]>
Message-ID: <40452876.196321315@news-text.dsl.pipex.com>
Source record: 16822
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On 2 Mar 2004 08:15:09 -0800, chris@groupinfo.com (Chris Szilagyi)
wrote:
>I recently started looking into archiving old computer magazines on a
>website. One of my favorite magazines was Compute!, as well as some
>of their books. But there are other magazines out there as well.
>Personally I am a long-time user of the Apple II series, but I wanted
>to inquire to users in these groups that have other computers as well,
>to see if there was a broad interest in this. I would think there
>would be a use for having some of these old publications in digital
>format, online.

Amstrad Action magazines are being archived at:
http://www.cpcoxygen.net/

Future Publishing seem fairly good at letting the old magazines be
archived in such a way....

Regards,
Chris

1016. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 00:43:02 UTC
From: John Van Winkle <appleiieman@charter.net>
Message-ID: <104aajh9q4lok5a@corp.supernews.com>
Source record: 16823
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I'm with Rick! I liked Compute! Keep me posted too!

John

"Chris Szilagyi" <chris@groupinfo.com> wrote in message
news:2aab79d7.0403020815.258899e@posting.google.com...
> Hello all,
> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.
> Personally I am a long-time user of the Apple II series, but I wanted
> to inquire to users in these groups that have other computers as well,
> to see if there was a broad interest in this. I would think there
> would be a use for having some of these old publications in digital
> format, online.
>
> I own a web hosting and design company, so I have the means to do
> this.
>
> I understand there are still some existing copyrights to some of these
> out-of-print publications that need to be adhered to. But I have
> already started looking in to this on some.
>
> Anyway, I'd like to hear what others have to say about this, and if
> there is a demand for it. I'm willing to pursue this further if there
> is a demand.
>
> Thanks a lot for any additional comments/feedback....!
>
> --
> Chris

1017. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 01:33:02 UTC
From: Michael Hunter <mhunter@videocam.net.au>
Message-ID: <iBa1c.134440$hR.2538614@bgtnsc05-news.ops.worldnet.att.net>
Source record: 16824
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

Hello Raj,

> Of course now I don't *remember* who is the current owner. But I do

I know that CMD obtained the rights to RUN (and therefore Commodore Magazine which RUN had obtained). Since that point, I would imagine that the rights have either passed to Maurice or possibly either GO64! or Centsible Software.

Centsible Software is reportedly the place to obtain back issues, and GO64! fullfilled the remaining subscriptions for Commodore World after CMD ceased publication.

So, I would venture to guess that the current RUN copyrights probably rest with one of the 3 people / companies mentioned above.

You can find information about the 3 possible owners at:

http://www.cmdrkey.com
http://www.go64.de/
http://www.centsible.com/

As for my two cents worth, RUN and Commodore Magazine were my favorite publications. Compute! and Compute's Gazzette were also right up there at the top. I still have a large collection of these magazines that I read and reread frequently to gleam new pieces of wisdom from their text. It's amazing that every time I read them, I pick out new pieces of information that I missed the last 20 or 30 times ;-)

I for one would favor a legal online source of all the articles and / or disk issues for the above mentioned publications.

For those interested in obtaining permission, I would contact the sources mentioned above.

Michael Hunter
mhunter@videocam.net.au

1018. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 01:46:56 UTC
From: Chris Morse <chris@sorry.no.spam.com>
Message-ID: <hnda40p0h0r61ai6m95av1uv415oj33np0@4ax.com>
Source record: 16825
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On 2 Mar 2004 08:15:09 -0800, chris@groupinfo.com (Chris Szilagyi)
wrote:

(SNIP)
>Anyway, I'd like to hear what others have to say about this, and if
>there is a demand for it. I'm willing to pursue this further if there
>is a demand.

Definitely people want to see this sort of stuff!

For the Apple II line, not much is really out there.
As far as I know, there is:

(1) Call Apple
available for purchase as PDF's from www.CallApple.org

(2) Nibble Magazine
available SOON from www.CallApple.org (being scanned now)

(3) Hardcore Computist / Computist Magazine
available at computist.textfiles.com

A couple good Atari sites include:

http://www.atariarchives.org/
http://www.AtariMagazines.com/

// CHRIS

1019. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 02:19:11 UTC
From: MoparMan <nospam@nowhere.com>
Message-ID: <tvfa40pc65vl2598lhklnb263ilqlqhkat@4ax.com>
Source record: 16826

On Tue, 02 Mar 2004 05:07:18 +0100, Tatqoo <dont@contactme.com> wrote:

>Hi guys.
>
>Let me introduce fast one amiga mod on atari. It has been made with
>using Raster Music Tracker. You will find SAP file (to listen with
>Winamp with SAP player, or with Deliplayer) and a XEX file (to listen on
>real Atari or emulator - Atari800Win is strongly suggested).
>
>Any feedback would be nice.
>
>Tatqoo/taquart

Sounds awesome! There has been some great new stuff for the 8-bits
recently (new graphics modes, RMT, etc.) Amazing for 1979 hardware!

Stephen

1020. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:09:06 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40475a14.93345234@news.charter.net>
Source record: 16827

Hi. The ones I know about for sure are:

R-Time8
SpartaDOS X
Express terminal cart?

Maybe:
Diamond OS?

On 2 Mar 2004 09:03:28 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> Hi Thomas, everyone! Well guess what. The problem was that the rom
>> image files I had were bad. I found some other files out on the net
>> and they work like a champ so far! Now then... how to "stack" carts
>> together like is done on the real iron? There's nothing quit like an
>> R-time8 topped by a SpartaDOS Xwhich in turn is topped by your
>> favorite OSS cart. I know the R-time is emualted and can co-exist in
>> the emulator withthe others, but what of combining SDX and another
>> cart?
>
>Hmm. Currently, only the real-time module allows "stacking" as I
>wasn't aware of any other cart modules that would allow that. If you'd
>like to give me a list of cartridges that allow "pass thru", I'll be
>glad to add proper emulation for the next release (it's in preparation
>anyhow....).
>
>So long,
> Thomas

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1021. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:12:27 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40485a7f.93452328@news.charter.net>
Source record: 16828

The neat thing is too, that the SDX cart has the ability to turn off
and on the cart stacked into it. For that matter, SDX comes with
programs which can turn on and off the SDX cart itself. Convenient
for a real Atari if you don't want to have constantly physically
plug/unplug different carts. Less useful for an emulator as plugging
or unplugging is a matter of a quick configure.

On 2 Mar 2004 11:31:41 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Bill,
>
>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>>> Hmm. Currently, only the real-time module allows "stacking"
>
>> Well, as he said, Sparta DOS X.
>
>> Imagine a stack like this:
>
>> [Atari XL] => RTime cart => Sparta DOS X => Action! cartridge
>
>Thanks Bill.
>
>In principle, this "stack" can be even expanded by a suitable "right cartridge"
>for the A800.
>
>Are you aware of any additional cards with a "pass thru" slot?
>
>So long,
> Thomas

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1022. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:16:38 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40495bc5.93778546@news.charter.net>
Source record: 16829

The Atari Assembler Editor was also released as disk based as well I
think. Heck, I think there is disk based version of Mac/65 also.
Don't forget disk based Extended DDT too!

On Wed, 3 Mar 2004 00:02:17 +0100, "Christophe Lamy"
<ksim@telefonica.net> wrote:

>Thanks a lot...I never thought having some answers so quickly on such an old
>machine....
>
>The fact is I am brand new to assembly, and page 6 means nothing to me yet.
>I am just following the instructions of the book "Atari Roots" which are
>intended for MAC65
>
>I am also looking for a working version of Atari assembler Cartridge (I
>downloaded the one at Atari Age but the emu crashes)
>
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1023. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:17:58 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404a5c57.93923812@news.charter.net>
Source record: 16830

I'm not a lawyer. I thought there was a 20 year time frame but I
might be wrong.

On 02 Mar 2004 08:25:35 +0100, Anders Carlsson
<anders.carlsson@mds.mdh.se> wrote:

>foolspicedham_melbo_jon@hotmail.com (SgtSilicon) writes:
>
>> Copyrights only last so long. I know there have been some
>> (unfortunate) changes in that regard in recent times but
>> some older stuff has lost its copyright now. The time
>> period was 20 years I think.
>
>I thought computer software has the same copyright rules as books,
>movies, music etc, i.e. until 70 years after the author's death
>with a few exceptions. Since home computers haven't been around
>for 70 years yet, about all copyrights except those explicitely
>abandoned (can one do that?) should still be valid.
>
>However, after 20 or even 10 years, most of the stuff has lost
>its commercial value except for "trademarks" like the Mario
>character or Ultima series of games.
>
>IMHO in many cases the denial of digital redistribution of no
>longer sellable items boils down to securing the game concepts
>for future remaking and making it harder to convincingly hunt
>pirates destroying the current market -- if you allow 20 year
>old games to be freely downloaded, why not 10 year old games
>and why not 5 year old games and why not 2 year old games and
>why not the games from last year?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1024. Homemade Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:20:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040302232017.01908.00000642@mb-m22.aol.com>
Source record: 16831

I'm looking for the "Homemade Translator" source code from ANALOG (07/85). I have the BASIC "creator" program, but I need the Mac 65 source, since it needs to be patched in a few places to make it fit my needs. I have the mag and can/will key it in, if necessary, but if anyone has the source code file, please email me. I tried scanning, but the print is small and it does not OCR well, at all.
Thanks,
Larry White

1025. Re: OSS Compatible BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 04:39:07 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404b5f35.94658328@news.charter.net>
Source record: 16832

I admire your enthusiasm, but I fear there wouldn't be much interest;
even among old die hard BASIC XL/XE fans. Here's why I think so:

1. Most programs written in it, even most simple ones, use hardware
specific features. As you say, USR, but even things like any graphics
or sound fit this category. Only basic text input and output and
mathematical processing could be used within this model.

2. Those that have the skill to heavily modify programs to work out
would then be subject to #3.

3. There are already really good program development tools for modern
platforms. BASIC XL wouldn't really add anything. Those who can
program would I think choose these tools over a BASIC XL style tool.

Just my take on it.

PS: are you the author of Mac/65?

On Tue, 02 Mar 2004 07:59:55 -0500, Stephen <sdlnospamar@comcast.net>
wrote:

>Hello,
>
> I'm toying with the idea of building
>a version of BASIC that would ultimately be
>compatible with OSS's BASIC XE or BASIC XL.
>I'm curious if there's any interest in the
>Atari community about something like this,
>or if this has been attempted before (nothing
>show'd up with Google).
>
> I know there are _many_ fine emulators
>out there already, and anyone who wants to run
>a BASIC program can do so as if they were
>running on actual hardware.
>
> But, I'm talking about writing this in
>C/Unix and using X windows (hopefully allowing
>ports to other graphic architectures easily)
>- not a 6502 emulator.
>
> Naturally, the initial objective is to
>fully support existing BASIC programs at their
>save'd level (and list'd level, too). One big
>item I don't think would be practical to support

>is the USR function. Hybrid programs are best
>run in one of the available emulators. However,
>I'd try to support many of the common
>PEEK/POKE locations.
>
> The real emphasis of the project would
>be the language itself - not an Atari H/W
>emulator. Having a natively written OSS
>compatible BASIC would be interesting (and fun).
>
> Besides running existing BASIC programs
>_really really_ fast (compared to emulation),
>some of the original limitations could be
>put aside - how many times have you caught
>yourself wishing that the original Atari's
>had 8-bit (or deeper) color? Or more than
>38/40-columns? More _modern_ graphics
>statements beyond PLOT/DRAWTO? Etc.?
>
> I think this is a non-trivial project,
>but I think there might be merit in it.
>I'm not talking about building a VB type
>of BASIC either. This version would still
>be an interpreter in the manner that the
>Atari BASIC(s) interpreted their source.
>I though of BASIC XE in particular because
>that was designed to be extendable (statements
>only, if I remember correctly - though
>I don't think it was ever documented)
>and I thought keeping that model (of course
>in modern terms using shared libraries, etc.)
>would be a good starting point.
>
> I welcome any suggestions, comments, etc.
>
>
>Stephen Lawrow

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1026. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 10:04:01 UTC
From: Eric Smith <eric-no-spam-for-me@brouhaha.com>
Message-ID: <qh3c8ql01a.fsf@ruckus.brouhaha.com>
Source record: 16833
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

amiga_nospam@yahoo.ca (Amiga-Nospam) writes:
> There are probably copyrights to all of them. Copyrights today last a
> long time.
> It could be a problem to track some of them down, since many of them have
> gone out of business.

If you make a good faith effort to contact the last known address of the publisher in order to request permission, and don't get a reply, you're probably safe to put the material online. Even if someone else owns it now, and notices, the most they'll be able to do is send you a Cease and Desist letter.

1027. Re: Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 10:21:45 UTC
From: Bob Brown <bob.nospam@guru.net.nz>
Message-ID: <c24bjpsvs1@sparta.btinternet.com>
Source record: 16834

Hi Alan,

Thanks for the links, I'll chase them up when I get a minute or two.

Cheers,

- Bob -

Alan Sharkis wrote:

> As I understand it, there are several ways to do it.
> Why not talk to the sysops who are already doing it?

1028. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 11:05:01 UTC
From: Tony Ingenoso <NOtonyiSPAM@attglobal.net>
Message-ID: <4045bb91_4@news1.prserv.net>
Source record: 16835
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Likely not even that. With no possible way to show they've been "damaged" (in a monetary sense), it wouldn't even be worth paying a
lawyer $20 to send a letter. Now, if the owner were selling, or willing to sell back issues, or CD's with scans of the back issues,
then they'd have a monetary damage argument. Not much of that going on though ;->

"Eric Smith" <eric-no-spam-for-me@brouhaha.com> wrote in message
news:qh3c8ql01a.fsf@ruckus.brouhaha.com...
> ...the most they'll be able to do is send you a Cease and Desist letter.

1029. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 11:30:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040303063019.09990.00000713@mb-m17.aol.com>
Source record: 16836

> I'm not a lawyer. I thought there was a 20 year time frame but I I'm not a lawyer. I thought there was a 20 year time frame but I might be wrong. <

IIRC, There were three good articles in Z-Magazine about basic copyright law. The last was the best and probably the most informative. My recollection is that most copyrights have a base period of about 75 years, but like the lawyers always say, "it depends"...
Larry

1030. Re: Happy drives and the DMCA....

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 16:05:32 UTC
From: Rod Smith <rodsmith@rodsbooks.com>
Message-ID: <pan.2004.03.03.16.05.26.975102@rodsbooks.com>
Source record: 16837

On Wed, 03 Mar 2004 04:17:58 +0000, SgtSilicon wrote:

> On 02 Mar 2004 08:25:35 +0100, Anders Carlsson
> <anders.carlsson@mds.mdh.se> wrote:
>
>>I thought computer software has the same copyright rules as books,
>>movies, music etc, i.e. until 70 years after the author's death
>>with a few exceptions. Since home computers haven't been around
>>for 70 years yet, about all copyrights except those explicitely
>>abandoned (can one do that?) should still be valid.
>
> I'm not a lawyer. I thought there was a 20 year time frame but I
> might be wrong.

Copyright law has changed over the years. The original US copyright laws (from over a century ago) provided for a 14-year term with the possibility of a renewal for another 14 years. (See http://creativecommons.org/projects/founderscopyright/ for details.) Over the years, though, that term has been extended again and again at the behest of publishers and other copyright holders. (Disney's been a big factor in recent extensions -- think of "Steamboat Willie" from 1928; if/when it falls into the public domain, Disney loses exclusive control over the very lucrative Mickey Mouse character.) Currently, US copyright length is 70 years past the original author's death, or 95 years for copyrights held by corporations or for works published before 1978. This current term is the result of the "Sonny Bono Copyright Term Extension Act" (See http://en.wikipedia.org/wiki/Sonny_Bono_Copyright_Term_Extension_Act for details), which was quietly passed and signed in 1998.

Of course, copyright terms do vary from one country to another. Most countries, though, have signed the Berne Convention, which holds that copyrights must be at least for the author's life plus 50 years.

Personally, I think the current length of copyright is absurd; even the Berne Convention's minimums are far too long. We're actually losing parts of our culture as older works are lost, forgotten, or simply not distributed to people who might be interested in them because they're long out of print. Currently, the only proposal I'm aware of to reverse this tide is the "Public Domain Enhancement Act" (http://homepages.law.asu.edu/~dkarjala/OpposingCopyrightExtension/legmats/hr2601.htm), which aims to require a $1 registration fee after 50 years and every ten years thereafter to maintain a copyright. The goal is to let older abandoned works fall into the public domain rather than be lost completely. I haven't checked on the status of this bill recently, though;

it may well be dead by now. Still, if you're interested in this matter,
you might want to write to your Congresscritters.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

1031. Re: More about Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 17:04:06 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <9eo1c.28058$zm5.9604@nntpserver.swip.net>
Source record: 16838

"William Kendrick" <bill@newbreedsoftware.com> skrev i meddelandet
news:zuH0c.4747$_3.74865@typhoon.sonic.net...
> > ...
> There are little dome-shaped things on the top of some peaks (presumably
> more on higher levels) that fire lasers at you. There seems to be more of
> those than saucers, actually...

OK, I remember now.

Anders

1032. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 17:39:14 UTC
From: Bjorn Nitmo <bjorn@deepsky.com>
Message-ID: <slrnc4c622.8j4.bjorn@outrider.deepsky.com>
Source record: 16839
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

The Atari community is WAY ahead of us when it comes to creating
online archives of relevant materials. Check out the following:

http://www.atariarchives.org/
http://www.atarimagazines.com/

The first one includes the full text of several books published by
Compute! so I would ask them how/where they got the rights. The second site
has indexes of Compute! and Compute!'s Gazette and I remember hearing that
they intended to put the entire collections online eventually. Checking on
the progress of that endeavour might be wise.

I would very much like to see similar websites for Commodore books
and magazines and since some of the content at AtariArchives is relevant to
Commodore (like Machine Language for Beginners) I would hope they would be
willing to cooperate and share texts.

--
Bjorn Nitmo <bjorn@deepsky.com>
Yes, my name is Bjorn and no, I don't work at Ikea.

1033. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 19:45:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <404635BD.F69C4D43@students.uni-mainz.de>
Source record: 16840

Well,
MyDOS can read Atari DOS 2.5 enhanced density disks completely (but only read - not write; at least not writing farther than sector 719) and of course it can also read/format/write DD up to 65,535 sectors. So, where is the problem ?!? On the other hand you can also try Turbo DOS (by Reitershan / Germany), Bibo-DOS (by Compyshop / Germany), Super DOS (by Paul Nichols, Australia), Mach DOS (by ???, US or UK I guess) and other DOS versions to read DOS 2.5 ED disk-files and write them on DD disks. Of course there are -as always- some diskfiles that will not load under DD...

The other way around is not so nice - there seems to be no DOS version that can read MyDOS ED disks and write them on DOS 2.5 ED disks. Thus, the only way is to copy these files with MyDOS onto SD or DD first and then copy them back with another DOS to DOS 2.5 ED format...
greetings, Andreas.

P.S.: Afaik MyDOS has some problems when using only one drive as source and target (from time to time the copy option hangs up, even if you have a drive with auto-density-detection), so better use two drives or Drive 1 and Drive 8 / Ramdisk (if it is big enough)...

LarryWhite schrieb:
>
> I've used MyDos for many years, and of course, Enhanced Density in MyDos is not
> compatible with the Dos 2.5 ED. I always used SD or DD, but many ATR
> downloaded ATR images are in ED. This causes *lots* of problems when I'm
> trying to copy files from one disk/image in ED to another that is DD. There is
> also a related problem when copying from a disk (that may or may not be in ED)
> to an ATR. The only way that I can tell without rebooting another dos is from
> the sound of how long a track takes to read.
>
> Is there any Dos 2.5 compatible dos (or utility) that will also read/write DD?
> Thanks,
> Larry

1034. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 19:57:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4046389B.563B6853@students.uni-mainz.de>
Source record: 16841

Well,
- Smart DOS - SD and DD only (with manual density toggle), no ED...
- Top DOS - many formats, but not DOS 2.5 ED compatible I think to
remember...
- (Happy) DOS II+D version 4.5 from german magazine Happy Computer does
SD and ED, but ED is not DOS 2.5 and not MyDOS compatible...
- DOS II+D version 6.x does SD, ED and DD - but ED is not DOS 2.5 nor
MyDOS compatible;
- DOS XL older versions are only SD, newer ones can do SD and DD (but I
have not seen any DOS XL which could do DOS 2.5 ED)...
- DOS XE by Atari can do SD, ED, DD and DSDD - but to me it seems to be
DOS 2 incompatible (like DOS 3, DOS 4 and Sparta)... written by the same
guy as DOS 3 it has the same disadvantages...

So, if you want to have DOS 2.5 compatibility use Turbo DOS, Bibo-DOS,
Super-DOS, XF-DOS, Mach-DOS and a few other DOS 2 derivatives. Yep, ED
is the format with the biggest compatibility problems. Most DOS versions
made their own choice there. But nowadays there are quite a lot of DOS
versions and utilities available (at least here in Europe) that are
compatible with DOS 2.5 ED, so whenever I have to choose ED format I use
DOS 2.5 ED format... -Andreas.

LarryWhite schrieb:
>
> Hi Mo-
>
> > ... you could try warpdos or warpspeed dos whatever it's called. It seems to
> read just about anything. <
>
> Happy's WarpDos came in two flavors -- Dos 2.0 -- the common version and (OSS)
> Dos XL -- much less common. Dos 2.0 doesn't understand either ED or DD (unless
> patched for each). I not sure if DosXL supported ED, but I'll check it out. I
> have several versions. I also tried SmartDos, but it wasn't smart enough. ;-)
>
> Thanks for the suggestion.
> Larry

1035. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 19:59:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4046392B.FCFB78B5@students.uni-mainz.de>
Source record: 16842

Well,
I love attachments - alas this newsgroup does not ! So, better use the
binary group for any up/downloads... -Andreas.

Tatqoo schrieb:
>
> Hi guys.
>
> Let me introduce fast one amiga mod on atari. It has been made with
> using Raster Music Tracker. You will find SAP file (to listen with
> Winamp with SAP player, or with Deliplayer) and a XEX file (to listen on
> real Atari or emulator - Atari800Win is strongly suggested).
>
> Any feedback would be nice.
>
> Tatqoo/taquart
>
> --
> Name: grtfun.sap
> grtfun.sap Type: Ohne Angabe (application/octet-stream)
> Encoding: base64
>
> Name: grtfun8ch.zip
> grtfun8ch.zip Type: Zip Compressed Data (application/x-zip-compressed)
> Encoding: base64

1036. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 20:09:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40463B89.D689552C@students.uni-mainz.de>
Source record: 16843

Yep!
the same thing happened to me... really funny....

On the other hand: What do you have to do in Koronis Rift ?!? I never found out, allthough I did have an original version with manual. Was it really your goal to collect all items/specimens you found and then a) keep them or b) sell them...?!? I always kept a few items and since they helped me in no way, I soon decided to sell everything I found. This way the game got boring after a short while...

so again, what to do there ?!? Make all the Rifts empty - is that all there is to do ?!? I have not found any item that made my "car" (tank, hovercraft,... whatever it might have been) faster or that gave me better weapons or such... So, why should one keep the items ?!? And furthermore what`s it good to sell the items ?!? Do you get money or what ?!? What to do with the money then ?!??? Ok, after all I did not like Koronis Rift. The same fractals as in Fractalus (but green instead of brown) and for me a rather boring gameplay... -Andreas.

Thomas Meyer schrieb:
>
> Firulais wrote:
> > It never happened to me...
> > Never in all the years i played rescue on fractalus, an alien jump on
> > my ship :(
> > i believed that was a lie
>
> It wasn't. It happened to me when I was playing the game back then and I was
> TOTALLY uninformed. The volume was way up and the graphics and sounds were
> so sudden that I almost fell from my chair. LITERALLY! Of course, the game
> was lost because the alien smacks the front window of the craft and you die.
> :-/ This happens when you don't open the airlock in advance. Also, the guy
> running towards your craft has a green helmet...
>
> Thomas

1037. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 20:15:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40463CFD.98744E19@students.uni-mainz.de>
Source record: 16844

Well,
I also remember the Diamond GOS carts (all three versions) and the ARGS
(former ABBUC regional group) clock cart. (for Bewe-DOS, not R-time-8
comp.)... -Andreas.

P.S.: One Happy Computer Sonder-Magazine also mentioned how to create
your own experimental cart, think it was also a pass-thru cart (but not
sure)... Afaik, the Compyshop magazine also had articles and software
for self-brewed carts which could be used as or upgraded to pass-thru
carts...

Thomas Richter schrieb:
>
> Hi Bill,
>
> > Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> >> Hmm. Currently, only the real-time module allows "stacking"
>
> > Well, as he said, Sparta DOS X.
>
> > Imagine a stack like this:
>
> > [Atari XL] => RTime cart => Sparta DOS X => Action! cartridge
>
> Thanks Bill.
>
> In principle, this "stack" can be even expanded by a suitable "right cartridge"
> for the A800.
>
> Are you aware of any additional cards with a "pass thru" slot?
>
> So long,
> Thomas

1038. Re: OSS Compatible BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 20:30:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40464082.DA093B3D@students.uni-mainz.de>
Source record: 16845

Well,
there already has been a "Battle of the Basics" in the past - or
otherwise said, we already have enough Basic interpreters (though some
od them are hard to find):

- Atari Basic Revision A, B and C
- Microsoft Basic
- Microsoft Basic 2
- Advan Basic
- OSS Basic (various versions);
- OSS Basic XL
- OSS Basic XE
- Turbo-Basic (type-in listing, by HC thus PD status!)
- Hypra-Basic (from Compyshop magazine, PD!)
- Fast Basic (by Tom Hunt? PD!)

and Basic Compilers, like:
- ABC by Datasoft
- MMG compiler
- Synergetic Software Systems Basic Compiler
- Advan Basic Compiler
- Turbo-Basic Compiler (PD! also compiles Atari Basic);

and a few more which I do not remember right now. Me, I would like to
see a PD Basic and/or Turbo-Basic compiler, that creates a "stand-alone"
ML-file like the ABC and MMG compiler did (ok, its actually the Runtime
and the compiled file appended to one ML file)... It is a little
awkward to load the CTB-Runtime every time you want to load a single CTB
file... The PD compiler should only speed up the reading (and poking) of
Atari Basic Data lines, since they take the most time among old Basic
listings... -Andreas.

P.S.: If you still program a new Basic interpreter, let us know,
anyway...

SgtSilicon schrieb:
>
> I admire your enthusiasm, but I fear there wouldn't be much interest;
> even among old die hard BASIC XL/XE fans. Here's why I think so:
>
> 1. Most programs written in it, even most simple ones, use hardware
> specific features. As you say, USR, but even things like any graphics
> or sound fit this category. Only basic text input and output and
> mathematical processing could be used within this model.
>
> 2. Those that have the skill to heavily modify programs to work out

> would then be subject to #3.
>
> 3. There are already really good program development tools for modern
> platforms. BASIC XL wouldn't really add anything. Those who can
> program would I think choose these tools over a BASIC XL style tool.
>
> Just my take on it.
>
> PS: are you the author of Mac/65?
>
> On Tue, 02 Mar 2004 07:59:55 -0500, Stephen <sdlnospamar@comcast.net>
> wrote:
>
> >Hello,
> > >
> > > I'm toying with the idea of building
> > >a version of BASIC that would ultimately be
> > >compatible with OSS's BASIC XE or BASIC XL.
> > >I'm curious if there's any interest in the
> > >Atari community about something like this,
> > >or if this has been attempted before (nothing
> > >show'd up with Google).
> > >
> > > I know there are _many_ fine emulators
> > >out there already, and anyone who wants to run
> > >a BASIC program can do so as if they were
> > >running on actual hardware.
> > >
> > > But, I'm talking about writing this in
> > >C/Unix and using X windows (hopefully allowing
> > >ports to other graphic architectures easily)
> > >- not a 6502 emulator.
> > >
> > > Naturally, the initial objective is to
> > >fully support existing BASIC programs at their
> > >save'd level (and list'd level, too). One big
> > >item I don't think would be practical to support
> > >is the USR function. Hybrid programs are best
> > >run in one of the available emulators. However,
> > >I'd try to support many of the common
> > >PEEK/POKE locations.
> > >
> > > The real emphasis of the project would
> > >be the language itself - not an Atari H/W
> > >emulator. Having a natively written OSS
> > >compatible BASIC would be interesting (and fun).
> > >
> > > Besides running existing BASIC programs
> > >_really really_ fast (compared to emulation),
> > >some of the original limitations could be

> >put aside - how many times have you caught
> >yourself wishing that the original Atari's
> >had 8-bit (or deeper) color? Or more than
> >38/40-columns? More _modern_ graphics
> >statements beyond PLOT/DRAWTO? Etc.?
> >
> > I think this is a non-trivial project,
> >but I think there might be merit in it.
> >I'm not talking about building a VB type
> >of BASIC either. This version would still
> >be an interpreter in the manner that the
> >Atari BASIC(s) interpreted their source.
> >I though of BASIC XE in particular because
> >that was designed to be extendable (statements
> >only, if I remember correctly - though
> >I don't think it was ever documented)
> >and I thought keeping that model (of course
> >in modern terms using shared libraries, etc.)
> >would be a good starting point.
> >
> > I welcome any suggestions, comments, etc.
> >
> >
> >Stephen Lawrow
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

1039. Re: Homemade Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 20:58:58 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94A1A296A3171slorcomcastnet@130.133.1.4>
Source record: 16846

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20040302232017.01908.00000642@mb-m22.aol.com:

> I'm looking for the "Homemade Translator" source code from ANALOG
> (07/85). I have the BASIC "creator" program, but I need the Mac 65
> source, since it needs to be patched in a few places to make it fit
> my needs. I have the mag and can/will key it in, if necessary, but if
> anyone has the source code file, please email me. I tried scanning,
> but the print is small and it does not OCR well, at all.
> Thanks,
> Larry White
>

Sending it your way.

--
Slor

1040. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 21:14:49 UTC
From: AxiMaxi <blah@blah.bl>
Message-ID: <ujic4010dr0j4h8qpggkmlcoe1uippg103@4ax.com>
Source record: 16697
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

> The Atari community is WAY ahead of us when it comes to creating
>online archives of relevant materials.

We haven't got time for that, we have a computer to play with ;-)

(Oh boy, I hope I don't get flamed for this, hahaha!)

AxiMaxi

1041. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-03 21:36:58 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c25j9r$f1b$2@nemesis.news.tpi.pl>
Source record: 16698

Andreas Magenheimer wrote:

> Well,
> I love attachments - alas this newsgroup does not ! So, better use the
> binary group for any up/downloads... -Andreas.

sorry ..i have not read the group rules ...

i plan to release more tunes ...where should I post them to ?

tatqoo

1042. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 00:54:09 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <R6v1c.17853$rW6.15423@nwrddc03.gnilink.net>
Source record: 16699
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"AxiMaxi" wrote ...

> > The Atari community is WAY ahead of us when it comes to creating
> >online archives of relevant materials.
>
> We haven't got time for that, we have a computer to play with ;-)
>
> (Oh boy, I hope I don't get flamed for this, hahaha!)

I'm sure you will. ;-) Have you noticed how many groups this is
crossposted to?
--
Best regards,

Sam Gillett

Global warming is caused by the sun.
Duh!

1043. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 02:58:03 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <4046B5FA.64BDB97F@comcast.net>
Source record: 16700
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

```
Michael Hunter wrote:
>
> [snip...] [snip...] [snip...]
>
> As for my two cents worth, RUN and Commodore Magazine were my favorite
> publications. Compute! and Compute's Gazzette were also right up
> there at the top. I still have a large collection of these magazines
> that I read and reread frequently to gleam new pieces of wisdom from
> their text. It's amazing that every time I read them, I pick out new
> pieces of information that I missed the last 20 or 30 times ;-)
>
ISTM that you frequently "glean" new pices of wisdom...*not*
gleam. Gleaners were peasants who were allowed in the fields
during feudal times...they picked up the small pieces of food
that the real harvest missed.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1044. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 03:13:05 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <59x1c.18236$rW6.9012@nwrddc03.gnilink.net>
Source record: 16701

hehehh... I have 800xl's I'd be willing to part with for $200 ea. How many
do you want?

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4041848a852461@comcast.net...
> >Hi,
> >
> >The URL is:
> >
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=6205
4
> >
> >I'm can't figure out why this system is bringing in over $200. Am
> >I missing something? It's driving me crazy!
>
> I once tried to get an old 2600 in a case and I lost it. It went
> for over $300. Some people do not realize you can get an XL from
> places like Best Electronics a little cheaper than $200. Still, I
> paid around $300 for my old Atari 400. To me, it was and still is
> worth it.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1045. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 03:45:53 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4046a460.1859078@news.charter.net>
Source record: 16702

Showing harm is only a civil action concept. Copyright law is
statutory and therefore a criminal matter, where there is no
requirement to show harm. Criminal proceedings are only required to
show that statutory copyright law has been violated. But again, I'm
no lawyer so take that for what it's worth.

For example, if you go into a tavern, break bottles and start
threatening harm unto the customers it is likely you will be
prosecuted for assault. Now if all or most of the customers bail
before you are apprehended the proprietor could take you to civil
court for the harm of lost profits on a busy night or future lost
business. That's the harm required to show for civil court. The
people only have to show that you committed the act of assault
(threatening physical harm) without regard to the taverns profits.
Two different issues.

On Wed, 3 Mar 2004 06:05:01 -0500, "Tony Ingenoso"
<NOtonyiSPAM@attglobal.net> wrote:

>Likely not even that. With no possible way to show they've been "damaged" (in a monetary
sense), it wouldn't even be worth paying a
>lawyer $20 to send a letter. Now, if the owner were selling, or willing to sell back
issues, or CD's with scans of the back issues,
>then they'd have a monetary damage argument. Not much of that going on though ;->
>
>"Eric Smith" <eric-no-spam-for-me@brouhaha.com> wrote in message
news:qh3c8ql01a.fsf@ruckus.brouhaha.com...
>> ...the most they'll be able to do is send you a Cease and Desist letter.
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1046. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 03:50:46 UTC
From: Michael Hunter <mhunter@videocam.net.au>
Message-ID: <qlx1c.70387$aH3.2147790@bgtnsc04-news.ops.worldnet.att.net>
Source record: 16703
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

Hello Charles,

"Charles Richmond" <richchas@comcast.net> wrote in message
> ISTM that you frequently "glean" new pices of wisdom...*not*
> gleam. Gleaners were peasants who were allowed in the fields

O.K. :-) I stand corrected.

Anyway, the point being that there is so much information packed into
those magazines that you often cannot absorb it all at once. I've
reread them many times over the last 10 to 15 years, and still find
new things that I must have missed the last time.

Michael Hunter
mhunter@videocam.net.au

1047. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 04:05:38 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040303230538.02049.00000854@mb-m19.aol.com>
Source record: 16704

Hi Andreas-

> Well, MyDOS can read Atari DOS 2.5 enhanced density disks completely (but only read - not write; at least not writing farther than sector 719) and of course it can also read/format/write DD up to 65,535 sectors. <

This is from memory -- MyDos does not read the 2.5 ED "second VTOC". If you put a Dos 2.5 ED disk in a 1050 using MyDos, you will not have any idea if the disk is SD or ED. MyDos uses more bits for its sector counts, so it doesn't need to resort to the tricks (kludges?) that 2.5 went to.

MyDos will happily format and write out 1040 sectors (using the "A" response to the format query), but not compatible with 2.5 (unless just sector copying).

And there's my problem -- I take a disk from my collection, put it in my drive using MyDos, and what size ATR do I make? If I use Dos 2.5 then the next disk I pull out of my collection is likely to be DD -- oops!

Certainly there are ways to find out, but switching Dos's every few disks is a pain -- hence my question. Thank goodness the APE's ATR's show the disk characteristics.

Thanks for the suggestions of some of the other Dos's to try. SuperDos might just do the trick!

Regards,
Larry

1048. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 04:13:50 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <4046AD09.1070403@spurgeon.net>
Source record: 16705
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

Charles Richmond wrote:

> ISTM that you frequently "glean" new pices of wisdom

Would that be a really small piece of wisdom?

1049. Re: How DOES Rescue on Fractalus work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 05:44:45 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <W2.t2.AU2wJKh01nanTab.NR@aqu.candybar.ne.jp>
Source record: 16706

Thomas Meyer wrote:

> Also, the guy
> running towards your craft has a green helmet...

<spoiler ahead>

Even that clue is taken away in later levels... then it gets REALLY
scary, believe me ;).

(I don't think aliens inhabit earlier levels, which I guess was why OP
didn't meet any. Well-balanced difficulty curve anyhoo.)
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

1050. Using a real disk drive with an emulator running on a PC via Pro cable or 10502PC cable etc

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 06:14:36 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4046c8db.11198000@news.charter.net>
Source record: 16707

See subject. Can it be done with any of the current emulators?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1051. Re: Using a real disk drive with an emulator running on a PC via Pro cable or 10502PC cable etc

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 06:29:45 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4046cc9e.12161203@news.charter.net>
Source record: 16708

To answer my own question... I found this in the Atari ++ emulator
documentation:

As a bonus, the emulation also includes Matthias Reichlï¿½s ï¿½atarisioï¿½
interface, allowing you to connect a real 1050 or 810 drive to the
emulating PC by means of a 1050-to-PC or ProSystem cable.

Anyone tried it?

On Thu, 04 Mar 2004 06:14:36 GMT, foolspicedham_melbo_jon@hotmail.com
(SgtSilicon) wrote:

>See subject. Can it be done with any of the current emulators?
>
>
>** To email a reply, please remove everything up to and
>including the underscore in my email reply header.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1052. Re: Using a real disk drive with an emulator running on a PC via Pro cable or 10502PC cable etc

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 09:15:31 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c26s3jifd1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16709

Hi,

> To answer my own question... I found this in the Atari ++ emulator
> documentation:

> As a bonus, the emulation also includes Matthias Reichlï¿½s ï¿½atarisioï¿½
> interface, allowing you to connect a real 1050 or 810 drive to the
> emulating PC by means of a 1050-to-PC or ProSystem cable.

> Anyone tried it?

Well, I, at least. (-; (Now, that's obvious, isn't it?) though not
with a real 1050, but with a second PC and an AtariSIO server running
on the second PC. Note that AtariSIO is for the *ix version only.

So long,
Thomas

1053. WTB: Proburner or similar

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 09:59:47 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0403040159.19d59f3b@posting.google.com>
Source record: 16710

Hi guys

Anyone have a Proburner cart or similar for sale?

Thanks
Jerry

1054. ADV: Atari Birthday Bash & Gifts!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 12:30:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403040419310.14519-100000@onyx.spiritone.com>
Source record: 16711
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

My Birthday is in March! So this March I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order and get a gift! Gift with each order! Gifts are negotiable! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus a 25% off the top Discount on Your Atari Order! Thats right! Get my Gift Plus a Discount Bonus! First Come, First Serve while Supplies Last! See my Link specials.htm below 4 Details!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1055. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 12:39:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403040435560.14519-100000@onyx.spiritone.com>
Source record: 16712
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1056. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 13:28:23 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404749B5.19D192D1@comcast.net>
Source record: 16713
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

```
Michael Hunter wrote:
>
> Hello Charles,
>
> "Charles Richmond" <richchas@comcast.net> wrote in message
> > ISTM that you frequently "glean" new pices of wisdom...*not*
> > gleam. Gleaners were peasants who were allowed in the fields
>
> O.K. :-) I stand corrected.
>
> Anyway, the point being that there is so much information packed into
> those magazines that you often cannot absorb it all at once. I've
> reread them many times over the last 10 to 15 years, and still find
> new things that I must have missed the last time.
>
I agree. I have a collection of old Compute!, Compute Gazette,
BYTE, Creative Computing, Computer Language, Dr. Dobb's, and
others...and often dig for articles containing certain info.
ISTM that the respective companies dropped the ball when
they failed to offer the collection on CD-ROM.

(Heck, I even have a few issues of Interface Age...)

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1057. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 13:31:24 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <40474A68.C36E7672@comcast.net>
Source record: 16714
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

```
Mike Spurgeon wrote:
>
> Charles Richmond wrote:
>
> > ISTM that you frequently "glean" new pices of wisdom
>
> Would that be a really small piece of wisdom?
>
Yes, it should be. This was a typo...using "gleam" for
"glean" seems much more likely to be misuse of the terms.

What I posted was just a "nit" that I wanted to "pick".
To me, "gleaning" implies that you go over the text
in a thorough manner and *not* even the smallest nuances
and twists of knowledge can escape you.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1058. Re: OSS Compatible BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 15:33:44 UTC
From: "Stephen L." <sdlnospamar@cast-com.net>
Message-ID: <40474C58.6230C8D3@cast-com.net>
Source record: 16715

Hello,

I appreciate the responses I've
received and I'm researching the list of
BASICs Andreas provided (+ the ones listed
in the FAQ). I believe that all of these
run on a 6502 - are there any that run
natively under C/Unix?

Primarily, I'm keeping the BASIC
compatible with the Atari/OSS model
because I believe that's what most of the
legacy BASIC programs were written in
(even un-published ones).

-> SgtSilicon:

1. I think its possible to provide
enough "hardware" support to make
it worthwhile. I admit, though,
I don't really know how many
BASIC programs rely on the USR
function to provide a significant
part of their functionality (I know
the PEEK/POKE can be dicey, too).

Existing hybrid BASIC programs which
rely on the USR function can run in
one of the emulators available.

2. Not every has the skills or the time
to port a BASIC program to another
more modern architecture/language.
It might be beneficial for these
individuals. But, see #3 ->

3. This is a hobby effort on my part.
If it get to be impractical or ugly,
I'll abandon the effort -- it's possible
nothing may come of the idea.

I'm not really thinking of
developing a _new_ programming
language. I agree that there are
many better alternatives to Atari
BASIC for new program development
on the newer hardware available.

I'm not sure if any of these have
the simplicity/elegance that these
olde BASICs had. (But to be fair,
these _had_ to have this quality
because of their limited resources
available to them - let's see Perl
fit in 8 kilobytes!)

I thought about doing this with Action!.
But, 1. I'm not as familiar with its
inner workings, and 2. I don't believe
there were many products produced
with it (commercial or share/freeware).
And finally, 3. there's a special
place in my heart for Atari/OSS BASIC
(mushy violin music okay here).

It will be an interpreter, because
I think that's the easiest way to
implement the language and add
extendibility at the same time.

> P.S.: If you still program a new Basic interpreter, let us know,
> anyway...

I don't expect to have anything
too soon, but I'll definitely post anything
of interest to the group.

Again, thanks to the individuals
that have replied.

> > PS: are you the author of Mac/65?

Yes.

Stephen Lawrow

Andreas Magenheimer wrote:
>
> Well,
> there already has been a "Battle of the Basics" in the past - or
> otherwise said, we already have enough Basic interpreters (though some
> od them are hard to find):
>
> - Atari Basic Revision A, B and C
> - Microsoft Basic
> - Microsoft Basic 2
> - Advan Basic
> - OSS Basic (various versions);
> - OSS Basic XL
> - OSS Basic XE

> - Turbo-Basic (type-in listing, by HC thus PD status!)
> - Hypra-Basic (from Compyshop magazine, PD!)
> - Fast Basic (by Tom Hunt? PD!)
>
> and Basic Compilers, like:
> - ABC by Datasoft
> - MMG compiler
> - Synergetic Software Systems Basic Compiler
> - Advan Basic Compiler
> - Turbo-Basic Compiler (PD! also compiles Atari Basic);
>
> and a few more which I do not remember right now. Me, I would like to
> see a PD Basic and/or Turbo-Basic compiler, that creates a "stand-alone"
> ML-file like the ABC and MMG compiler did (ok, its actually the Runtime
> and the compiled file appended to one ML file)... It is a little
> awkward to load the CTB-Runtime every time you want to load a single CTB
> file... The PD compiler should only speed up the reading (and poking) of
> Atari Basic Data lines, since they take the most time among old Basic
> listings... -Andreas.
>
> P.S.: If you still program a new Basic interpreter, let us know,
> anyway...
>
> SgtSilicon schrieb:
> >
> > I admire your enthusiasm, but I fear there wouldn't be much interest;
> > even among old die hard BASIC XL/XE fans. Here's why I think so:
> >
> > 1. Most programs written in it, even most simple ones, use hardware
> > specific features. As you say, USR, but even things like any graphics
> > or sound fit this category. Only basic text input and output and
> > mathematical processing could be used within this model.
> >
> > 2. Those that have the skill to heavily modify programs to work out
> > would then be subject to #3.
> >
> > 3. There are already really good program development tools for modern
> > platforms. BASIC XL wouldn't really add anything. Those who can
> > program would I think choose these tools over a BASIC XL style tool.
> >
> > Just my take on it.
> >
> > PS: are you the author of Mac/65?
> >
> > On Tue, 02 Mar 2004 07:59:55 -0500, Stephen <sdlnospamar@comcast.net>
> > wrote:
> >
> > >Hello,
> > >
> > > I'm toying with the idea of building

> > >a version of BASIC that would ultimately be
> > >compatible with OSS's BASIC XE or BASIC XL.
> > >I'm curious if there's any interest in the
> > >Atari community about something like this,
> > >or if this has been attempted before (nothing
> > >show'd up with Google).
> > >
> > > I know there are _many_ fine emulators
> > >out there already, and anyone who wants to run
> > >a BASIC program can do so as if they were
> > >running on actual hardware.
> > >
> > > But, I'm talking about writing this in
> > >C/Unix and using X windows (hopefully allowing
> > >ports to other graphic architectures easily)
> > >- not a 6502 emulator.
> > >
> > > Naturally, the initial objective is to
> > >fully support existing BASIC programs at their
> > >save'd level (and list'd level, too). One big
> > >item I don't think would be practical to support
> > >is the USR function. Hybrid programs are best
> > >run in one of the available emulators. However,
> > >I'd try to support many of the common
> > >PEEK/POKE locations.
> > >
> > > The real emphasis of the project would
> > >be the language itself - not an Atari H/W
> > >emulator. Having a natively written OSS
> > >compatible BASIC would be interesting (and fun).
> > >
> > > Besides running existing BASIC programs
> > >_really really_ fast (compared to emulation),
> > >some of the original limitations could be
> > >put aside - how many times have you caught
> > >yourself wishing that the original Atari's
> > >had 8-bit (or deeper) color? Or more than
> > >38/40-columns? More _modern_ graphics
> > >statements beyond PLOT/DRAWTO? Etc.?
> > >
> > > I think this is a non-trivial project,
> > >but I think there might be merit in it.
> > >I'm not talking about building a VB type
> > >of BASIC either. This version would still
> > >be an interpreter in the manner that the
> > >Atari BASIC(s) interpreted their source.
> > >I though of BASIC XE in particular because
> > >that was designed to be extendable (statements
> > >only, if I remember correctly - though
> > >I don't think it was ever documented)

> > >and I thought keeping that model (of course
> > >in modern terms using shared libraries, etc.)
> > >would be a good starting point.
> > >
> > > I welcome any suggestions, comments, etc.
> > >
> > >
> > >Stephen Lawrow
> >
> > ** To email a reply, please remove everything up to and
> > including the underscore in my email reply header.

1059. Well

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 15:36:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <G1l1c.10115$m4.9661@okepread03>
Source record: 16716

How the heck is everyone? ! ? ! Just wanted to shake this board up and
see if any old timers are around? Stand up and be heard!!!

Doctor RotCod
Electric Cafe' BBS (DEMISED)
Oklahoma

Long live the 80's

1060. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 15:47:55 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <40476A68.A184DA87@comcast.net>
Source record: 16717

SgtSilicon wrote:
>
> On Wed, 3 Mar 2004 06:05:01 -0500, "Tony Ingenoso"
> <NOtonyiSPAM@attglobal.net> wrote:
>
> >Likely not even that. With no possible way to show they've been "damaged" (in a monetary sense), it wouldn't even be worth paying a
> >lawyer $20 to send a letter. Now, if the owner were selling, or willing to sell back issues, or CD's with scans of the back issues,
> >then they'd have a monetary damage argument. Not much of that going on though ;->
>
> Showing harm is only a civil action concept. Copyright law is
> statutory and therefore a criminal matter, where there is no
> requirement to show harm. Criminal proceedings are only required to
> show that statutory copyright law has been violated. But again, I'm
> no lawyer so take that for what it's worth.
>
> For example, if you go into a tavern, break bottles and start
> threatening harm unto the customers it is likely you will be
> prosecuted for assault. Now if all or most of the customers bail
> before you are apprehended the proprietor could take you to civil
> court for the harm of lost profits on a busy night or future lost
> business. That's the harm required to show for civil court. The
> people only have to show that you committed the act of assault
> (threatening physical harm) without regard to the taverns profits.
> Two different issues.
>
Now, see, that's another place where I have a problem with
copyrights. ISTM that the enforcement of copywrite *used* to
be a civil matter, and *not* a criminal one. ISTM that it is
only with the recent draconian copyright laws (the last
several years) that enforcement of copyright came into the
criminal court domain...

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

1061. what is basic like now from a ATARIBASIC perspective?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 17:20:04 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <e0pe40tb3lv54i166od7ug3ufq0e9ervu1@4ax.com>
Source record: 16718

I havenot touched a basic language in years. In the early 90's I learned C, and later fiddled around with Java but niether really held my interest. In the 80's I wrote huge (at the time) telecommunications programs using the "T:" handler for my 1030 modem (if anyone remembers what that is) and had lots of fun modifying various bbs programs etc...

anyway, my question is; what is basic like now? With the speed of my XP computer I can think of some simple programs that I could whip up in basic to do lots of stuff, but would it basically be like learning something completely new? How would it compare to Atari Basic?

thanx in advance

kvn

1062. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 17:36:45 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <NOJ1c.54335$C65.30552@nwrddc01.gnilink.net>
Source record: 16719
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic

"Charles Richmond" wrote ...

> What I posted was just a "nit" that I wanted to "pick".
> To me, "gleaning" implies that you go over the text
> in a thorough manner and *not* even the smallest nuances
> and twists of knowledge can escape you.

glean (verb): collect little by little ;-)
--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

1063. Re: OSS Compatible BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 20:32:05 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40489075.8215703@news.charter.net>
Source record: 16720

Hi. Well I did want to answer your request for input honestly, even if it did turn out to be less than enthusiastic. I guess from my perspective something like that could be cool, but I just fear the effort you would need to go through might be a lot. As long as it's just for fun why the heck not . ;-)

And by the way: I have always really admired Mac/65; great job! I think it's one of the best assemblers ever made for an 8-bit computer. Not unlike the tradition of other O.S.S. languages like BASIC XL for example.

** To email a reply, please remove everything up to and including the underscore in my email reply header.

1064. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 20:39:03 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40499266.8713000@news.charter.net>
Source record: 16721

On Thu, 04 Mar 2004 15:47:55 GMT, Charles Richmond
<richchas@comcast.net> wrote:

>Now, see, that's another place where I have a problem with
>copyrights. ISTM that the enforcement of copywrite *used* to
>be a civil matter, and *not* a criminal one. ISTM that it is
>only with the recent draconian copyright laws (the last
>several years) that enforcement of copyright came into the
>criminal court domain...

True, true. The criminal side of copyright law is a pretty recent
thing. I agree with you that copyright should be really just a civil
matter. I mean, even patent infringement is still civil only I think.
But one needs to only look at who the politicians really work for.
Notice that former senetor Mitchell just got the Chairman job at
Disney? I'm sure that appointment is all based strictly on a
confidence in managerial skills and vision, and nary a thought to
provide welath in return for favorable votes in days past. Anayway
I'm rambling now about something not related to computers or Atari.

ciao

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1065. Re: Using a real disk drive with an emulator running on a PC via Pro cable or 10502PC cable etc

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 20:43:04 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404a9464.9223187@news.charter.net>
Source record: 16722

Hello Thomas! I have a real 1050 hooked up via one of Steve Tuckers
Prosys cables. I have it plugged into com2 on my PC. I am running
the Windows port of Atari++ emulator. How do I make the 1050 work
with it? Is it possible or is it only for the 'nix version at this
time?

On 4 Mar 2004 09:15:31 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> To answer my own question... I found this in the Atari ++ emulator
>> documentation:
>
>> As a bonus, the emulation also includes Matthias Reichlï¿½s ï¿½atarisioï¿½
>> interface, allowing you to connect a real 1050 or 810 drive to the
>> emulating PC by means of a 1050-to-PC or ProSystem cable.
>
>> Anyone tried it?
>
>Well, I, at least. (-; (Now, that's obvious, isn't it?) though not
>with a real 1050, but with a second PC and an AtariSIO server running
>on the second PC. Note that AtariSIO is for the *ix version only.
>
>So long,
> Thomas

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1066. Re: Well

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 20:46:13 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404b9548.9451265@news.charter.net>
Source record: 16723

-Standing- Pretty good here (aside from my jaw freshly worked on by
the dentist this morning). Long live Atari!

On Thu, 4 Mar 2004 09:36:05 -0600, "Docrotcod" <rahbart@cox.net>
wrote:

> How the heck is everyone? ! ? ! Just wanted to shake this board up and
>see if any old timers are around? Stand up and be heard!!!
>
>Doctor RotCod
>Electric Cafe' BBS (DEMISED)
>Oklahoma
>
>Long live the 80's
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1067. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-04 21:33:22 UTC
From: victornews@hotmail.com
Message-ID: <1ec1c371.0403041333.3fbcfdea@posting.google.com>
Source record: 16724
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
> Anyway, I'd like to hear what others have to say about this, and if
> there is a demand for it. I'm willing to pursue this further if there
> is a demand.
>
> Thanks a lot for any additional comments/feedback....!

It's a great idea. What I'd personally like to see are complete scans
of these old magazines made into PDF-files. In that way, you can
download an entire magazine and read at your leisure, or even print it
out.

/Vic

1068. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 01:44:39 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <bYQ1c.35803$qo.24855@fe1.texas.rr.com>
Source record: 16725

I've got one I'll let go for only $149.99 I'll even through in a power
supply and a star raiders cartridge!
Mo

"bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:59x1c.18236$rW6.9012@nwrddc03.gnilink.net...
> hehehh... I have 800xl's I'd be willing to part with for $200 ea. How
many
> do you want?
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> news:4041848a852461@comcast.net...
> > >Hi,
> > >
> > >The URL is:
> > >
> >
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=6205
> 4
> > >
> > >I'm can't figure out why this system is bringing in over $200. Am
> > >I missing something? It's driving me crazy!
> >
> > I once tried to get an old 2600 in a case and I lost it. It went
> > for over $300. Some people do not realize you can get an XL from
> > places like Best Electronics a little cheaper than $200. Still, I
> > paid around $300 for my old Atari 400. To me, it was and still is
> > worth it.
> >
> > --
> > Edward S. Baiz Jr.
> > (Gamer)
> >
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>

1069. Re: bsave problem with MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 05:49:30 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <404814EA.DE58BAC2@a8maestro.com>
Source record: 16726

Christophe Lamy wrote:

> Hi
>
> I am using the MAC 65 cartridge version 1.01 with emulator Atari800Win PLus
> 4.0
> and when i type in a listing and assemble it, LIST D#1:file.src works fine,
> but BSAVE #D1:file.obj<0600,0609 saves an empty file... I don't understand,
> as my program is located between 0600 and 0609...Does MAC 65 works fine with
> the emulator ? Thanks

According to the MAC 65 book:

page 6 is not free(page 77)..in fact best to use ram above the user program Use Size.(page 22)

BSAVE uses hexnumbers by default, no $ needed.(page 12) But it could be wrong since the section on numerics specifies the $.(page 34)

Since the resultant file was empty, I'd think the $ was not needed. Its a buffer overwrite problem as has been mentioned.

Rick D.

1070. Re: Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 15:35:51 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2a72lpjp1@reader08.wxs.nl>
Source record: 16727

Alan made a mistake:

the right adress of my bbs is:

telnet://213.10.217.144:8888

and

telnet://213.10.217.144:8887

Thanks,
Marius

"Alan Sharkis" <asharkis@optonline.net> schreef in bericht
news:fj7a40hqsqfhttthhodtimv62kn5fgqtjm@4ax.com...
> Hello Bob,
>
> As I understand it, there are several ways to do it.
>
> Why not talk to the sysops who are already doing it?
>
> Please be aware that some are doing it in emulation on a PC and some
> are interfacing a real Atari 8-bit to a PC to do it. Both approaches
> work from a caller's point of view.
>
> Here are a few telnet addresses. Drop the sysop a line. You should
> get a response:
>
> telnet://cth.dtdns.net
>
> telnet://bfbbs.dtdns.net
>
> telnet://213.10.214.144:8888 or telnet://213.10.214.144:8887
>
>
> There's one more that I have, but he's still testing.
>
> Take care.
>
> Alan
>
>
> On Tue, 2 Mar 2004 23:06:29 +0000 (UTC), Bob Brown
> <bob.nospam@guru.net.nz> wrote:
>
> >Hi All,

> >
> >Can someone give some advice on where to start looking for information
> >about how to run a BBS (or similar) on an emulated Atari 8bit running on
> >a Windows PC.
> >
> >I'm currently using XFormer2000 by Darek Mihocka. Is this the best one
> >to be using?
> >
> >Cheers,
> >
> >- Bob -
>
> --
> You can read the FAQ for alt.binaries.karaoke at:
>
> http://members.chello.nl/~j.a.komrij/faq.html

1071. Re: Running am Atari BBS via a PC emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 15:38:41 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2a780pvu1@reader08.wxs.nl>
Source record: 16728

> I'm currently using XFormer2000 by Darek Mihocka. Is this the best one
> to be using?

I'm running it on real atari 8bit equipment, but that takes lot of money. If you only have atari 8bit and sio2pc (no harddisk) you do not want to run a BBS on real atari equipment.

If you want to run it on emulator, you should try to run it on a modified version of atari800...

There is something strange in the telnet emulation in atari800win and atari800. It does not handle DTR/DSR/CD right, so good bbs software won't recognize a user has dropped the connection.

And ofcourse you'll need atari 8bit BBS software...

Marius

1072. BBS THE ATARI INSIDE IMPROVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 15:46:37 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2a7mqrif1@reader08.wxs.nl>
Source record: 16729

Hi folks!

It has been a few weeks, since I wrote about my BBS. There are some improvements.

The BBS is running stand-alone now on my 800xl. No PC is needed anymore! I have connected a LANTRONIX MSS-100 to my BlackBox and that works fine (after many hours of hacking the bbs... but ok)

(!) When someone is on the BBS, your telnet client can't resolve the adress. I'm sorry for that. When nothing crashes the bbs will never be down, so when you can't get a connection, please try later...

There are two adresses with different possibilities:

telnet://213.10.217.144:8888

* VT100/ANSI telnet works perfect!
* Any non-atascii telnet client works fine
* UP/DOWNLOAD works fine with HyperTerm

telnet://213:10.217.144:8887

* ATASCII works perfect!
* UP/DOWNLOAD fails! (please do NOT try to up/download, the bbs might crash)

If you don't want to up/download port and you really like to get a 100% perfect atascii connection. 8887 is the port to use.

Thanks,
Marius

1073. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 15:59:36 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2a8f6$14m$1@reader08.wxs.nl>
Source record: 16730

I have had very good experiences with turbodos. As far as i know it is
freeware now.

Since I have a harddisk I only use spartados. It is the very best harddisk
dos ever written on atari 8bit.

You should really give that one a try. There is an extremely good
game/demo-loader available that runs about 99% of al the binaries. Imagine:
16mb atr loaded with games and demos. ... that's how I run it on ape.

Marius

"momo" <quality_us@yahoo.com> schreef in bericht
news:4cQ0c.17961$qo.15996@fe1.texas.rr.com...
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20040301132021.20206.00000769@mb-m27.aol.com...
> > I've used MyDos for many years, and of course, Enhanced Density in MyDos
> is not
> > compatible with the Dos 2.5 ED. I always used SD or DD, but many ATR
> > downloaded ATR images are in ED. This causes *lots* of problems when
I'm
> > trying to copy files from one disk/image in ED to another that is DD.
> There is
> > also a related problem when copying from a disk (that may or may not be
in
> ED)
> > to an ATR. The only way that I can tell without rebooting another dos
is
> from
> > the sound of how long a track takes to read.
> >
> > Is there any Dos 2.5 compatible dos (or utility) that will also
read/write
> DD?
> > Thanks,
> > Larry
>
> If you have a happy drive (I know) you could try warpdos or warpspeed dos
> whatever it's called. It seems to read just about anything.
> Mo
>
>

1074. Re: BBS THE ATARI INSIDE IMPROVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 18:27:18 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <ijhh40l9370st2fqm1mi1mkjgberbpj6p6@4ax.com>
Source record: 16731

On Fri, 5 Mar 2004 16:46:37 +0100, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>Hi folks!
>
>It has been a few weeks, since I wrote about my BBS. There are some
>improvements.
>
>The BBS is running stand-alone now on my 800xl. No PC is needed anymore! I
>have connected a LANTRONIX MSS-100 to my BlackBox and that works fine (after
>many hours of hacking the bbs... but ok)
>
>(!) When someone is on the BBS, your telnet client can't resolve the adress.
>I'm sorry for that. When nothing crashes the bbs will never be down, so when
>you can't get a connection, please try later...
>
>There are two adresses with different possibilities:
>
>telnet://213.10.217.144:8888
>
>* VT100/ANSI telnet works perfect!
>* Any non-atascii telnet client works fine
>* UP/DOWNLOAD works fine with HyperTerm
>
>telnet://213:10.217.144:8887
>
>* ATASCII works perfect!
>* UP/DOWNLOAD fails! (please do NOT try to up/download, the bbs might
>crash)
>
>If you don't want to up/download port and you really like to get a 100%
>perfect atascii connection. 8887 is the port to use.
>
>Thanks,
>Marius
>

is there an ATASCII telnet client for windows?

kvn

1075. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 20:44:49 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040305154449.09475.00000889@mb-m12.aol.com>
Source record: 16732

Hi Marius-

> I have bought a complete new computer system, and with this computer and xp and ape the problems are even worse... <

How fast & what kind is your new CPU? When I went from a 1.3G Celeron to a Athlon 2500+ (1.9 MHz, actual) I had the same problems. Steve worked very hard and succcessfully to get that fixed! I still can't print with APE, but disk transfers are fine at 1X and 3X, again. If you haven't already, check out DosPrinter V8.06.
Take care,
Larry

1076. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 22:34:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4048abca16fd00@comcast.net>
Source record: 16733
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc, comp.sys.ibm.pc.classic

>Hello all,
>I recently started looking into archiving old computer magazines on a
>website. One of my favorite magazines was Compute!, as well as some
>of their books. But there are other magazines out there as well.
>Personally I am a long-time user of the Apple II series, but I wanted
>to inquire to users in these groups that have other computers as well,
>to see if there was a broad interest in this. I would think there
>would be a use for having some of these old publications in digital
>format, online.
>
>I own a web hosting and design company, so I have the means to do
>this.
>
>I understand there are still some existing copyrights to some of these
>out-of-print publications that need to be adhered to. But I have
>already started looking in to this on some.
>
>Anyway, I'd like to hear what others have to say about this, and if
>there is a demand for it. I'm willing to pursue this further if there
>is a demand.
>
>Thanks a lot for any additional comments/feedback....!

I think it would be nice to do that. I for one loved Compute have
all the Atari ST issues and disks. Too bad they did not carry the
Atari line much longer than they did.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1077. Re: BBS THE ATARI INSIDE IMPROVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-05 22:46:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2b09q$f8a$1@reader08.wxs.nl>
Source record: 16734

You can connect with atascii:

with ATS (http://www.atarimax.com look at the bottom of the page)

or with APE + atari 8bit computer + sio2pc cable (http://www.atarimax.com)

or with REAL atari 8bit equipment + lantronix (http://www.lantronix.com)
device server + R: interface (like the 850 or the blackbox)

Marius

"|<evin" <nospam@nospam.org> schreef in bericht
news:ijhh40l9370st2fqm1mi1mkjgberbpj6p6@4ax.com...
> On Fri, 5 Mar 2004 16:46:37 +0100, "Marius Diepenhorst"
> <grover25@zonnet.nl> wrote:
>
> >Hi folks!
> >
> >It has been a few weeks, since I wrote about my BBS. There are some
> >improvements.
> >
> >The BBS is running stand-alone now on my 800xl. No PC is needed anymore!
I
> >have connected a LANTRONIX MSS-100 to my BlackBox and that works fine
(after
> >many hours of hacking the bbs... but ok)
> >
> >(!) When someone is on the BBS, your telnet client can't resolve the
adress.
> >I'm sorry for that. When nothing crashes the bbs will never be down, so
when
> >you can't get a connection, please try later...
> >
> >There are two adresses with different possibilities:
> >
> >telnet://213.10.217.144:8888
> >
> >* VT100/ANSI telnet works perfect!
> >* Any non-atascii telnet client works fine
> >* UP/DOWNLOAD works fine with HyperTerm
> >
> >telnet://213:10.217.144:8887
> >
> >* ATASCII works perfect!
> >* UP/DOWNLOAD fails! (please do NOT try to up/download, the bbs might
> >crash)

> >
> >If you don't want to up/download port and you really like to get a 100%
> >perfect atascii connection. 8887 is the port to use.
> >
> >Thanks,
> >Marius
> >
>
> is there an ATASCII telnet client for windows?
>
>
>
> kvn

1078. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 00:15:19 UTC
From: Joe Kohn <joko@nospam.com>
Message-ID: <40491816_8@corp.newsgroups.com>
Source record: 16735
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I own the copyrights on all the articles I wrote for The Apple IIGS Buyer's Guide, inCider, inCider/A+ and of course Shareware Solutions II. And, quite frankly I don't want those articles out of my control or sight.

I would not authorize you to put them online.

If and when those ever do go online, it'll be on my site, and in my own good time. But, thanks for asking.

One consideration about putting articles online that I'd never even thought of until recently...Apparently, my articles made me "an expert" of sorts, and I can't tell you how many attorneys have contacted me in recent months, sniffing around, asking questions, from everything about names of companies to info on online compression schemes....and it's a PITA. It'd be even worse if my articles were online.

Joe Kohn

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1079. Help with 'Crash Dive'

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 02:24:04 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <104idhem3kvvu88@corp.supernews.com>
Source record: 16736

I'm re-visiting Brian Moriarty's 'Crash Dive' from ANALOG.
I remember to hold my breath and open the hatch.
I have to retrieve the radioactive sonar unit.
I'm stuck getting the unit. I get the suit, shampoo and wrench, but can't
get the unit. I pour the shampoo, but I can't remember how to get the unit.
If I recall, once I got it, it seemed very odd how you accomplished it.
Larry Richardson's docs, hints and solutions is gone, wish I'd of downloaded
that whole site.
Anybody remember how to get the unit?
Thanks

1080. Re: Help with 'Crash Dive'

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 04:09:04 UTC
From: oes <oes@deja.com>
Message-ID: <A9c2c.179963$B81.2107211@twister.tampabay.rr.com>
Source record: 16737

"russg" <russg@MUNGEen.com> wrote in message
news:104idhem3kvvu88@corp.supernews.com...
> I'm re-visiting Brian Moriarty's 'Crash Dive' from ANALOG.
> I remember to hold my breath and open the hatch.
> I have to retrieve the radioactive sonar unit.
> I'm stuck getting the unit. I get the suit, shampoo and wrench, but can't
> get the unit. I pour the shampoo, but I can't remember how to get the
unit.
> If I recall, once I got it, it seemed very odd how you accomplished it.
> Larry Richardson's docs, hints and solutions is gone, wish I'd of
downloaded
> that whole site.
> Anybody remember how to get the unit?
> Thanks
>

Sorry I haven't played this game, but this looks like the original listing
along with some instructions:

http://www.cyberroach.com/analog/an18/an18-044.htm

1081. Re: Well

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 14:39:14 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6eoj40dd38gr729algjblfj9orl2b11nl9@4ax.com>
Source record: 16738

On Thu, 4 Mar 2004 09:36:05 -0600, "Docrotcod" <rahbart@cox.net>
wrote:

> How the heck is everyone? ! ? ! Just wanted to shake this board up and
>see if any old timers are around? Stand up and be heard!!!
>
>Doctor RotCod
>Electric Cafe' BBS (DEMISED)
>Oklahoma
>
>Long live the 80's
>
I'm too old to remember I'm old ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

1082. 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 18:17:06 UTC
From: Slor <abuse@abuse.net>
Message-ID: <Xns94A487258C1BFemuslor@130.133.1.4>
Source record: 16739

I currently own an 800xl, and I'm considering adding a 130xe to my collection. Before deciding to do so, I have a couple questions:

1. Besides the doubled memory, are there any major differences between the 800xl and 130xe? I'm curious whether the keyboard is more responsive or if there are any architectural differences I missed while looking for info on the xe.

2. What's a reasonable price to expect to pay for a mint condition 130xe? I haven't bought any hardware recently, and I'm haven't seen any in extremely good condition on eBay (i.e. rarely used, no keyboard yellowing, etc.)

Thanks!

--
Slor

1083. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 18:44:49 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404a1aff.91928687@news.charter.net>
Source record: 16740

The XE keyboards are the worst Atari ever produced (if you don't count the membrane of the 400). IMHO best to worst:

1200XL
800
600XL/800XL
130XE
400

Keep in mind on the XLs, I have seen variations in quality. Quite honestly, I would simply upgrade the memory in the 800XL to 256. It might not have the Antic mode for the extended memory access, but that is so rarely used. I have a RamboXL upgrade and it's great, 256K. There are other mods also. Check around for plans or check one of the remaining Atari8 vendors for a Rambo or Newel or something.

On 6 Mar 2004 18:17:06 GMT, Slor <abuse@abuse.net> wrote:

>I currently own an 800xl, and I'm considering adding a 130xe to my
>collection. Before deciding to do so, I have a couple questions:
>
>1. Besides the doubled memory, are there any major differences between
>the 800xl and 130xe? I'm curious whether the keyboard is more
>responsive or if there are any architectural differences I missed while
>looking for info on the xe.
>
>2. What's a reasonable price to expect to pay for a mint condition
>130xe? I haven't bought any hardware recently, and I'm haven't seen any
>in extremely good condition on eBay (i.e. rarely used, no keyboard
>yellowing, etc.)
>
>Thanks!

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1084. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 19:21:00 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <ot8k4059h837squli9aq0586kk4ks4370l@4ax.com>
Source record: 16741

On 6 Mar 2004 18:17:06 GMT, Slor <abuse@abuse.net> wrote:

>
>1. Besides the doubled memory, are there any major differences between
>the 800xl and 130xe? I'm curious whether the keyboard is more
>responsive or if there are any architectural differences I missed while
>looking for info on the xe.

no, except the expansion port on the back is somewhat different.

>2. What's a reasonable price to expect to pay for a mint condition
>130xe? I haven't bought any hardware recently, and I'm haven't seen any
>in extremely good condition on eBay (i.e. rarely used, no keyboard
>yellowing, etc.)

I have a mint condition 130XE, with manual, power supply, and monitor
cable. I will sell it to you for 50 bucks.

Personally, I like the 130xe (I have two) but looking back I agree
with the previous poster that the A800 had the best keyboard.

if interested in the XE contact via email :
kevinsaunders@operamail.com

kvn

1085. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 19:40:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ePp2c.22178$yZ1.11877@newsread2.news.pas.earthlink.net>
Source record: 16742

Slor wrote:
> I currently own an 800xl, and I'm considering adding a 130xe to my
> collection. Before deciding to do so, I have a couple questions:
>
> 1. Besides the doubled memory, are there any major differences between
> the 800xl and 130xe? I'm curious whether the keyboard is more
> responsive or if there are any architectural differences I missed while
> looking for info on the xe.
>
> 2. What's a reasonable price to expect to pay for a mint condition
> 130xe? I haven't bought any hardware recently, and I'm haven't seen any
> in extremely good condition on eBay (i.e. rarely used, no keyboard
> yellowing, etc.)
>
> Thanks!
>

What everyone else said and video output on a 130xe is light years ahead
of the 800xl.

The 130 has a nice footprint, kind of neat to have in front of you. Some
people even like its keyboard.

The cartridge slot is in back. Makes stacking carts like SDX a bit of a
PIA to use.

The extra memory is really nice compared to a stock 800xl. For both,
they really need >192k ram disk to get the most use out of them.

1086. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 19:55:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040306145519.29724.00001050@mb-m21.aol.com>
Source record: 16743

Hi Slor-

> I currently own an 800xl, and I'm considering adding a 130xe to my
>collection. Before deciding to do so, I have a couple questions: ... <

The going price on eBay for a good, working XE seems to be $30-40. Used from Atari sellers -- maybe double that. Of course, the preceived risk/value of eBay vs. Atari sellers has been posted here ad-infinitum. You can still buy 130XE's NIB from B&C for $150 (or $95 for NIB 800XL's).

I bought two used XE's for $35+post. a year or two ago. Both work prefectly and were cosmetically great. In my experience, the cases on XE's don't yellow nearly so badly as XF-551's. Yes, keyboards are the weak link. I don't mind the "feel", but they do crap out. But if you get a good one, they seem to last forever -- my original 130XE (~1985) is still going strong.

In the XE, everything is soldered, traces are teeny, tiny -- no fun to modify. OTOH, if you don't mess with 'em, the soldered chips are a "plus" for reliability. As for compatability, there are a couple of demos that I've run across that won't run on anything but a stock 130XE, but overall, it is not an issue vs. an upgraded XL.

As for the 800XL, when last I checked, Best Electronics was still selling the Whiztronics (sp?) 256K board for the 800XL. This is supposed to be a "Rambo" clone. Then there is a not-too-difficult DIY upgrade to 512K. 800XL's are definitely easier to modify.

If desk real estate is a factor (it is for me), then you can't beat an XE. And if you want "plug and play" extra memory, the 130XE is the only way to go. If you have a HD, then the memory/ramdisk is not quite so important, and vice-versa.

Larry

1087. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-06 21:23:45 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94A4A6CAFF0F1emuslor@130.133.1.4>
Source record: 16744

Thanks everyone for your quick, informative replies!

--
Slor

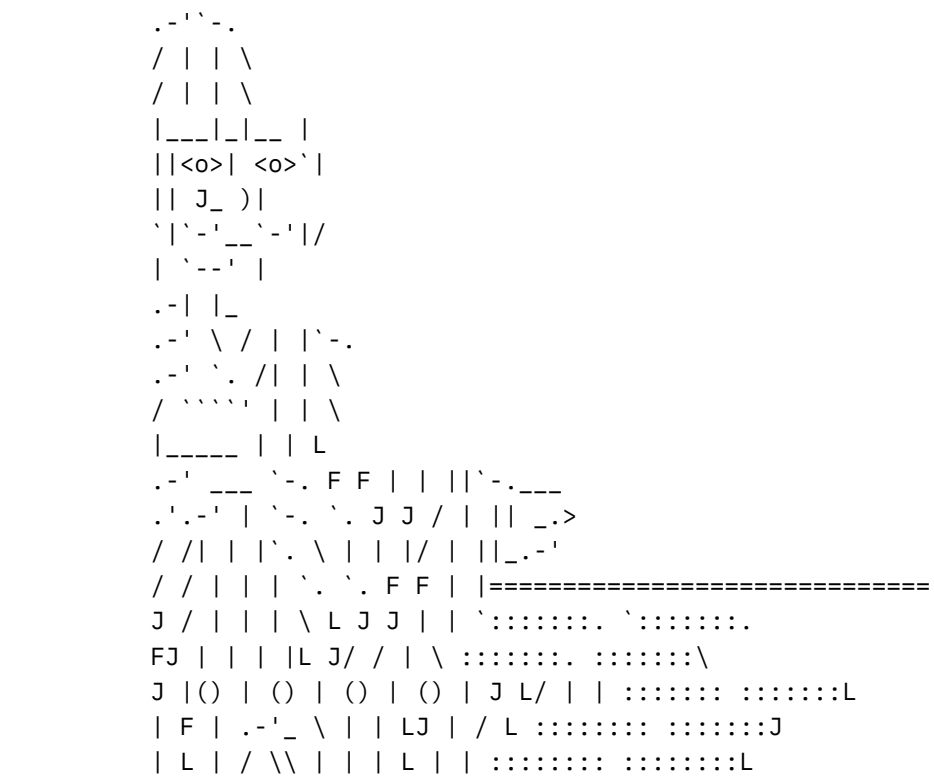
1088. Re: Archiving old magazines on website

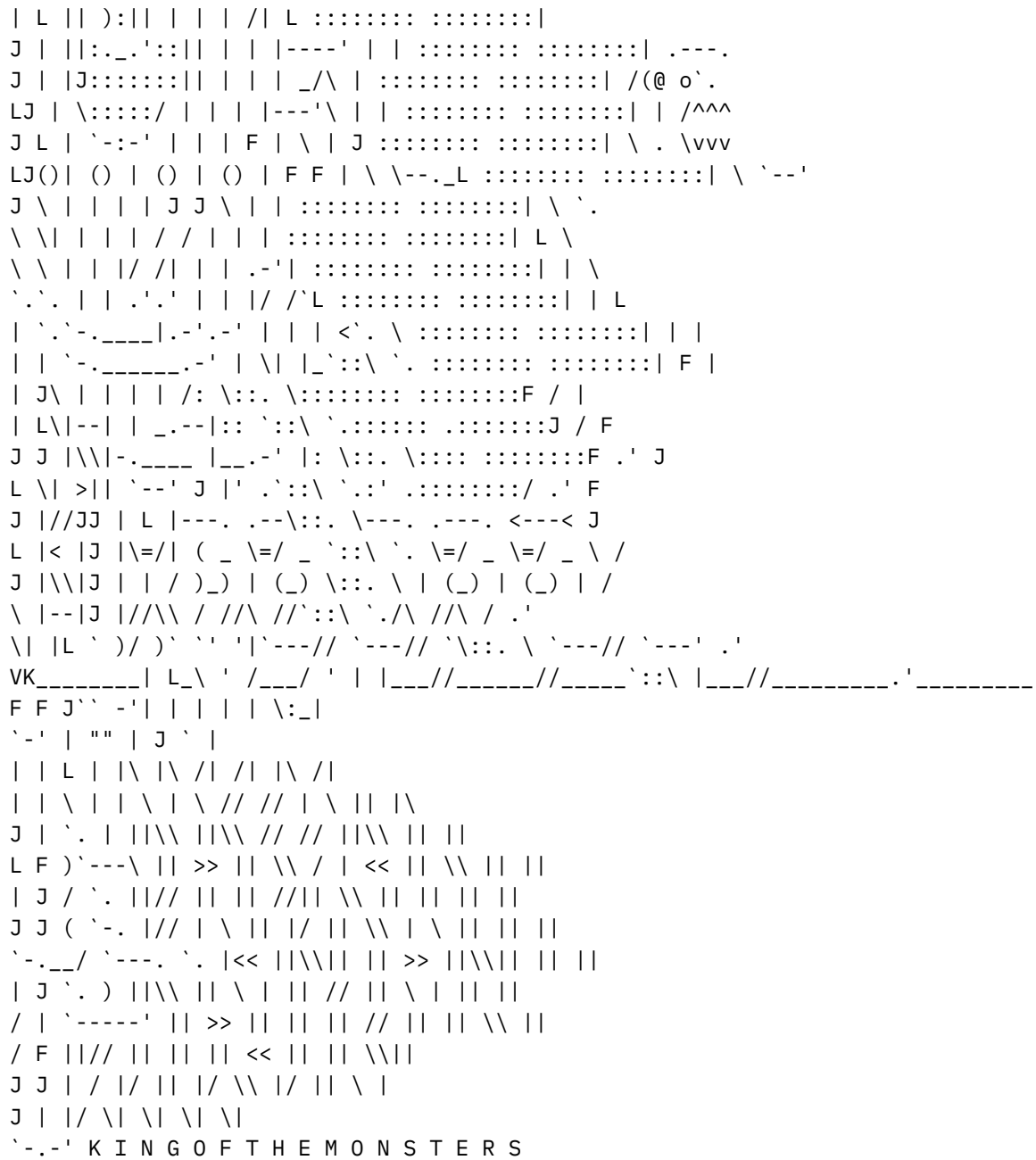
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-07 14:42:47 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <61dm40t2k9i77nla5q958praq86ituak37@4ax.com>
Source record: 16745
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". 2 Mar 2004 08:15:09 -0800
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ Chris Szilagyi
// >..< \\ spoke
|__.' vv '.__/ 25
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
``''
```

>Hello all,
>I recently started looking into archiving old computer magazines on a

>website. One of my favorite magazines was Compute!, as well as some
>of their books. But there are other magazines out there as well.
>Personally I am a long-time user of the Apple II series, but I wanted
>to inquire to users in these groups that have other computers as well,
>to see if there was a broad interest in this. I would think there
>would be a use for having some of these old publications in digital
>format, online.
>
>I own a web hosting and design company, so I have the means to do
>this.
>
>I understand there are still some existing copyrights to some of these
>out-of-print publications that need to be adhered to. But I have
>already started looking in to this on some.
>
>Anyway, I'd like to hear what others have to say about this, and if
>there is a demand for it. I'm willing to pursue this further if there
>is a demand.
>
>Thanks a lot for any additional comments/feedback....!

Just ignore copyright until someone sends you a cease and desist letter
(which no one will) then remove their shit but keep everyone else's.
This method is 100% safe.
I've seen a lot of these old computer magazines in charity shops. They
also have lots of those "Write Games on Your Micro!" books with BASIC
code for crappy text adventures. Haha.
--



K I N G O F T H E M O N S T E R S

1089. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-07 20:42:54 UTC
From: Stratos <stratos59@yahoo.com>
Message-ID: <KJSdnYLnv-rIFNbdRVn-vA@comcast.com>
Source record: 16746
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I think thats a great idea myself... i personally would love access to those old magazines through the internet, they were a wealth of information during the day.

1090. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-07 22:04:42 UTC
From: coach41@pacbell.net
Message-ID: <f14de69b.0403071404.14e321d9@posting.google.com>
Source record: 16747
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

It's a good idea as I would enjoy seeing magazines put out there
again: Incider, A+, Incider/A+, Compute, even oldies like the OLD
Electronic Games magazine.

As long as copyrights are observed, I think it won't be a problem.

I always wish I didn't get rid of some of my mags a few years back,
but I really had no place for them.

I am surprised with the advent of lots of 80's nostagalia via video
games, emulators, etc, etc. that some magazine publishers haven't put
out CD's with the magazines on them. I'm sure there would be some
demand. One can hope for a complete set of Apple II or other classic
magazines on CD. :D

Donald

chris@groupinfo.com (Chris Szilagyi) wrote in message
news:<2aab79d7.0403020815.258899e@posting.google.com>...
> Hello all,
> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.
> Personally I am a long-time user of the Apple II series, but I wanted
> to inquire to users in these groups that have other computers as well,
> to see if there was a broad interest in this. I would think there
> would be a use for having some of these old publications in digital
> format, online.
>
> I own a web hosting and design company, so I have the means to do
> this.
>
> I understand there are still some existing copyrights to some of these
> out-of-print publications that need to be adhered to. But I have
> already started looking in to this on some.
>
> Anyway, I'd like to hear what others have to say about this, and if
> there is a demand for it. I'm willing to pursue this further if there
> is a demand.
>
> Thanks a lot for any additional comments/feedback....!

1091. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-07 22:25:54 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0403071425.e1adc6a@posting.google.com>
Source record: 16748
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

> Hello all,

Hello.

> I recently started looking into archiving old computer magazines on a
> website. One of my favorite magazines was Compute!, as well as some
> of their books. But there are other magazines out there as well.
> Personally I am a long-time user of the Apple II series, but I wanted
> to inquire to users in these groups that have other computers as well,
> to see if there was a broad interest in this. I would think there
> would be a use for having some of these old publications in digital
> format, online.

I know pdf is a popular format, but unless there's a pdf reader for
Apple, (or Commodore, Atari, T.I., TRS-80, etc.) I would suggest a
format our old machines can read. I just fled from a pc xt and won't
be going back; there are probably many out there who still have and
use the real thing, (even some who, unlike me, had sense enought to
stay away from the junk!) and would like to read the magazines on
there favorite computer instead of the one they "have to have for
business/internet/whatever".

I suggest GIF. It's an old format, and I know there are readers for
the CoCo 3 and C=64/128, probably also Apple.

If you have the recources, it would be nice to do both, but I know
that takes a lot of space.

1092. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 00:12:27 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404BD527.C3F8B6C6@comcast.net>
Source record: 16749
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
Leon Howell wrote:
>
> [snip...] [snip...] [snip...]
>
> I know pdf is a popular format, but unless there's a pdf reader for
> Apple, (or Commodore, Atari, T.I., TRS-80, etc.) I would suggest a
> format our old machines can read. I just fled from a pc xt and won't
> be going back; there are probably many out there who still have and
> use the real thing, (even some who, unlike me, had sense enought to
> stay away from the junk!) and would like to read the magazines on
> there favorite computer instead of the one they "have to have for
> business/internet/whatever".
>
Acrobat (pdf) format is convenient and makes the information
available. IMHO it is *much* better than *not* having access
to the information at all. Making the information readable on
older machines should be a separate project IMHO.
>
> I suggest GIF. It's an old format, and I know there are readers for
> the CoCo 3 and C=64/128, probably also Apple.
>
You end up with *lots* of separate files for the same issue of
a magazine. pdf at least allows combining the pages.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1093. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 01:13:50 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0403071712210.20514-100000@lab.oregonvos.net>
Source record: 16750
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Mon, 8 Mar 2004, Charles Richmond wrote:
|Acrobat (pdf) format is convenient and makes the information
|available. IMHO it is *much* better than *not* having access
|to the information at all. Making the information readable on
|older machines should be a separate project IMHO.
|>
|> I suggest GIF. It's an old format, and I know there are readers for
|> the CoCo 3 and C=64/128, probably also Apple.
|>
|You end up with *lots* of separate files for the same issue of
|a magazine. pdf at least allows combining the pages.

Okay, so which format is best for using a search engine with?
After all, it could save a lot of time being able to zero in
on that one article (in WHICH magazine?) that rare piece of
information is being stored.

1094. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 01:19:29 UTC
From: THE6502MAN <D@YAHOO.COM>
Message-ID: <BSP2c.200616$uV3.814627@attbi_s51>
Source record: 16751

Or get a n XEGS with detached keyboard.......

tony

"Slor" <slor@comcast.net> wrote in message
news:Xns94A4A6CAFF0F1emuslor@130.133.1.4...
> Thanks everyone for your quick, informative replies!
>
> --
> Slor

1095. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 01:35:05 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9563155104851441.NC-1.61.joobs@news.free-online.net>
Source record: 16752
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Sun, 07 Mar 2004 22:42:47 +0800, Bateau wrote:

snipped ascii rubbish

> Just ignore copyright until someone sends you a cease and desist letter
> (which no one will) then remove their shit but keep everyone else's. This
> method is 100% safe.

Really? they don't have to aslk you to "cease and desist" they could just sue you without first giving you the opportunity to comply. You'd already have committed the offence so you'd have to pay up when it came to court. So certainly not 100% safe or risk free. Likewise you can't say that "no one will" (are you psychic?). Joe's post in fact shows that there are authors out there who would object.

Honestly you'd be better checking your facts before posting than wasting time and bandwidth with ascii pictures.

1096. Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 03:42:15 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <rYR2c.44087$qo.20457@fe1.texas.rr.com>
Source record: 16753

Somebody needs their head examined!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739&category=1247&sspagename=STRK%3AMEBWA%3AIT&rd=1

Mo

1097. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 04:00:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040307230040.08963.00000978@mb-m14.aol.com>
Source record: 16754

> Somebody needs their head examined! <

That's amazing. Yes, it's rare, but I still can't imagine what the big attraction is to make it worth so much to folks. It will be pretty interesting if the disks aren't readable...
Larry

1098. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 05:07:07 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <986dnU0qyqjJYtbdRVn-jg@comcast.com>
Source record: 16755
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

But the ASCII pictures are the best
part of his post. LMAO!

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

"John Burns" <joobs@grizo.free-onlineNOJUNK.co.uk> wrote in
message
news:9563155104851441.NC-1.61.joobs@news.free-online.net...
: On Sun, 07 Mar 2004 22:42:47 +0800, Bateau wrote:
:
: snipped ascii rubbish
:
: > Just ignore copyright until someone sends you a cease and
desist letter
: > (which no one will) then remove their shit but keep everyone
else's. This
: > method is 100% safe.
:
: Really? they don't have to aslk you to "cease and desist" they
could just sue
: you without first giving you the opportunity to comply. You'd
already have
: committed the offence so you'd have to pay up when it came to
court. So
: certainly not 100% safe or risk free. Likewise you can't say
that "no one will"
: (are you psychic?). Joe's post in fact shows that there are
authors out there
: who would object.
:
: Honestly you'd be better checking your facts before posting
than wasting time
: and bandwidth with ascii pictures.
:

This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.593 / Virus Database: 376 - Release Date: 2/22/04

1099. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 05:08:33 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <E2.K3.EU2RMBJEFnafJgb.NR@aqu.candybar.ne.jp>
Source record: 16756

Generally agreed, but do note that Best Electronics sells keyboard
conversion kit for (some) 130XE. It works wonders :).
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

1100. Re: Archiving old magazines on website

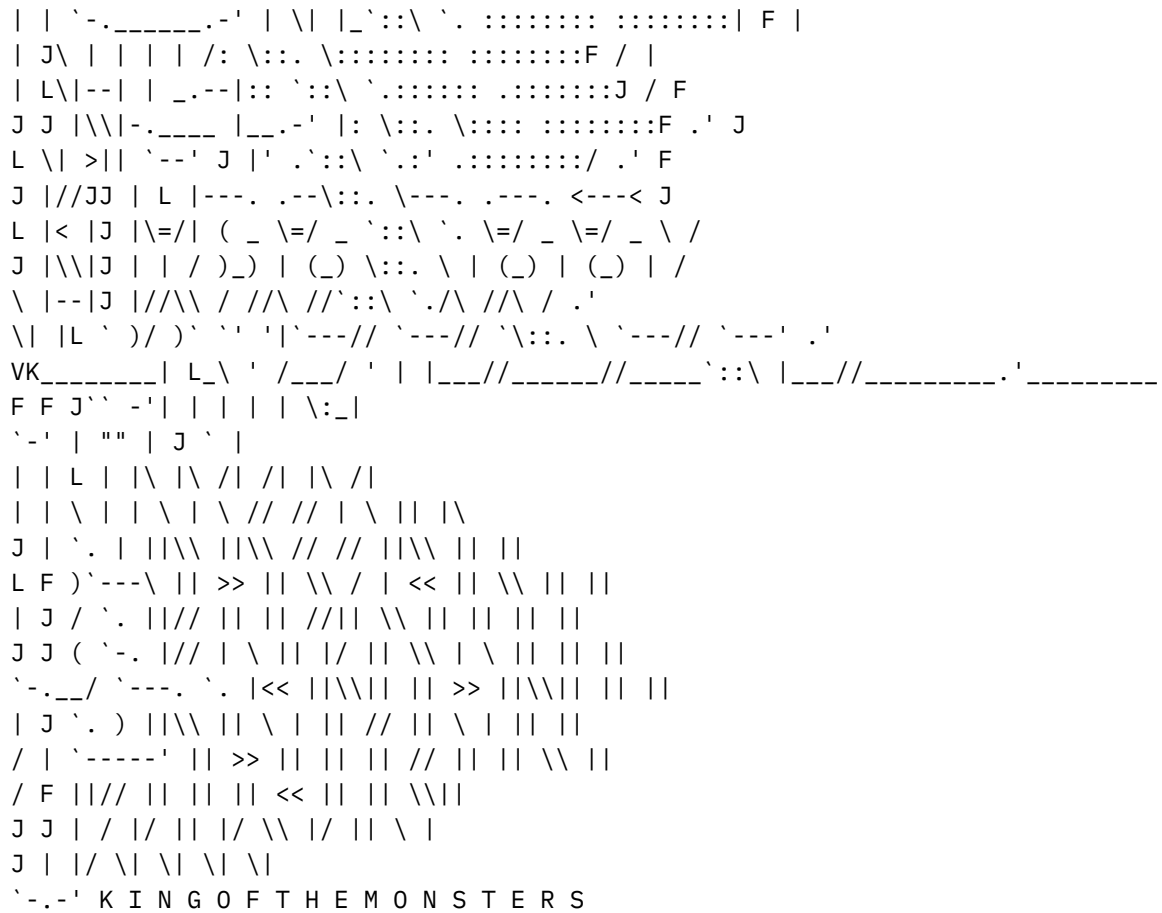
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 07:08:50 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <rv6o40d3g2jfkelnslsfr6pasmg3912eol@4ax.com>
Source record: 16757
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". Sun, 7 Mar 2004 17:13:50 -0800
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ Matthew Montchalin
// >..< \\ spoke
|__.' vv '.__/ 17
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
`'''
```

>On Mon, 8 Mar 2004, Charles Richmond wrote:
>|Acrobat (pdf) format is convenient and makes the information

>|available. IMHO it is *much* better than *not* having access
>|to the information at all. Making the information readable on
>|older machines should be a separate project IMHO.
>|>
>|> I suggest GIF. It's an old format, and I know there are readers for
>|> the CoCo 3 and C=64/128, probably also Apple.
>|>
>|You end up with *lots* of separate files for the same issue of
>|a magazine. pdf at least allows combining the pages.
>
>Okay, so which format is best for using a search engine with?
>After all, it could save a lot of time being able to zero in
>on that one article (in WHICH magazine?) that rare piece of
>information is being stored.

Text obviously.
--


K I N G O F T H E M O N S T E R S

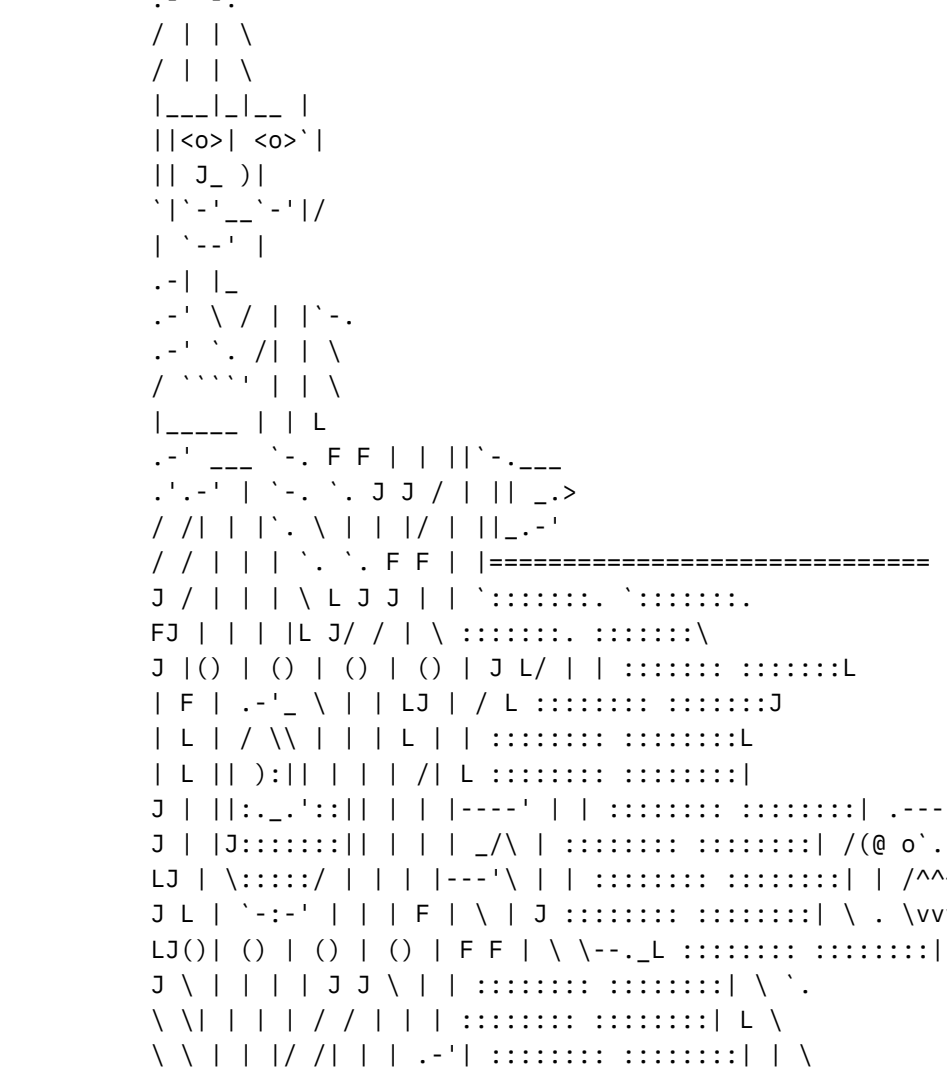
1101. Re: Archiving old magazines on website

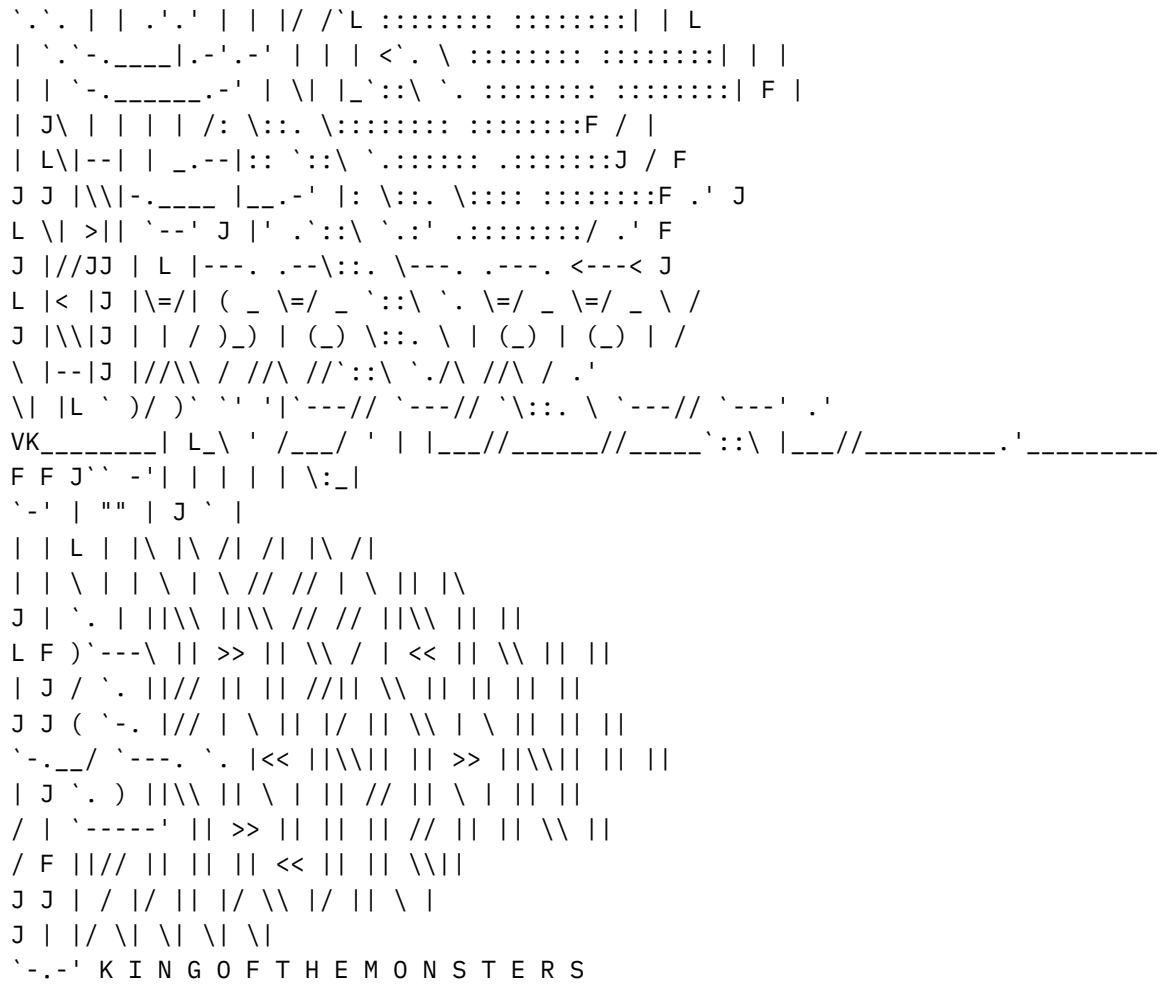
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 07:09:32 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <d07o40tdkn3qtloivbikmk7v5rmqdothq3@4ax.com>
Source record: 16758
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". 08 Mar 2004 02:35:05 +0100
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ John Burns
// >..< \\ spoke
|__.' vv '.__/ 18
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
`'''
```

>On Sun, 07 Mar 2004 22:42:47 +0800, Bateau wrote:
>

>snipped ascii rubbish
>
>> Just ignore copyright until someone sends you a cease and desist letter
>> (which no one will) then remove their shit but keep everyone else's. This
>> method is 100% safe.
>
>Really? they don't have to aslk you to "cease and desist" they could just sue
>you without first giving you the opportunity to comply. You'd already have
>committed the offence so you'd have to pay up when it came to court. So
>certainly not 100% safe or risk free. Likewise you can't say that "no one will"
>(are you psychic?). Joe's post in fact shows that there are authors out there
>who would object.
>
>Honestly you'd be better checking your facts before posting than wasting time
>and bandwidth with ascii pictures.

Except if they don't send you a C&D they will get thrown out of court.
Stop living in the 80s dumbass.
--



K I N G O F T H E M O N S T E R S

1102. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 07:21:52 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <3-udnexYro5xg9HdRVn-uQ@comcast.com>
Source record: 16759
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Ok, it's been fun for a second, but please,
cut out the ASCII pics when posting in here.

We would all appreciate it.

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.593 / Virus Database: 376 - Release Date: 2/22/04

1103. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 08:36:41 UTC
From: Dan Ritter <danritterremove@telus.net>
Message-ID: <404C3099.2030307@telus.net>
Source record: 16760

Mark Bedingfield wrote:
> "Tim" <tjlazer@nospam.mail.com> wrote in message
> news:vq09im4577o9c6@corp.supernews.com...
>
>>"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
>
> message
>
>>news:3f9e3cc1$0$21655$afc38c87@news.optusnet.com.au...
>>
>>>I did both the video and ram, quite easy. I will
>>>attempt to put 1088k in soon as I have some free time.
>>>
>>>Mark
>>>
>>
>>Damn I am a little leary on doing the mods! My 600XL is a NEW unit. I
>>might get a used one to practice on first! The RAM looks easy, its the
>>video I am worried about. Plus I would like to keep the RF port and Chan
>>switch, make it look original. Any ideas? DO you have pics of your mod?
>
>
> My unit was foobar, I had to repair it before even starting. It was quite
> cool I even desoldered some LS chips from a Amiga 3000 to get it working,
> and repaired stuffed pins on the custom IC's. On Pal models (like mine) the
> video mod is simple, just add 2 resistors and cut a track. These ones
> already have composite video and sound. As far as I know you can still use
> the RF, could be wrong tho, didn't look at the NTSC models. I will open her
> up tomorrow and post some pics.
>
> Mark
>
>
I sure hope that A3000 was dead!

1104. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 08:51:09 UTC
From: Dan Ritter <danritterremove@telus.net>
Message-ID: <404C3401.8010908@telus.net>
Source record: 16761

kev wrote:

> On Sun, 02 Nov 2003 19:24:58 GMT, "Mo" <momo@atariland.com> wrote:
>
>
>>I don't suppose you could scan the manual for that and make it available?
>>I've had the game for some time, but I can't find a manual for it on the net
>>anywhere. Thanks,
>>Mo
>
>
> I need to do some digging to find it. I'd be happy to scan it.
>
>
> kvn
I would like this manual too. Could you post it when you scan it?

Thanks 8-)

1105. Re: Waking the dead!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 08:53:59 UTC
From: Dan Ritter <danritterremove@telus.net>
Message-ID: <404C34A7.6030900@telus.net>
Source record: 16762

Russ Gilbert wrote:

> (posting gets swen virus sent to you.)
> Uhm.
> I wrote a doc for SCRAM, still have it if anyone wants
> it. I think I describe the game well enough to play it, but
> I certainly didn't type in the whole instruction book.
>
> What happened to that site that had game solutions?
> I lost my urls that I had collected.
> It was a really nice site, 100s of solutions/docs. Some
> were just describing how to play, others were instructions how to complete
> the game, like in text adventures.
>
> But I ramble.
>
> Oh, I got a new game, I wrote. Sorta simple, but can be entertaining. A
> two dice game. You try to reach a target score before the computer does.
>
>
>
>
I wouldn't mind seeing it. Could you post it?

1106. Re: xs4all - ftp problems.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 09:30:59 UTC
From: Dan Ritter <danritterremove@telus.net>
Message-ID: <404C3D53.4060403@telus.net>
Source record: 16763

TXG/MNX wrote:

> Hi,
>
> Sorry for the problems on the FTP server.
>
> I thought I did post an update here about it. Because I had some troubles
> lately with my network overhere and broadband connection I did replace some
> thing.
> My FTP server was running is PASV before. Now I put a router here and
> configured it to use the normal port 20&21.
> Due to this change people need now to connect without the PASV option.
>
> Let me know about any other problems.
>
> TXG/MNX
>
> "Timothy Stark" <sword7nospam@speakeasy.org> wrote in message
> news:1bCdnZKYKr-qF0-iRTvUqQ@speakeasy.net...
>
>>Hello folks,
>>
>>I am new to this. I was looking for some atari archives and finally found
>>that - atari.xs4all.nl.
>>I tried some ftp clients but many did not work. Until I noticed that ftp
>>server does not support PASV mode when I tried use 'ncftp' (Linix/Unix ftp
>>client). Ncftp automatically dropped back to PORT mode after login and
>
> told
>
>>me that. I was able download some files by using ncftp client.
>>
>>I was tried my cuteftp pro for XP and it did not work. Since I noticed
>
> that
>
>>ftp server only supports PORT mode, not PASV mode. I set xs4all's ftp
>>settings to only use PORT mode. Now I was able download or list files
>
> with
>
>>my cuteftp pro client on Windows XP.
>>
>>Thank you!

>>Tim Stark
>>
>>
>
How do I login? It doesn't seem to support anonymous.

1107. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 10:52:21 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <404c4f81$0$31901$afc38c87@news.optusnet.com.au>
Source record: 16764

```
"Dan Ritter" <danritterremove@telus.net> wrote in message
news:404C3099.2030307@telus.net...
> Mark Bedingfield wrote:
> > "Tim" <tjlazer@nospam.mail.com> wrote in message
> > news:vq09im4577o9c6@corp.supernews.com...
> >
> >>"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
> >
> > message
> >
> >>news:3f9e3cc1$0$21655$afc38c87@news.optusnet.com.au...
> >>
> >>>I did both the video and ram, quite easy. I will
> >>>attempt to put 1088k in soon as I have some free time.
> >>>
> >>>Mark
> >>>
> >>
> >>Damn I am a little leary on doing the mods! My 600XL is a NEW unit. I
> >>might get a used one to practice on first! The RAM looks easy, its the
> >>video I am worried about. Plus I would like to keep the RF port and
Chan
> >>switch, make it look original. Any ideas? DO you have pics of your
mod?
> >
> >
> > My unit was foobar, I had to repair it before even starting. It was
quite
> > cool I even desoldered some LS chips from a Amiga 3000 to get it
working,
> > and repaired stuffed pins on the custom IC's. On Pal models (like mine)
the
> > video mod is simple, just add 2 resistors and cut a track. These ones
> > already have composite video and sound. As far as I know you can still
use
> > the RF, could be wrong tho, didn't look at the NTSC models. I will open
her
> > up tomorrow and post some pics.
> >
> > Mark
> >
> >
> I sure hope that A3000 was dead!
```

It is now:-), still haven't had time to open her up. Kids, sure can keep you busy.

Mark

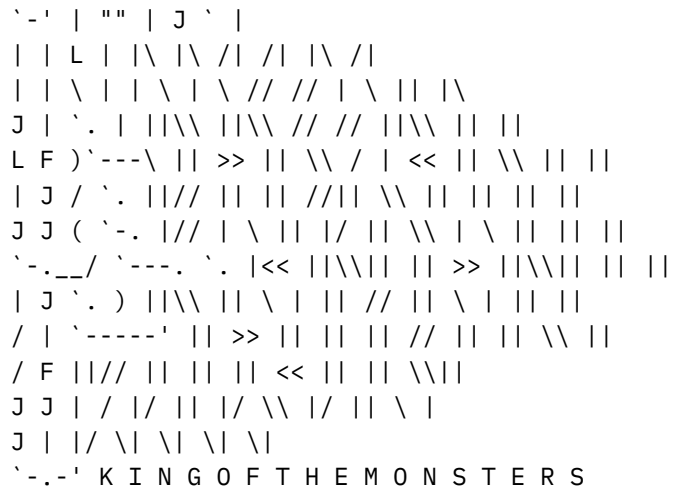
1108. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 11:54:18 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <hhno40dnq1re7ocj5v7vhq84e1bsk4dp7n@4ax.com>
Source record: 16765
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". Mon, 8 Mar 2004 02:21:52 -0500
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ Bill Garber
// >..< \\ spoke
|__.' vv '.__/ 18
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
``''
>Ok, it's been fun for a second, but please,
>cut out the ASCII pics when posting in here.
>
```

>We would all appreciate it.

If 50 more hardened newsgroups couldn't make me stop you don't have a
chance.
--


`-' | "" | J ` |
| | L | |\ |\ /| /| |\ /|
| | \ | | \ | \ // // | \ || |\
J | `. | ||\\ ||\\ // // ||\\ || ||
L F)`---\ || >> || \\ / | << || \\ || ||
| J / `. ||// || || //|| \\ || || || ||
J J (`-. |// | \ || |/ || \\ | \ || || ||
`-.__/ `---. `. |<< ||\\|| || >> ||\\|| || ||
| J `.) ||\\ || \ | || // || \ | || ||
/ | `-----' || >> || || || // || || \\ ||
/ F ||// || || || << || || \\||
J J | / |/ || |/ \\ |/ || \ |
J | |/ \| \| \| \|
`-.-' K I N G O F T H E M O N S T E R S

1109. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 12:16:16 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040308071616.15108.00001088@mb-m18.aol.com>
Source record: 16766

Here is another possible work-around for this issue. It is the Antic Spooler
from the May, 1988 issue.
www.atarimagazines.com/v7n1/anticspooler.html

Fortunately, Antic published the M65 source code, and in fact solicited patches
for the utility. Is anyone aware of any subsequent patches?

Since the APE/XP printing issue seems to be a (too fast) timing issue, slowing
down the spooler to send blocks of code more slowly should be doable.

Larry

1110. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 12:17:58 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.08.12.17.58.148878@here.com>
Source record: 16767
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What prompts someone to post like that?

Is it the slightly high prices? The frequency of
the posts? I don't get it...

1111. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 12:47:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c2hq69$c3p$1@reader10.wxs.nl>
Source record: 16768
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

John Miskinis wrote:

> What prompts someone to post like that?
>
> Is it the slightly high prices? The frequency of
> the posts? I don't get it...

Just the fact that there are 2 or 3 people here who seem to hate Ben, either because of personal matters or just because they are the typical Unenet-phenomenon of people who are so annoyed with bandwith wasted on adverts, that they'll happily write ten posts in reply to express their grief.

Like the neighbour who keeps talking to you at your door for half an hour, explaining why (s)he doesn't have time to come in for a chat for 5 minutes. :)

Maurits.

1112. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 13:07:34 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c2hr84$8oh$1@news1.nivel5.cl>
Source record: 16769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

freak

"Nomen Abditum" <nobody@shellgame.abditum.com> escribi&#65533; en el mensaje
news:2a9ad2f19abcfe16a60d55218802a6d9@shellgame.abditum.com...
> Hey it's me again! Fagboy shit eating cock sucking Benny! I'm gonna
> bend over, spread my ass cheeks and let ya give me a good fucking right
> up my ass. I'm also part of an amazing duo! I'm flatulence master
> along with my sidekick, sphincter boy! Here is today's offer from the
> biggest piece of shit in the world!
>
> I, fagboy benny, am currently offering a 20% off Discount on All gay sex
> toys, gay magazines, and special order sex items for fagots just like
> us!
>
> Or a 30% off Discount for my used condoms, used dildoes and buttplugs,
> and various creams and lotions!
>
> Plus Orders of at least $100.00 will also get a special fagboy gift and
> access to my asshole and red hot for gays only hotline!
>
> Need a little boy for anal sex? Perhaps you need some oversized sex
> toys to bury deep in your asshole? E-Mail Ben Today at
> Atari@aracnet.com
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order of gay sex toys goes out the same day. Customers love the speedy
> service and they love how loose my asshole is! I have
> lots of gay Books and magazines. Which I can send by special for
> gaylords only Rate!
>
> Please Direct all Replies for my gay sex toys Through E-Mail to:
> Atari@aracnet.com. If you can't reach me then your cock isn't long
> enough!
>
> Call fagboy benny's redhot for gays only hotline at (503)256-9974!!!
>
>
>

1113. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 13:19:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040308131928.7831V@ilaskey.cix.co.uk>
Source record: 16770

In article <hhno40dnq1re7ocj5v7vhq84e1bsk4dp7n@4ax.com>,
Gamera@work.stomping.aza (Bateau) wrote:

> >Ok, it's been fun for a second, but please,
> >cut out the ASCII pics when posting in here.
> >
> >We would all appreciate it.
>
> If 50 more hardened newsgroups couldn't make me stop you don't have a
> chance.
Our mistake, we didn't realise you were a fuckwit. Sorry.

1114. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 15:38:54 UTC
From: Peter Karlsson <petekarl@online.no>
Message-ID: <opr4ju24j3qawxb3pkn@news.online.no>
Source record: 16771
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Bateau:

> If 50 more hardened newsgroups couldn't make me stop you don't have a
> chance.

plonk

--
\\// Peter - http://www.softwolves.pp.se/

I do not read or respond to mail with HTML attachments.

1115. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 16:16:34 UTC
From: Christian Link <C.LinkSPAMBLOCK@GMX.NET>
Message-ID: <b17p40l9942494v5399h41vve24eeqb1ag@4ax.com>
Source record: 16772
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Mon, 08 Mar 2004 19:54:18 +0800, Bateau <Gamera@work.stomping.aza>
wrote:

>If 50 more hardened newsgroups couldn't make me stop you don't have a
>chance.

Have it your way, then.

Plonk!

1116. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 16:26:10 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <iledne-uHqYdA9HdRVn-ug@comcast.com>
Source record: 16773
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I'm with them. I can't stop you, but I can
stop reading you easily enough.

plonk

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.593 / Virus Database: 376 - Release Date: 2/22/04

1117. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 17:44:55 UTC
From: salfter@salfter.dyndns.org.is.invalid
Message-ID: <ri23c.20824$Zp.12628@fed1read07>
Source record: 16774
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <Pine.LNX.4.44.0403071712210.20514-100000@lab.oregonvos.net>,
Matthew Montchalin <mmontcha@OregonVOS.net> wrote:
>On Mon, 8 Mar 2004, Charles Richmond wrote:
>|> I suggest GIF. It's an old format, and I know there are readers for
>|> the CoCo 3 and C=64/128, probably also Apple.
>|>
>|You end up with *lots* of separate files for the same issue of
>|a magazine. pdf at least allows combining the pages.
>
>Okay, so which format is best for using a search engine with?

If you want it to be indexed by Google and friends, it needs to be either
well-structured HTML or plaintext. Getting to those from scans, though,
means either OCRing and lots of proofreading. On the other hand, you would
have much smaller files that could easily be handled by vintage hardware.
(Writing something for an Apple II (or whatever) to parse and display just
enough HTML to read these files wouldn't need to be too tricky; it doesn't
need to have all of the functionality of your average web browser to be
useful.)

_/_ Scott Alfter (address in header doesn't receive mail)
/ v \ send mail to $firstname@$lastname.us
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.3 (Linux)

iD8DBQFATLB8VgTKos01OwkRAnX6AJ9xJxpygZrUibRXD4lPn2yGz4hU5ACfTmSt
r50hKxR283oB4tjqF7kt9mc=
=PkBY
-----END PGP SIGNATURE-----
```

1118. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 17:49:44 UTC
From: salfter@salfter.dyndns.org.is.invalid
Message-ID: <Ym23c.20825$Zp.6590@fed1read07>
Source record: 16775
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <rv6o40d3g2jfkelnslsfr6pasmg3912eol@4ax.com>,
Bateau <Gamera@work.stomping.aza> wrote:
>[obnoxiously huge ASCII "art" deleted]

Umm...I'm fairly sure there's some guideline that's been around for years
that says you ought to keep your sig to 4 lines or less. I didn't think I'd
ever see anything worse than top-posting, but you've managed to prove me
wrong. Wanker.

* PLONK *

_/_ Scott Alfter (address in header doesn't receive mail)
/ v \ send mail to $firstname@$lastname.us
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.3 (Linux)

iD8DBQFATLGdVgTKos01OwkRArjbAKC6E9clf8tD0d0UjI7Acw4dtoQmdQCfRZIB
3+3EJq1I/zFAU5CBkGWBIq4=
=7y5m
-----END PGP SIGNATURE-----
```

1119. Re: xs4all - ftp problems.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 18:02:56 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <404cb550$0$563$e4fe514c@news.xs4all.nl>
Source record: 16776

Hi,

The acount you can use for this FTP server is NOT anonymouse.

Look in the 8-bit FAQ for details.

Secondly in a few days the FTP server will be down for a while. Can't tell
you when it's up and running again.
I will post it here when it's back!

TXG/MNX
"Dan Ritter" <danritterremove@telus.net> wrote in message
news:404C3D53.4060403@telus.net...
> TXG/MNX wrote:
>
> > Hi,
> >
> > Sorry for the problems on the FTP server.
> >
> > I thought I did post an update here about it. Because I had some
troubles
> > lately with my network overhere and broadband connection I did replace
some
> > thing.
> > My FTP server was running is PASV before. Now I put a router here and
> > configured it to use the normal port 20&21.
> > Due to this change people need now to connect without the PASV option.
> >
> > Let me know about any other problems.
> >
> > TXG/MNX
> >
> > "Timothy Stark" <sword7nospam@speakeasy.org> wrote in message
> > news:1bCdnZKYKr-qF0-iRTvUqQ@speakeasy.net...
> >
> >>Hello folks,
> >>
> >>I am new to this. I was looking for some atari archives and finally
found
> >>that - atari.xs4all.nl.
> >>I tried some ftp clients but many did not work. Until I noticed that
ftp
> >>server does not support PASV mode when I tried use 'ncftp' (Linix/Unix
ftp
> >>client). Ncftp automatically dropped back to PORT mode after login and

> >
> > told
> >
> >>me that. I was able download some files by using ncftp client.
> >>
> >>I was tried my cuteftp pro for XP and it did not work. Since I noticed
> >
> > that
> >
> >>ftp server only supports PORT mode, not PASV mode. I set xs4all's ftp
> >>settings to only use PORT mode. Now I was able download or list files
> >
> > with
> >
> >>my cuteftp pro client on Windows XP.
> >>
> >>Thank you!
> >>Tim Stark
> >>
> >>
> >
> How do I login? It doesn't seem to support anonymous.

1120. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 18:27:28 UTC
From: Chris Szilagyi <szilagy2@nospam-msu.edu>
Message-ID: <c2ie5a$1eft$1@msunews.cl.msu.edu>
Source record: 16777
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Matthew Montchalin wrote:
> On Mon, 8 Mar 2004, Charles Richmond wrote:
> |Acrobat (pdf) format is convenient and makes the information
> |available. IMHO it is *much* better than *not* having access
> |to the information at all. Making the information readable on
> |older machines should be a separate project IMHO.
> |>
> |> I suggest GIF. It's an old format, and I know there are readers for
> |> the CoCo 3 and C=64/128, probably also Apple.
> |>
> |You end up with *lots* of separate files for the same issue of
> |a magazine. pdf at least allows combining the pages.
>
> Okay, so which format is best for using a search engine with?
> After all, it could save a lot of time being able to zero in
> on that one article (in WHICH magazine?) that rare piece of
> information is being stored.
>

I am currently looking at HTML and searchable PDF (text behind image).
The HTML is text which could be searched easily, with a search engine.
PDF files can also be searched if they are text behind image. I am
assuming most people today have a PC or Mac with Acrobat Reader.
However, converting PDF images to other formats isn't too bad, as it can
be automated. GIF is a good alternative.

I have done a test on one magazine and am getting about 95% of the
entire magazine OCR'd successfully. The articles OCR beautifully, but
the other ads and less important stuff isn't being OCR'd very well.

I really appreciate all of this feedback, and any more on the way!!!

--
Chris

1121. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 19:11:50 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404dc540.9384078@news.charter.net>
Source record: 16778

No, we'll just kill file you and then nothing you have to say will
have a chance. Play nice or play by yourself.

On Mon, 08 Mar 2004 19:54:18 +0800, Bateau <Gamera@work.stomping.aza>
wrote:

```
> _.--""--._ On
> ." ". Mon, 8 Mar 2004 02:21:52 -0500
> | . ` ` | in
> \( )/ comp.sys.ibm.pc.classic,
> \)__. _._(/ Bill Garber
> // >..< \\ spoke
> |__.' vv '.__/ 18
> l'''"'''l lines
> \_ _/ to
> _ )--( _ the
>| '--.__)--(_.--' | great
> \ |`----''----'| / undead
> || `-' '--' || skeleton
> || `--' '--' || god
> |l `--'--'--' |l of
> |__|`--' `--'|__| giant
> | | )-( | | ascii
> || )-( \|| who
> || __ )_( __ \\ replied...
> ||' `- -' \ \\
> ||\_ `-' _/ |_\
> /_\ _)J-._.-L( /`-\
>|`- I_)O /\ O( `--l\\\|
>||||( `-' `-') .-' |||
> \\\ \ / / ///
> \ \ / /
> \ \ / /
> / \ / \
> |_()I().._|
> \ /\ /
> | / \ |
> | | \ \
> | | \ \
> | | \ \
> | |-nabis\ \_
> | | /-._\
> |.-.\ //.-._)
> \\\\ ///
> \\\\-'''
```

> ```'
>>Ok, it's been fun for a second, but please,
>>cut out the ASCII pics when posting in here.
>>
>>We would all appreciate it.
>
>If 50 more hardened newsgroups couldn't make me stop you don't have a
>chance.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1122. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 19:23:48 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404ec7e6.10062359@news.charter.net>
Source record: 16779

Actually I think it's a serious character flaw on the part of the
poster. I would rather see a 1000 of Bens ads than that kind of
childish trash.

On Mon, 08 Mar 2004 07:17:58 -0500, "John Miskinis" <nospam@here.com>
wrote:

>What prompts someone to post like that?
>
>Is it the slightly high prices? The frequency of
>the posts? I don't get it...

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1123. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 19:34:56 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404CE59B.ADBB0756@comcast.net>
Source record: 16780
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
Scott Alfter wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <Pine.LNX.4.44.0403071712210.20514-100000@lab.oregonvos.net>,
> Matthew Montchalin <mmontcha@OregonVOS.net> wrote:
> >On Mon, 8 Mar 2004, Charles Richmond wrote:
> >|> I suggest GIF. It's an old format, and I know there are readers for
> >|> the CoCo 3 and C=64/128, probably also Apple.
> >|>
> >|You end up with *lots* of separate files for the same issue of
> >|a magazine. pdf at least allows combining the pages.
> >
> >Okay, so which format is best for using a search engine with?
>
> If you want it to be indexed by Google and friends, it needs to be either
> well-structured HTML or plaintext. Getting to those from scans, though,
> means either OCRing and lots of proofreading. On the other hand, you would
> have much smaller files that could easily be handled by vintage hardware.
> (Writing something for an Apple II (or whatever) to parse and display just
> enough HTML to read these files wouldn't need to be too tricky; it doesn't
> need to have all of the functionality of your average web browser to be
> useful.)
>
And I'll say it again...it sounds like a *separate* project.
The hardest part of the ASCII project is OCR'ing the articles.

The hardest part of the PDF project is just scanning in the
magazine pages...IMHO.

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+
```

1124. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 19:42:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <404CCC9C.2140844@students.uni-mainz.de>
Source record: 16781

Er well,
I never tried it myself. I think the URL was something like this:
comp.sys.atari.binary
or something quite similar. try it out... greetings, andreas.

Tatqoo schrieb:
>
> Andreas Magenheimer wrote:
>
> > Well,
> > I love attachments - alas this newsgroup does not ! So, better use the
> > binary group for any up/downloads... -Andreas.
>
> sorry ..i have not read the group rules ...
>
> i plan to release more tunes ...where should I post them to ?
>
> tatqoo

1125. Re: Enhanced Density Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 19:57:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <404CD034.180D367D@students.uni-mainz.de>
Source record: 16782

Aha,
so you do not want to convert DOS 2.5 ED disks into another density,
but create ATR`s from them. No problem: I use Mycopier! a sector copier
that can read/write/format SD/ED and DD. It has an option to toggle ED
on or off (or to be more precise you can press "E" to togle between off,
auto and on; alas the auto option seems not to work fine, so I always
use on). The fine thing about that: Whenever you give Mycopier a disk to
read or write, simply switch ED to "on", then it will first try to read
sector 1040. When it gets an error, it will detect automatically that
the disk is SD or DD; when it gets a "good" status, it will detect the
disk as being ED (no matter if it is DOS 2.5 ED or MyDOS ED) and read/
write all 1040 sectors (even empty sectors)... E-Mail me, if you are
interested in this program, since there are several versions of it and
they all have the same name and alas the same version number.

The newer versions of Mycopier! do not have this ED density toggle
anymore (they have some sort of auto-detect-density built-in). But there
is a fine thing about that ED toggle-option in Mycopier! - whenever an
ED ATR image is 120k-150k big (and not 130kbytes as it should be), most
DOS versions and sector copiers think the image is Single density,
ouch... With Mycopier! you can easily toggle the ED option on and thus
up+download such ATR images without any problems. At least it worked
fine for me...

Hmmm, MyDOS does not read the second VTOC of a DOS 2.5 ED disk, when
showing the directory and/or free sectors. But as said before, when
copying files (with option "C" copy file/s) from a DOS 2.5 ED disk it
can access (read!) the whole disk and thus it will for sure also read
the second VTOC. At least I never had problems to read a file from a DOS
2.5 ED disk (even beyond sector 719!) and convert it to a different
MyDOS format... -Andreas.

LarryWhite schrieb:
>
> Hi Andreas-
>
> > Well, MyDOS can read Atari DOS 2.5 enhanced density disks completely (but
> only read - not write; at least not writing farther than sector 719) and of
> course it can also read/format/write DD up to 65,535 sectors. <
>
> This is from memory -- MyDos does not read the 2.5 ED "second VTOC". If you
> put a Dos 2.5 ED disk in a 1050 using MyDos, you will not have any idea if the
> disk is SD or ED. MyDos uses more bits for its sector counts, so it doesn't
> need to resort to the tricks (kludges?) that 2.5 went to.
>

> MyDos will happily format and write out 1040 sectors (using the "A" response to
> the format query), but not compatible with 2.5 (unless just sector copying).
>
> And there's my problem -- I take a disk from my collection, put it in my drive
> using MyDos, and what size ATR do I make? If I use Dos 2.5 then the next disk
> I pull out of my collection is likely to be DD -- oops!
>
> Certainly there are ways to find out, but switching Dos's every few disks is a
> pain -- hence my question. Thank goodness the APE's ATR's show the disk
> characteristics.
>
> Thanks for the suggestions of some of the other Dos's to try. SuperDos might
> just do the trick!
>
> Regards,
> Larry

1126. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 20:37:18 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <namp40t2fo6m7th6sr5j08d49vvgmno2au@4ax.com>
Source record: 16783

On Mon, 08 Mar 2004 08:51:09 GMT, Dan Ritter
<danritterremove@telus.net> wrote:

>kev wrote:
>
>> On Sun, 02 Nov 2003 19:24:58 GMT, "Mo" <momo@atariland.com> wrote:
>>
>>
>>>I don't suppose you could scan the manual for that and make it available?
>>>I've had the game for some time, but I can't find a manual for it on the net
>>>anywhere. Thanks,
>>>Mo
>>
>>
>> I need to do some digging to find it. I'd be happy to scan it.
>>
>>
>> kvn
>I would like this manual too. Could you post it when you scan it?
>
>Thanks 8-)

you know what? I forgot all about it, and since then I have seen the
manual transcribed online... I'll get back to you.

kvn

1127. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 21:56:49 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <B_53c.89429$C65.64569@nwrddc01.gnilink.net>
Source record: 16784
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"Bateau" wrote ...

> Stop living in the 80s dumbass.

A few lines of ASCII art in each post might be understandable. But the
number of lines that required snipping to reply was nothing less than
ridiculous.

Your excessive use of ASCII art can be considered proof positive that you are
indeed _exactly_ what you called John Burns. And that you also are stuck in
the 80's.
--
Best regards,

Sam Gillett

It looks like your gene
pool could use a filter!

1128. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-08 22:26:37 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404cf2a7.21007468@news.charter.net>
Source record: 16785

On Mon, 08 Mar 2004 21:56:49 GMT, "Sam Gillett" <samgillett@msn.com>
wrote:

>Your excessive use of ASCII art can be considered proof positive that you are
>indeed _exactly_ what you called John Burns. And that you also are stuck in
>the 80's.

I don't like all his excessive ASCII art much either but... pretty
much everyone in this group is sticking in the 80s a bit (or else we
wouldn't be in this newsgroup)!

1st Atari 1983 for me.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1129. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 00:39:20 UTC
From: Alan Reed <areed65@falcon1.net>
Message-ID: <Pm83c.189$Oo5.6748@eagle.america.net>
Source record: 16786
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

I'm someone who remembers when ASCII art was cool. His wasn't even very
good, making it more annoying.

"Sam Gillett" <samgillett@msn.com> wrote in message
news:B_53c.89429$C65.64569@nwrddc01.gnilink.net...
>
> "Bateau" wrote ...
>
> > Stop living in the 80s dumbass.
>
> A few lines of ASCII art in each post might be understandable. But the
> number of lines that required snipping to reply was nothing less than
> ridiculous.
>
> Your excessive use of ASCII art can be considered proof positive that you
are
> indeed _exactly_ what you called John Burns. And that you also are stuck
in
> the 80's.
> --
> Best regards,
>
> Sam Gillett
>
> It looks like your gene
> pool could use a filter!
>
>

1130. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 01:17:38 UTC
From: Jeff Blakeney <CUTjblakeney@sympatico.ca>
Message-ID: <9h6q40thbm7j76s95hu50appkdfacef9o5@4ax.com>
Source record: 16788
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Mon, 08 Mar 2004 15:09:32 +0800, Bateau <Gamera@work.stomping.aza>
wrote:

>Except if they don't send you a C&D they will get thrown out of court.
>Stop living in the 80s dumbass.

Well, you might want to check into copyright law again. It is now a
criminal offense in the United States and the copyright holder does
not even need to be involved for action to be taken which can result
in a fine and/or jail time last I looked.

--
Jeff Blakeney - Dean of the Apple II University in the
Apple II Community on Syndicomm.com
CUT the obvious from my address if you want to e-mail me

1131. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 01:22:14 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <a%83c.89832$C65.5245@nwrddc01.gnilink.net>
Source record: 16787
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"Alan Reed" wrote ...

> I'm someone who remembers when ASCII art was cool. His wasn't even very
> good, making it more annoying.

I remember the ASCII art of the 80's also. Most BBSes had a place for it,
and later ANSI art. In the world of Commodore we also had PETSCII art.
However, it was usually frowned upon when messages containing large amounts
of art were posted in other than the designated areas. Most sysops would
either move the message to the proper area, or just delete it.

Usenet has a place for ASCII art too. alt.ascii.art is one such newsgroup,
rec.arts.ascii is another. It would be nice if Bateau would post his art
there and leave the comp.sys hierarchy alone.
--
Best regards,

Sam Gillett

UFO's are real.
It's the Air Force that doesn't exist!

1132. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 01:32:42 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2j6rp$53e$1@titan.btinternet.com>
Source record: 16789
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yo! "Nomen Abditum"

> Hey it's me again! Fagboy shit eating cock sucking Benny! I'm gonna
> bend over, spread my ass cheeks and let ya give me a good fucking right
> up my ass. I'm also part of an amazing duo! I'm flatulence master
> along with my sidekick, sphincter boy! Here is today's offer from the
> biggest piece of shit in the world!

I want used sheep sex aids, can you quote me, can i have these at your %90
off "Birthday on a Friday on an even multiple year discount".

--

Regards Steve

Rope me a sheep and I'll make it smile.

1133. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:02:39 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <104q9dgsnmkv6ea@corp.supernews.com>
Source record: 16790
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

plonk

1134. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:14:11 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <TL93c.61076$lS1.24117@fe2.texas.rr.com>
Source record: 16791

Dont reply to this anymore, just kill file it. He's a troll and this is
exactly what he wants.
Mo

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:404ec7e6.10062359@news.charter.net...
> Actually I think it's a serious character flaw on the part of the
> poster.

1135. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:15:23 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <%M93c.61077$IS1.44020@fe2.texas.rr.com>
Source record: 16792

I forgot about it myself, whenever's convenient or you could post the link
if you see it again.
Thanks,
Mo

"|<evin" <nospam@nospam.org> wrote in message
news:namp40t2fo6m7th6sr5j08d49vvgmno2au@4ax.com...
> On Mon, 08 Mar 2004 08:51:09 GMT, Dan Ritter
> <danritterremove@telus.net> wrote:
>
> >kev wrote:
> >
> >> On Sun, 02 Nov 2003 19:24:58 GMT, "Mo" <momo@atariland.com> wrote:
> >>
> >>
> >>>I don't suppose you could scan the manual for that and make it
available?
> >>>I've had the game for some time, but I can't find a manual for it on
the net
> >>>anywhere. Thanks,
> >>>Mo
> >>
> >>
> >> I need to do some digging to find it. I'd be happy to scan it.
> >>
> >>
> >> kvn
> >I would like this manual too. Could you post it when you scan it?
> >
> >Thanks 8-)
>
> you know what? I forgot all about it, and since then I have seen the
> manual transcribed online... I'll get back to you.
>
>
>
>
>
> kvn

1136. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:38:52 UTC
From: "Steve \"Usotsuki\" Nickolas" <usotsuki@verizon.net>
Message-ID: <07a3c.5578$3R5.2618@nwrdny02.gnilink.net>
Source record: 16793
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Alan Reed wrote:

> I'm someone who remembers when ASCII art was cool. His wasn't even very
> good, making it more annoying.

I just have one word for him - "warlording" (look it up in teh jargon
file) :P

-uso.

1137. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:50:27 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <404d30c9.14062078@news.charter.net>
Source record: 16794

I did kill file him as an author, but I did not ignore the thread. So
as far as my newsreader is concerned, he's history.

On Tue, 09 Mar 2004 02:14:11 GMT, "momo" <quality_us@yahoo.com> wrote:

>Dont reply to this anymore, just kill file it. He's a troll and this is
>exactly what he wants.
>Mo
>
>"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
>news:404ec7e6.10062359@news.charter.net...
>> Actually I think it's a serious character flaw on the part of the
>> poster.
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1138. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 02:56:06 UTC
From: KLH <kheffington@pacbell.net>
Message-ID: <ana3c.10118011$Id.1688119@news.easynews.com>
Source record: 16795

momo wrote:
> Somebody needs their head examined!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739&category=1247&sspagename=STRK%3AMEBWA%3AIT&rd=1
>
> Mo
>
>
>

Speaking of Crazy, you must have missed the prices this seller wants for
some games. Take a look. What do you think the chances are of these
even getting a bid?

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083377727

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083374595

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083379950

I hope the listing costs are high for being so stupid.

1139. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:15:04 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956425525841443.NC-1.61.joobs@news.free-online.net>
Source record: 16649
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Mon, 08 Mar 2004 19:54:18 +0800, Bateau wrote:

(re: ascii)

> If 50 more hardened newsgroups couldn't make me stop you don't
> have a chance.

Well that selfish attitude is hardly a surprise and only points to someone who thinks what he says and does is correct irrespective of the wishes or truth of the matter.

1140. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:34:21 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956427493021444.NC-1.61.joobs@news.free-online.net>
Source record: 16650
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 09 Mar 2004 03:56:14 GMT, Charles Richmond wrote:

> Jeff Blakeney wrote:
> >
> > On Mon, 08 Mar 2004 15:09:32 +0800, Bateau <Gamera@work.stomping.aza>
> > wrote:
> >
> > >Except if they don't send you a C&D they will get thrown out of court.
> > >Stop living in the 80s dumbass.
> >
> > Well, you might want to check into copyright law again. It is now a
> > criminal offense in the United States and the copyright holder does
> > not even need to be involved for action to be taken which can result
> > in a fine and/or jail time last I looked.
> >
> I know that the recent copyright laws are much more draconian than the
> copyright laws of old. Perhaps it's because people sense that it is getting
> harder to enforce copyright laws.

I don't know if this is stricly true personally I feel it is due to the Internet's rise and the subsequent proliferation of copyright theft which has led to much more publicity being given to the issue. Especially when involving the music /movie industry which has always been pretty pro-active in prosecuting and protecting its assets. As has been stated most copyright theft still isn't prosecuted.

1141. New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:37:47 UTC
From: Bill McBrine <billmcbrine@shawSPAMKILLER.ca>
Message-ID: <ajcq40571old0e435opc4dj8tkdndfu3bo@4ax.com>
Source record: 16796

Hello All!

I just happily read the backdated posts about "accelerated 8bit" and ideas how to speed up the ole Atari. This is something I've spent days in the past dreaming about how to do. I have some ideas on a co-processor plan, but realistically I don't think it would be worth it. If the purpose of the project is to help "the Atari community" then hardware priced easily near or over $100 would simply not be viable for most people still using their Atari. So, as I'd love the idea of improving the Atari for all, a hardware project seems out of the question, IMHO.

Software design is the only area the community as a whole (what remains) can be potentially reached. Hence, I have also worked on a software design to provide a more usable environment. Another reason to go with software-only is it is also available to Emulator users. Not everyone who would use the A8 has a physical Atari on their desk today. And emu's also have support for "expanded" Atari's with extra memory and other hardware simulation.

Features of my language project:
o Use your upgraded memory for something other than ramdisk
o Linear memory space above the 64K limit
o Compile/Port larger programs for the Atari-8bit
o Possibility of a New OS using this technique
o Use standard 6502 Assembly
o Can also use cc65 and compile to asm source first
o The assembler handles all the memory banking itself!
o Possibility of using ALL your extended ram as one program!
o No special hardware! Any 128K Atari or above will work!
o Only problem I foresee may be the small stack space

Read on ...

Let me reference a post from Mr. Larry White.

<QUOTE>
From:********** (LarryWhite)
Newsgroups: comp.sys.atari.8bit
Date: 14 Dec 2003 00:52:07 GMT
Message-ID: <20031213195207.11235.00000731@mb-m11.aol.com>

Other progs are memory bound -- where having lots of contiguous memory
would
help -- sort of the "ultimate ram disk". (Oops -- we need languages
and an O/S

that could use the extra memory, don't we...) Still, a reliable 65816
and
memory management system would help this a lot.
</QUOTE>

"we need languages and an OS that could use the extra memory."

What I have come up with is a fairly simple design that I originally thought of back about 8 years ago - I even posted about it here, but never received any emails about it and so I basically dropped the idea. If there is any real interest, I would be willing to consider doing the project, and would welcome others to assist. It involves a "virtual linear memory space" using the banked ram of the 130XE and similar upgrades. Any amount of expanded ram would work. I have a trick in mind that may work for programs over 64K! This concept may be very useful for any restricted memory-space computer supporting some kind of bank-swapped ram.

This would probably be done as a specially modified assembler project and compile the source to this linear memory model. It would also not be specific to the type of memory banking. Meaning it would work with 130XE modes, but also different styles (not compatible with the 130XE) of memory upgrades by simply using a different "memory handler". A Very Key Point here, is this assembler would automatically handle the memory banking itself at compile time! All you do is write asm instructions, or your ANSI C code. All the code and variable references are taken care of for you within the assembler!

I also consider the viability of modding cc65 to compile directly to this mode. That would be handy, wouldn't it? :-) But I expect the assembler is more flexible, and besides, one can always compile your C source to assembly, then feed it into this assembler. One more thing. There would be a small performance hit to the computer for this to work. Depending on exact implimentation, and on program flow, it could be somewhere from only 1% to 10%+.

Another idea I have is to include reusable 'microcode' routines for more compact programs. Instead of redoing the wheel, or inlining subroutines as macros over and over, simply call the microcode routine, and only use a handful of bytes. There is lots of good 6502 code available to utilitize for this purpose I think.

It's a tricky technique my idea, and still theory. Anyone interested?

=Bill=

Sincerely, =Bill=

=-RemoveThe*SPAMKILLER*PortionnInTheEmailAddressToReply-=

1142. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:43:38 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9564283136571445.NC-1.61.joobs@news.free-online.net>
Source record: 16651
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Mon, 08 Mar 2004 15:09:32 +0800, Bateau wrote:

> Except if they don't send you a C&D they will get thrown out of court. Stop
> living in the 80s dumbass.

Please cite the legal precedent for this and I'll certainly check it out. The truth is a c&d is really only a means of saving oneself the hassle of bringing a law suit, it is not a prerequisite to doing so. As I said before try checking your facts first. Maybe I am living in the 80s but that is surely better than the fantasy land you live in where ideas become reality. BTW I studied for, and gained, my degree in Law at a University where did you get yours - mail order was it?

As for who is the dumbass let's see the proof for your statement. No proof and you'll have been hung by your own petard.

1143. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:48:53 UTC
From: Lee Hart <leeahart@earthlink.net>
Message-ID: <404D53EF.4AD2@earthlink.net>
Source record: 16647
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

>> I suggest GIF. It's an old format, and I know there are readers
>> for the CoCo 3 and C=64/128, probably also Apple.

Most magazine articles are just text. So, I would suggest that plain text is the most appropriate way to handle it. It will download far faster, take far less storage, and can be read by the widest range of machines. When articles contain programs, it will be far easier to extract and run them if they are ASCII text, rather than some image format.

When there is a relevant illustration, then they should be provided in an appropriate image format (like GIF for schematics, or JPEG for photos, etc.)

I did some work to put Tom Pittman's early Tiny BASIC books and articles on-line for him. We put the text in HTML format, so it could be presented with approximately the same page layout as the original, yet still easy to view with a web browser or to save as ASCII text so you could run the programs. HTML made it easy to connect it to the illustrations. The hypertext links also allowed for fast jumps to the index, table of contents, etc. It worked out rather well.

On copyrights: A lot depends on the situation. I've written many articles, and generally don't mind if someone reprints them. It's polite if they ask first; when they do I almost always give permission. When I find one that's been posted without permission and without crediting me as the author, I ask them to take it off. So far, in all cases they do, or we come to some agreement.

So, I would suggest that you try to contact the author and get permission. If that fails, print it but credit him for the work. If he contacts you, do as he wishes (its his material, after all). And in any case, don't try to sell material that you know you don't own and don't have permission to distribute -- THAT is what will get you into deep trouble!

I've only had one case where someone stole my work without permission and sought to make money from it. It eventually came to lawyers, and I threatened to sue. Their lawyers advised their client that they would certainly lose, and we settled out of court for $10,000. It was an expensive lesson for them, I'm sure.
--
"Never doubt that a small group of committed people can change the world. Indeed, it's the only thing that ever has!" -- Margaret Meade
--

Lee A. Hart 814 8th Ave N Sartell MN 56377 leeahart_at_earthlink.net

1144. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:56:14 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404D5B15.2BE8A881@comcast.net>
Source record: 16648
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
Jeff Blakeney wrote:
>
> On Mon, 08 Mar 2004 15:09:32 +0800, Bateau <Gamera@work.stomping.aza>
> wrote:
>
> >Except if they don't send you a C&D they will get thrown out of court.
> >Stop living in the 80s dumbass.
>
> Well, you might want to check into copyright law again. It is now a
> criminal offense in the United States and the copyright holder does
> not even need to be involved for action to be taken which can result
> in a fine and/or jail time last I looked.
>
I know that the recent copyright laws are much more draconian
than the copyright laws of old. Perhaps it's because people
sense that it is getting harder to enforce copyright laws.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1145. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 03:57:49 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9564297293581446.NC-1.61.joobs@news.free-online.net>
Source record: 16652
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 09 Mar 2004 03:48:53 GMT, Lee Hart wrote:

[snip]

> I've only had one case where someone stole my work without
> permission and
> sought to make money from it. It eventually came to lawyers, and I
> threatened to sue. Their lawyers advised their client that they would
> certainly lose, and we settled out of court for $10,000. It was an
> expensive lesson for them, I'm sure.

Glad you made this point Lee as many copyright cases are settled in such a way (out of court) and therefore obviously don't get any media attention. Hope you enjoyed spending the money :) Publish and be damned is an old saying but when it involves copyright material it usually ends in (the publisher) being damned poor.

1146. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 08:18:04 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.09.08.18.04.129643@here.com>
Source record: 16653

unbelievable

1147. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 09:59:11 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <Pzg3c.77466$OH4.51677@fe2.texas.rr.com>
Source record: 16654

Not only that, I noticed that most of his feedbacks are private. Makes you
kinda wonder doesn't it?
Mo

"KLH" <kheffington@pacbell.net> wrote in message
news:ana3c.10118011$Id.1688119@news.easynews.com...
> momo wrote:
> > Somebody needs their head examined!
> >
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739&category=1247&sspagename=STR
K%3AMEBWA%3AIT&rd=1

1148. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 10:15:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c2k5gbrnu1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16655

Hi Bill,

> Software design is the only area the community as a whole (what
> remains) can be potentially reached. Hence, I have also worked
> on a software design to provide a more usable environment. Another
> reason to go with software-only is it is also available to Emulator
> users. Not everyone who would use the A8 has a physical Atari on
> their desk today. And emu's also have support for "expanded" Atari's
> with extra memory and other hardware simulation.

> Features of my language project:
> o Use your upgraded memory for something other than ramdisk
> o Linear memory space above the 64K limit
> o Compile/Port larger programs for the Atari-8bit
> o Possibility of a New OS using this technique
> o Use standard 6502 Assembly
> o Can also use cc65 and compile to asm source first
> o The assembler handles all the memory banking itself!
> o Possibility of using ALL your extended ram as one program!
> o No special hardware! Any 128K Atari or above will work!
> o Only problem I foresee may be the small stack space

You know, that's partially self-contradictionary. Standard 6502
assembly cannot provide a linear programming model for more that 64K
since it's a 16 bit processor after all. What's the route you're
planing to go? Compiler supported bankswitching would mean enhancing
the cc65 (a pure software/compiler project), a "new Os" is an assembly
project (or C, if you want to go), linear programming model is an
emulator project (I assume you're not going to build an FPGA with a
backwards compatible 6502 CPU on it. (-;)

> Other progs are memory bound -- where having lots of contiguous memory
> would
> help -- sort of the "ultimate ram disk". (Oops -- we need languages
> and an O/S
> that could use the extra memory, don't we...) Still, a reliable 65816
> and
> memory management system would help this a lot.
> </QUOTE>

> "we need languages and an OS that could use the extra memory."

Just let me play devil's advocate for a moment: For which purpose?
For a programming environment, the last twenty years really didn't
leave the software market unaltered. Just "to have an Os" is not quite
an answer. Who would be using it for which purpose? There's nearly no

new software written for the 8 bits. What's running is running, and the main (or probably "my main") interest is in the old games I'd like to play. If you need *more* to be done, hey, there's my PC and there's my Amiga (at least once I would get it repaired).

Sorry, didn't want to stop your enthusiasm. If it's a fun project for you, please go ahead. Just want to say that there might be less applications than you'd probably consider, so please don't feel disappointed later.

So long,
Thomas

1149. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 11:43:10 UTC
From: rlangenineteen@comcast.net
Message-ID: <f8br4099eo9cjkqb25hei4oul4sto2eken@4ax.com>
Source record: 16656

These can't be serious offers. I've seen some crazy "collector
behavior" on eBay, but these games aren't even worth one hundredth of
what they're listed at! And the "Buy It Now!" prices are really
astronomical.

On Tue, 09 Mar 2004 02:56:06 GMT, KLH <kheffington@pacbell.net> wrote:

>Speaking of Crazy, you must have missed the prices this seller wants for
> some games. Take a look. What do you think the chances are of these
>even getting a bid?
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083377727
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083374595
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083379950
>
>I hope the listing costs are high for being so stupid.
>

1150. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 12:17:53 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c2kcj4vgi1@news1.nivel5.cl>
Source record: 16657

I cannot believe this. Anyway, it might be not surprising. =P

Please note that in the first item he's claiming that he has an NTSC version
of Motorodeo. If that it's not true, you can sue him. =)

W.

"KLH" <kheffington@pacbell.net> escribi&#65533; en el mensaje
news:ana3c.10118011$Id.1688119@news.easynews.com...
> momo wrote:
> > Somebody needs their head examined!
> >
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739&category=1247&sspagename=STRK%3AMEBWA
%3AIT&rd=1
> >
> > Mo
> >
> >
> >
>
> Speaking of Crazy, you must have missed the prices this seller wants for
> some games. Take a look. What do you think the chances are of these
> even getting a bid?
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083377727
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083374595
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083379950
>
> I hope the listing costs are high for being so stupid.
>
>

1151. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 13:03:53 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0403090503.535a32cd@posting.google.com>
Source record: 16658

I'll say I'm pretty skeptical. Yout code generator will have to verify every code reference to make sure that the target resides in the same memory bank. In the case of interbank subroutines, you will have to have some sort of entry/exit code that resides outside of the banked area to handle the bank switching. That's a lot of overhead right there.

While it's entirely probable that such a compiler could be constructed, it would be similar to a wheel built out of bricks. Who would choose to use it ?

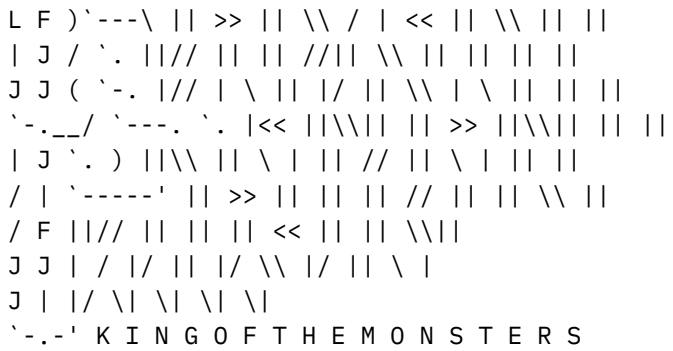
1152. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 13:57:23 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <q9jr401p7kebp35licbv34umf1bahl2h3u@4ax.com>
Source record: 16659
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". Mon, 8 Mar 2004 19:39:20 -0500
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ Alan Reed
// >..< \\ spoke
|__.' vv '.__/ 31
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
``''
```

>I'm someone who remembers when ASCII art was cool. His wasn't even very
>good, making it more annoying.

It's not mine.
--


L F)`---\ || >> || \\ / | << || \\ || ||
| J / `. ||// || || //|| \\ || || || ||
J J (`-. |// | \ || |/ || \\ | \ || || ||
`-.__/ `---. `. |<< ||\\|| || >> ||\\|| || ||
| J `.) ||\\ || \ | || // || \ | || ||
/ | `-----' || >> || || || // || || \\ ||
/ F ||// || || || << || || \\||
J J | / |/ || |/ \\ |/ || \ |
J | |/ \| \| \| \|
`-.-' K I N G O F T H E M O N S T E R S

1153. Re: Archiving old magazines on website

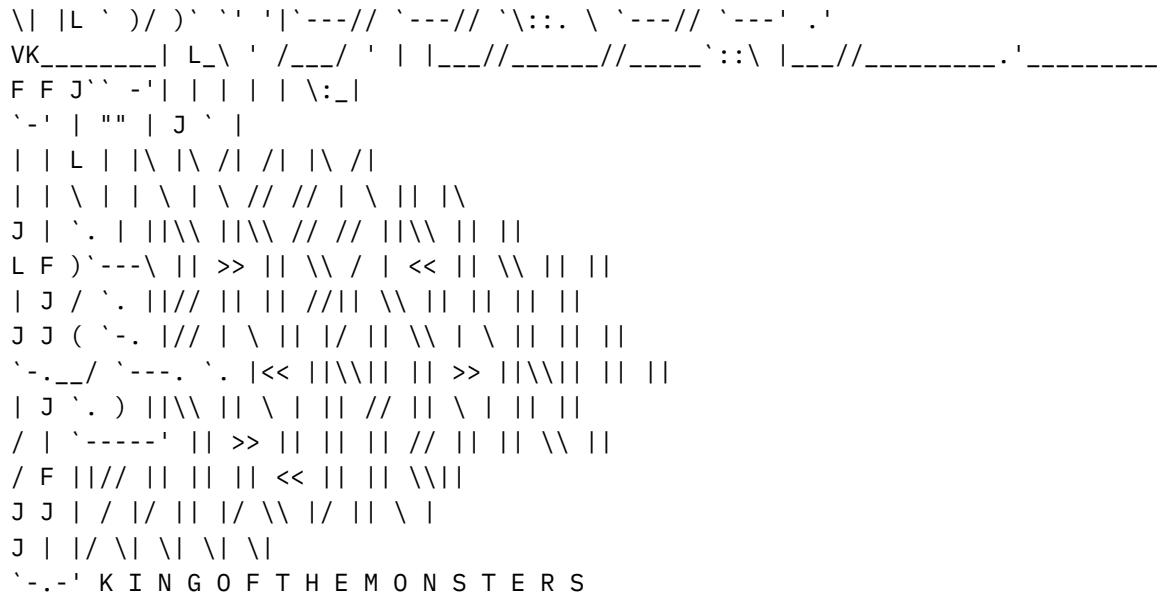
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 13:57:54 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <rajr4058k7rm6a0qh3h5h6m4q71lsm02v1@4ax.com>
Source record: 16660
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". Tue, 09 Mar 2004 02:38:52 GMT
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ Steve "Usotsuki" Nickolas
// >..< \\ spoke
|__.' vv '.__/ 10
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
``''
```

>Alan Reed wrote:
>

>> I'm someone who remembers when ASCII art was cool. His wasn't even very
>> good, making it more annoying.
>
>I just have one word for him - "warlording" (look it up in teh jargon
>file) :P

I save my warlording for my website.
--


K I N G O F T H E M O N S T E R S

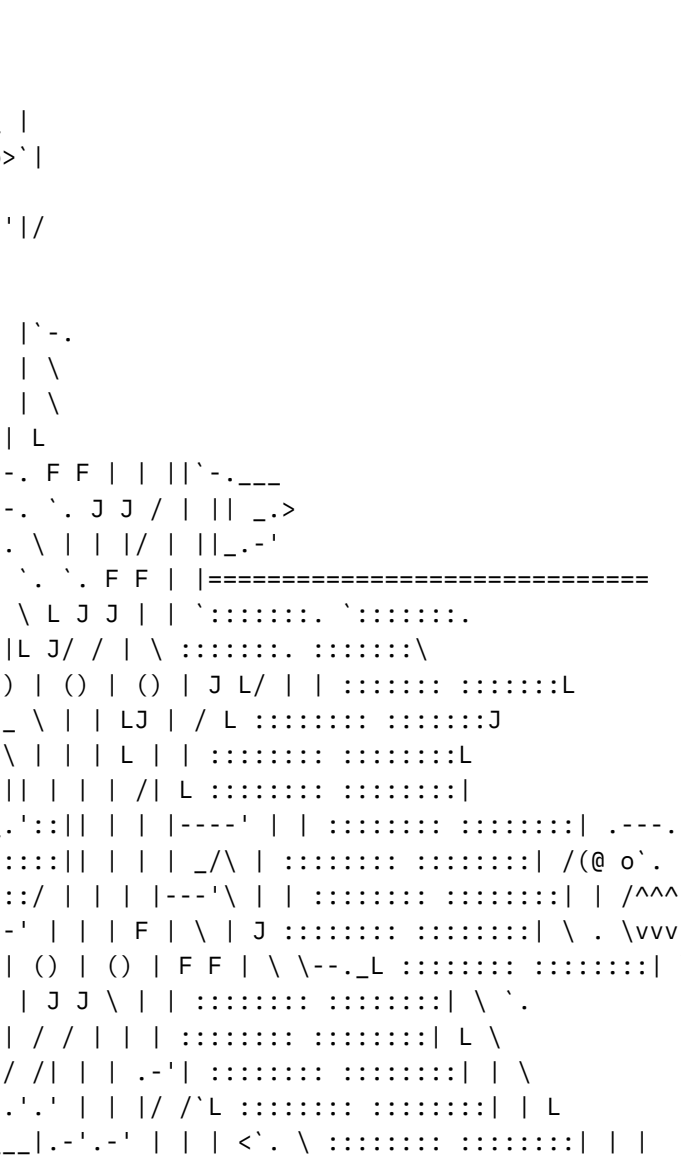
1154. Re: Archiving old magazines on website

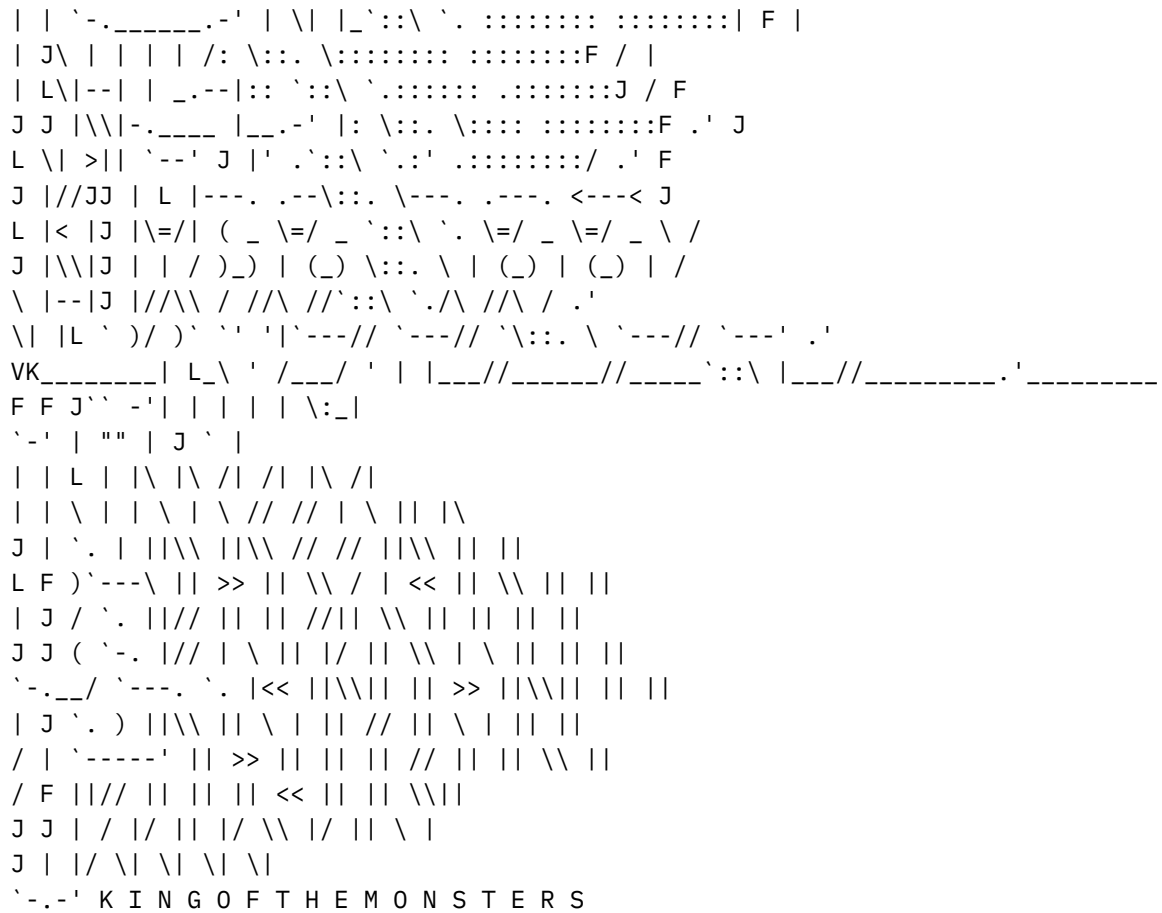
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 13:58:41 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <4cjr40t9vl85prlmc2vn0e4rv05o6j1lh1@4ax.com>
Source record: 16661
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". 09 Mar 2004 04:43:38 +0100
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ John Burns
// >..< \\ spoke
|__.' vv '.__/ 17
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
`'''
```

>On Mon, 08 Mar 2004 15:09:32 +0800, Bateau wrote:
>

>
>> Except if they don't send you a C&D they will get thrown out of court. Stop
>> living in the 80s dumbass.
>
>Please cite the legal precedent for this and I'll certainly check it out. The
>truth is a c&d is really only a means of saving oneself the hassle of bringing a
>law suit, it is not a prerequisite to doing so. As I said before try checking
>your facts first. Maybe I am living in the 80s but that is surely better than
>the fantasy land you live in where ideas become reality. BTW I studied for, and
>gained, my degree in Law at a University where did you get yours - mail order
>was it?
>
>As for who is the dumbass let's see the proof for your statement. No proof and
>you'll have been hung by your own petard.

Try doing ANY research at all. HTH.
--



K I N G O F T H E M O N S T E R S

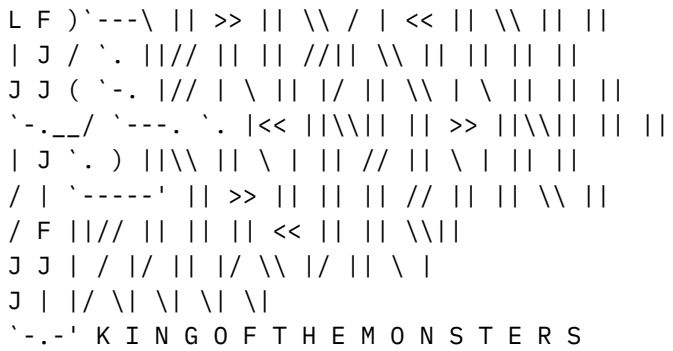
1155. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 13:59:05 UTC
From: Bateau <Gamera@work.stomping.aza>
Message-ID: <2djr405ls1b31n6a7bdbg5mqdmom30tgf7@4ax.com>
Source record: 16662
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
_.--""--._ On
." ". Mon, 8 Mar 2004 18:02:39 -0800
| . ` ` | in
\( )/ comp.sys.ibm.pc.classic,
\)__. _._(/ RoyE
// >..< \\ spoke
|__.' vv '.__/ 3
l'''"'''l lines
\_ _/ to
_ )--( _ the
| '--.__)--(_.--' | great
\ |`----''----'| / undead
|| `-' '--' || skeleton
|| `--' '--' || god
|l `--'--'--' |l of
|__|`--' `--'|__| giant
| | )-( | | ascii
|| )-( \|| who
|| __ )_( __ \\ replied...
||' `- -' \ \\
||\_ `-' _/ |_\
/_\ _)J-._._-L( /`-\
|`- I_)O /\ O( `--l\\\|
||||( `-' `-') .-' |||
\\\ \ / / ///
\ \ / /
\ \ / /
/ \ / \
|_()I().._|
\ /\ /
| / \ |
| | \ \
| | \ \
| | \ \
| |-nabis\ \_
| | /-._\
|.-.\ //.-._)
\\\\ ///
\\\\-'''
``''

>*plonk*
```

4 in a row! Kick ass!


L F)`---\ || >> || \\ / | << || \\ || ||
| J / `. ||// || || //|| \\ || || || ||
J J (`-. |// | \ || |/ || \\ | \ || || ||
`-.__/ `---. `. |<< ||\\|| || >> ||\\|| || ||
| J `.) ||\\ || \ | || // || \ | || ||
/ | `-----' || >> || || || // || || \\ ||
/ F ||// || || || << || || \\||
J J | / |/ || |/ \\ |/ || \ |
J | |/ \| \| \| \|
`-.-' K I N G O F T H E M O N S T E R S

1156. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 14:08:29 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <404dcfdf$1_5@corp.newsgroups.com>
Source record: 16663
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

John Burns wrote:
> On Mon, 08 Mar 2004 15:09:32 +0800, Bateau wrote:
>
>
>
>>Except if they don't send you a C&D they will get thrown out of court. Stop
>>living in the 80s dumbass.
>
>
> Please cite the legal precedent for this and I'll certainly check it out. The
> truth is a c&d is really only a means of saving oneself the hassle of bringing a
> law suit, it is not a prerequisite to doing so. As I said before try checking
> your facts first. Maybe I am living in the 80s but that is surely better than
> the fantasy land you live in where ideas become reality. BTW I studied for, and
> gained, my degree in Law at a University where did you get yours - mail order
> was it?
>
> As for who is the dumbass let's see the proof for your statement. No proof and
> you'll have been hung by your own petard.
>

Now, now, now. Don't use words he doesn't know.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1157. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 14:58:20 UTC
From: "Tony A." <you.dont@need.to.know>
Message-ID: <rXk3c.6761$zu.2544@newsfe1-win>
Source record: 16664
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"Exegete" <millers@noneofyourbusiness.com> wrote in message
news:404dcfdf$1_5@corp.newsgroups.com...
[...]
> > As for who is the dumbass let's see the proof for your statement. No
proof and
> > you'll have been hung by your own petard.
> >
>
> Now, now, now. Don't use words he doesn't know.
>
> Roy
>
I hate to nitpick, but one cannot be hung by ones own petard. The petard was
a small gunpowder bomb in use in shakespearean times, and "to be hoist by
one's own petard" means "to be blown up by ones own bomb". It has nothing to
do with hanging, that is a common but incorrect inference of the meaning of
the phrase.

Tony

1158. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 19:15:22 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <eJo3c.30001$aT1.2713@newsread1.news.pas.earthlink.net>
Source record: 16665

Wilheim wrote:

> I cannot believe this. Anyway, it might be not surprising. =P
>
> Please note that in the first item he's claiming that he has an NTSC version
> of Motorodeo. If that it's not true, you can sue him. =)
>
> W.
>
>
>
> "KLH" <kheffington@pacbell.net> escribiï¿½ en el mensaje
> news:ana3c.10118011$Id.1688119@news.easynews.com...
>
>>momo wrote:
>>
>>>Somebody needs their head examined!
>>>
>>>
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790686739&category=1247&sspagename=S
TRK%3AMEBWA%3AIT&rd=1
>
>>>Mo
>>>
>>>
>>>
>>
>>Speaking of Crazy, you must have missed the prices this seller wants for
>> some games. Take a look. What do you think the chances are of these
>>even getting a bid?
>>
>>
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083377727
>
>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083374595
>>
>>
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=3083379950
>
>>I hope the listing costs are high for being so stupid.

The buyer looks like a fake. Can't guess what the motivation is since
you have to pay eBay for auction.

1159. Monkey Wrench II - Emulator Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 20:10:05 UTC
From: bschwabe@atlanta.nsc.com
Message-ID: <404e23a6.17092920@usenet.nsc.com>
Source record: 16666

Hello,

I own a "Monkey Wrench II" right cartridge that I have created
a ROM image of by dismantling the cartridge and placing each
ROM (x2 HN462532G) in a CP-1128 (PLD/EPROM Programmer). By
concatenating the two extracted ROM images into one I now have
a single 8K ROM image but I can not seem to configure the ATARI800
or the Atari800Win emulator programs to recognize the cartridge under
the "F1" option and specifying the right cartridge. Does anyone have
ideas as to what may be going wrong here?

Thanks

1160. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 20:14:27 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.09.20.14.26.816094@here.com>
Source record: 16667

Maybe he/she is new to ebay, and forgot the decimal point.

1161. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 20:59:43 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404E4AF9.613390A7@comcast.net>
Source record: 16668
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
John Burns wrote:
>
> On Tue, 09 Mar 2004 03:56:14 GMT, Charles Richmond wrote:
>
> > Jeff Blakeney wrote:
> > >
> > > On Mon, 08 Mar 2004 15:09:32 +0800, Bateau <Gamera@work.stomping.aza>
> > > wrote:
> > >
> > > >Except if they don't send you a C&D they will get thrown out of court.
> > > >Stop living in the 80s dumbass.
> > >
> > > Well, you might want to check into copyright law again. It is now a
> > > criminal offense in the United States and the copyright holder does
> > > not even need to be involved for action to be taken which can result
> > > in a fine and/or jail time last I looked.
> > >
> > I know that the recent copyright laws are much more draconian than the
> > copyright laws of old. Perhaps it's because people sense that it is getting
> > harder to enforce copyright laws.
>
> I don't know if this is stricly true personally I feel it is due to the
> Internet's rise and the subsequent proliferation of copyright theft which has
> led to much more publicity being given to the issue. Especially when involving
> the music /movie industry which has always been pretty pro-active in
> prosecuting and protecting its assets. As has been stated most copyright
> theft still isn't prosecuted.
>
The emphasis I wanted to place...was that breaking copyright
laws is becoming simpler every day. With the internet, CD burners,
DVD burners, computers, digital cameras, et al, ISTM that holding
the line on "copyright theft" is getting very difficult.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1162. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 21:01:18 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <404E4B57.6748A292@comcast.net>
Source record: 16669
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

```
John Burns wrote:
>
> [snip...] [snip...] [snip...]
>
> As for who is the dumbass let's see the proof for your statement. No proof and
> you'll have been hung by your own petard.
>
Oh, you mean those skin-tight leggings that ballerinas wear???
No, wait...that is a leo-petard. ;-)

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1163. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 23:07:27 UTC
From: Lee Hart <leeahart@earthlink.net>
Message-ID: <404E694D.7C3E@earthlink.net>
Source record: 16670
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Lee Hart wrote:
>> I've only had one case where someone stole my work without
>> permission and sought to make money from it. It eventually came
>> to lawyers, and I threatened to sue. Their lawyers advised their
>> client that they would certainly lose, and we settled out of
>> court for $10,000.

John Burns wrote:
> Glad you made this point Lee as many copyright cases are settled
> in such a way (out of court) and therefore obviously don't get any
> media attention. Hope you enjoyed spending the money :)

Actually, the company I worked for got it. I simplified the story to keep it succinct. I was the tech writer that wrote the manual for a microcomputer board based on the RCA 1802. A competitor copied this manual, deleting our trademark and name and substituting their own. My company threatened to sue, the other company backed down and settled out of court for the $10,000.

> Publish and be damned is an old saying but when it involves copyright
> material it usually ends in (the publisher) being damned poor.

It's become a very complicated situation. The original intent of the copyright laws has largely been defeated. We now have descendents of Mark Twain recopyrighting his works, people with copyrights to the "Happy Birthday" song and charging royalties, classic movies like "Casablanca" colorized to make it a 'new work' and re-copyrighted, companies like Microsoft keeping their old copyrights in force so they can *prevent* their distribution to compete with current products, etc. With enough money and lawyers, copyright are effectively immortal.
--
"Never doubt that a small group of committed people can change the world. Indeed, it's the only thing that ever has!" -- Margaret Meade
--
Lee A. Hart 814 8th Ave N Sartell MN 56377 leeahart_at_earthlink.net

1164. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-09 23:26:14 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956526237191447.NC-1.61.joobs@news.free-online.net>
Source record: 16672
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 09 Mar 2004 21:58:41 +0800, Bateau wrote:

> >On Mon, 08 Mar 2004 15:09:32 +0800, Bateau wrote:
> >
> >
> >> Except if they don't send you a C&D they will get thrown out of court. Stop

snip

> >As for who is the dumbass let's see the proof for your statement. No proof and
> >you'll have been hung by your own petard.
>
> Try doing ANY research at all. HTH.

Fair enough you can't prove what you stated was correct and were talking out of
your arse. Admission accepted.

1165. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 00:19:37 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956579136571450.NC-1.61.joobs@news.free-online.net>
Source record: 16674
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 09 Mar 2004 20:59:43 GMT, Charles Richmond wrote:

> John Burns wrote:
> >
> > On Tue, 09 Mar 2004 03:56:14 GMT, Charles Richmond wrote:
> >
> > > Jeff Blakeney wrote:
> > > >
> > > > On Mon, 08 Mar 2004 15:09:32 +0800, Bateau <Gamera@work.stomping.aza>
> > > > wrote:
> > > >
> > > > >Except if they don't send you a C&D they will get thrown out of court.
> > > > >Stop living in the 80s dumbass.
> > > >
> > > > Well, you might want to check into copyright law again. It is now a
> > > > criminal offense in the United States and the copyright holder does
> > > > not even need to be involved for action to be taken which can result
> > > > in a fine and/or jail time last I looked.

Sorry missed this originally

US law isn't my thing (I'm in UK) but I've always understood it was the same in this respect. Are you by any chance referring to other laws (soon to be enacted in UK also) which allow criminal proceeding against those who download - if so then these are not copyright laws. The proposals for the UK will mean that those caught with illegal downloads (mp3s etc.) can have their bank accounts frozen and assets siezed (house and contents etc.) - again related to copyright theft but not a copyright law in itself. Either way it's pretty harsh if you get caught.

[snip]

> The emphasis I wanted to place...was that breaking copyright laws is
> becoming simpler every day. With the internet, CD burners, DVD burners,
> computers, digital cameras, et al, ISTM that holding the line on "copyright
> theft" is getting very difficult.

Quite understand and there is also the mentality which says since nothing physically is taken from you then nothing is actually stolen.

1166. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 00:31:26 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956591293581451.NC-1.61.joobs@news.free-online.net>
Source record: 16673
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 09 Mar 2004 23:07:27 GMT, Lee Hart wrote:

> Actually, the company I worked for got it. I simplified the story to keep it

:(Ain't that allways the way

> > Publish and be damned is an old saying but when it involves copyright
> > material it usually ends in (the publisher) being damned poor.
>
> It's become a very complicated situation. The original intent of the
> copyright laws has largely been defeated. We now have descendents of Mark
> Twain recopyrighting his works, people with copyrights to the "Happy
> Birthday" song and charging royalties, classic movies like "Casablanca"
> colorized to make it a 'new work' and re-copyrighted, companies like
> Microsoft keeping their old copyrights in force so they can *prevent* their
> distribution to compete with current products, etc. With enough money and
> lawyers, copyright are effectively immortal. --

Fair enough but that doesn't mean the law itself is wrong just those who abuse
it for their own intent (holder or pirate). Copyright Law by and large still
retains its original intent to protect the IP of the originator.

1167. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 00:40:22 UTC
From: Don Romero <don.romero@verizon.net>
Message-ID: <BC73CFFF.19F7A%don.romero@verizon.net>
Source record: 16671
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

> From: Charles Richmond <richchas@comcast.net>

> The emphasis I wanted to place...was that breaking copyright
> laws is becoming simpler every day. With the internet, CD burners,
> DVD burners, computers, digital cameras, et al, ISTM that holding
> the line on "copyright theft" is getting very difficult.

Private piracy may be easier now, maybe even harder to catch and harder to stop.

But if somebody goes out and tries to make money or broadcast or reuse the materials (as on a website, etc) .. or simply brags too much for their own good at the wrong time and place, there's nothing particularly hard about catching or prosecuting that.. regardless of any of the technologies mentioned above.

What usually lacks is the motivation to focus on and pursue such matters by the bulk of regular law enforcement agencies.. as opposed to pursuing druggies, rapists, thieves, killers, drunken drivers and such. Also not much interest by the press to cover law enforcement efforts. But there are units working .. and catching pirates and other computer criminals.

d.

1168. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 01:14:18 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956513434621452.NC-1.61.joobs@news.free-online.net>
Source record: 16675
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Tue, 9 Mar 2004 14:58:20 -0000, "Tony A." wrote:

> "Exegete" <millers@noneofyourbusiness.com> wrote in message
> news:404dcfdf$1_5@corp.newsgroups.com... [...]
> > > As for who is the dumbass let's see the proof for your statement. No
> proof and
> > > you'll have been hung by your own petard.
> > >
> >
> > Now, now, now. Don't use words he doesn't know.
> >
> > Roy
> >
> I hate to nitpick, but one cannot be hung by ones own petard. The petard was
> a small gunpowder bomb in use in shakespearean times, and "to be hoist by
> one's own petard" means "to be blown up by ones own bomb". It has nothing to
> do with hanging, that is a common but incorrect inference of the meaning of
> the phrase.

I accept and know what Shakespeare actually said (Hamlet act 3, sc 4

(speaking of Rosencrantz and Guildenstern - his chlidhood friends)

[R and G will] marshal me to knavery; let it work
for 'tis the sport to have the engine(e)r
Hoist with (by) his own petar(d); and 't (it) shall go hard
But I will delve (dig) one yard below their mines
and blow them to the moon

(??) = modern wording / spelling

In other words Hamlet is (metaphorically) saying that he will use their own bomb (he suspects they are out to betray him) to cause their demise by planting his own below it. (He succeeds BTW: The "bomb" is actually two sealed letters (carried by R and G) from King Claudius ordering Hamlet's death. His own "bomb" is that he opens said and simply changes his name to those of R and G respectively - nice friends huh?).

In the context in which I used the phrase (metaphorically also) I meant that his argument would be hung (as in "hung out to dry" (exposed)) by the very device which he attempts to use to blow up my argument. His reply that I should do my own research only shows how weak his argument was. I cannot prove a negative, but then neither can he (hence his feeble reply); it is for him to show proof.

Of course I accept that my use of the phrase was open to mis-interpretation since most see it as a physical (hung (hanging) and petard (some sort of crane))

statement than as metaphor, mea Culpa. But then when it leads to a discussion on Shakespeare can it be so bad ;)

1169. Re: Best games (graphically speaking) on Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 02:46:00 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0403091846.43e12603@posting.google.com>
Source record: 16676

mstepansky@aol.com (MStepansky) wrote in message
news:<20040228045900.16190.00000481@mb-m11.aol.com>...
> For you MarbleMadness fan out there, you might like "Spin Dizzy" for XL/XE.
>
> Not sure if MarbleMadness available for it, but SpinDizzy was fun and
> challenging.
>
> Is Airball like SpinDizzy?
>
> Mike

Yeah spindizzy was the bomb. I have a boxed one I will never let go
of. It spawned a lot of sequels on Super Nintendo and Atari ST.
Airball and Spindizzy are the 2 best 3D isometric games on the 8-bit
in my opinion, both about equal quality, both different in gameplay.
Spindizzy you worry about falling off of stuff a lot more than in
Airball making it higher stress, but a good challenge. Spindizzy makes
me wish they would have tried to do a "Marble Madness" but oh well.

1170. FA 800 xl Tron, Agent USA, Cavelord, Datasoft Pac-Man all CIB

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 02:53:53 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0403091853.17e2e3e1@posting.google.com>
Source record: 16677

Auctioning rarest in collection:

http://cgi6.ebay.com/aw-cgi/ebayISAPI.dll?MyeBayItemsSelling&testsmstatus=1&userid=satcom2&pass=default&first=N&dayssince=2

1171. WTD: Looking for some WD1772 or 1770 Chips

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 04:33:27 UTC
From: Leo <commodore128@hotmailspamtrap.com>
Message-ID: <rUw3c.9798$Up2.8226@pd7tw1no>
Source record: 16678

Im looking for a small quantity of either of these chips, preferably the 1772.New or used as long as they are tested working. Please email me with details.Thanks

Leo

--
Check out my auction for Gameboy Advance SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3080725452
Im looking for Commodore Cartridges! Got any? Check out my tradelist
& Gameboy Advance items for sale at http://www.commodore64.allhell.com

1172. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 04:59:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <6hx3c.7434$_3.96819@typhoon.sonic.net>
Source record: 16679

Tatqoo <dont@contactme.com> wrote:
> i plan to release more tunes ...where should I post them to ?

How about a website or FTP site? :^)

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

1173. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 05:48:09 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <t_x3c.10304044$Of.1713750@news.easynews.com>
Source record: 16680

John Miskinis wrote:
> Maybe he/she is new to ebay, and forgot the decimal point.

No, if you ask the seller about it, you are told that they are worth it
and if doesn't get that much he doesn't want to sell them.

1174. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 08:41:36 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c2mkg2kvr1@nemesis.news.tpi.pl>
Source record: 16681

William Kendrick wrote:
>
> How about a website or FTP site? :^)
>
>

Hello William,

greetings from Poland :)

I usually put new songs on atariage ... this tim i put it here, because
i didn't know how many people reads atariage from this group.

tatqoo/taquart

1175. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 10:09:00 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1078913271@rtfm.mit.edu>
Source record: 16682
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 22, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1176. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 11:08:00 UTC
From: "Tony A." <you.dont@need.to.know>
Message-ID: <0GC3c.6074$sq2.4550@newsfe2-gui.server.ntli.net>
Source record: 16683
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"John Burns" <joobs@grizo.free-onlineNOJUNK.co.uk> wrote in message
news:956513434621452.NC-1.61.joobs@news.free-online.net...
[...]
> In the context in which I used the phrase (metaphorically also) I meant
that his
> argument would be hung (as in "hung out to dry" (exposed)) by the very
device
> which he attempts to use to blow up my argument. His reply that I should
do my
> own research only shows how weak his argument was. I cannot prove a
negative,
> but then neither can he (hence his feeble reply); it is for him to show
proof.
>
I didn't intend to detract from your argument there, quite agree.

> Of course I accept that my use of the phrase was open to
mis-interpretation
> since most see it as a physical (hung (hanging) and petard (some sort of
crane))
> statement than as metaphor, mea Culpa. But then when it leads to a
discussion on
> Shakespeare can it be so bad ;)
>
I've always got time for the Bard ;-).

Tony

1177. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 12:24:03 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0403100424.675358b8@posting.google.com>
Source record: 16684

Bill McBrine <billmcbrine@shawSPAMKILLER.ca> wrote in message
news:<ajcq40571old0e435opc4dj8tkdndfu3bo@4ax.com>...
> Hello All!
[snip post about assembler]

In the 99/4A world, we have the AMS memory card allowing up to 1 mb
(!) of memory. This memory is paged over the standard 32k in 4k
blocks.
The C compiler we have for it (c99) doesn't directly take advantage
of it, neither does the new assembler for the card. The c99 compiler
was only rewritten to use branch and load workspace pointer (BLWP)
instructions vs branch and link (BL) because the use of extra memory
requires "stubs" for changing the bank switching, and they only work
with BLWP's, not BL's.

What allows this? The Linker itself. You can make a control file
(similar to a make file) with the layout of your routines, in a Tree,
with co-dependent routines on the same level. With this scheme, the
Linker handles placement of the routines and inserts small code
sections ("stubs") to handle the bankswitching.

So, have you thought of using this approach?

Ben

1178. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 17:49:29 UTC
From: russotto@grace.speakeasy.net
Message-ID: <rx-cnbogseu0yNLdRWPC-w@speakeasy.net>
Source record: 16685
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

In article <404E4AF9.613390A7@comcast.net>,
Charles Richmond <richmond@nospam.plano.net> wrote:
>John Burns wrote:
>>
>> I don't know if this is stricly true personally I feel it is due to the
>> Internet's rise and the subsequent proliferation of copyright theft which has
>> led to much more publicity being given to the issue. Especially when involving
>> the music /movie industry which has always been pretty pro-active in
>> prosecuting and protecting its assets. As has been stated most copyright
>> theft still isn't prosecuted.
>>
>The emphasis I wanted to place...was that breaking copyright
>laws is becoming simpler every day. With the internet, CD burners,
>DVD burners, computers, digital cameras, et al, ISTM that holding
>the line on "copyright theft" is getting very difficult.

Ain't no such thing as "copyright theft", except in the eyes of Jack
Valenti and the judge who wrote the now-overturned Verizon ruling
(who just dictated Jack's argument). The real animal is called
copyright infringement.
--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

1179. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 17:52:20 UTC
From: russotto@grace.speakeasy.net
Message-ID: <0x-cnZNXtNdJyNLdRWPC-w@speakeasy.net>
Source record: 16686
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

In article <956579136571450.NC-1.61.joobs@news.free-online.net>,
John Burns <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
>
>Sorry missed this originally
>
>US law isn't my thing (I'm in UK) but I've always understood it was the same in
>this respect. Are you by any chance referring to other laws (soon to be enacted
>in UK also) which allow criminal proceeding against those who download - if so
>then these are not copyright laws.

In the US, those are copyright laws. Criminal copyright infringement.

--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

1180. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 18:27:54 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.10.18.27.36.940314@here.com>
Source record: 16691

> No, if you ask the seller about it, you are told that they are worth it
> and if doesn't get that much he doesn't want to sell them.

Wow... Again, unbelievable... And funny.

1181. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 18:27:57 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.23.09.30.31.192519@here.com>
Source record: 16687

On Mon, 23 Feb 2004 07:07:12 +0000, James Robert Leek wrote:

> Hi there, I have 2 Atari 850 Interfaces. I heard somewhere along the line that people
> really like, and they're very useful, but I don't see any on ebay or anywhere else.
> All I've seen is a thread here about using one with a print server. Is there any use
> for one of these? Do you want to buy one? How do I test it? THanks

Hi,

I recently saw one go for like $9 on ebay. I think there is one
included in a big "lot" of 8bit stuff for $99 at the moment. Yes,
they are very useful! In order to test it, you will need "special"
cables, that you can make, if you are handy with a soldering iron, and
have the manuals. If not, I think I saw some info on the web, but
did not bookmark it. I currently just use port 1, that supports all
of the "modem" lines, and I'm not sure if I could test ports 2-4, or
even the parallel port however.

1182. 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 18:33:41 UTC
From: RED <redodd@comcast.net>
Message-ID: <jP6dnUFqHJQYwtLd4p2dnA@comcast.com>
Source record: 16688

Hello,

Does anyone know if ribbons are available for the Atar 825 printer? Thanks.

Ralph

1183. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 18:39:49 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.10.18.39.49.169897@here.com>
Source record: 16692

The previous post was supposed to be sent a couple weeks
ago! I must have selected the "send later" button, so
forget what I said about that $99 lot, as that is long gone.

There is one 850 on ebay for $10, ans I almost bought one for
$3 the other day, but the seller did not return my mail
regarding shipping costs in time. I was hoping to grab it
in case my 850 ever dies.

1184. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 18:47:08 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.10.18.47.07.936992@here.com>
Source record: 16689

> Does anyone know if ribbons are available for the Atar 825 printer? Thanks.

They seem to be $7.95 at http://www.myatari.com/bc800hw.txt

I'm not affiliated, but bought some stuff about 10 years ago
from them!

On a humorouse note, I threaded an old typewriter ribbon onto
the spools of my 1025, and it prints characters in half red/black.
One of these days I need to get a real ribbon.

1185. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 19:42:46 UTC
From: Pheuque <Pheuque@antisocial.com>
Message-ID: <6mru40l96mfraukd61js7fb89hkmmtcqjk@4ax.com>
Source record: 16690
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On 10 Mar 2004 01:31:26 +0100, "John Burns"
<joobs@grizo.free-onlineNOJUNK.co.uk> wrote:

>Fair enough but that doesn't mean the law itself is wrong just those who abuse
>it for their own intent (holder or pirate). Copyright Law by and large still
>retains its original intent to protect the IP of the originator.

IMHO, any Law that CAN be abused is wrong. In computer terms, the Law
is the Code which Society run on. If you right sloppy code for a
computer it will slow down and crash. If you write sloppy Law for a
soiciety it too will slow down and crash.

The difference is when a Society crashes, it take millions of peoples
live with it.

Right now the Law is written about a trillion times worse that the
worst Windows.

1186. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 19:48:47 UTC
From: Pheuque <Pheuque@antisocial.com>
Message-ID: <82su405q14rf6jgt4td599vslee9en3civ@4ax.com>
Source record: 16693
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On 10 Mar 2004 01:19:37 +0100, "John Burns"
<joobs@grizo.free-onlineNOJUNK.co.uk> wrote:

>On Tue, 09 Mar 2004 20:59:43 GMT, Charles Richmond wrote:

>US law isn't my thing (I'm in UK) but I've always understood it was the same in
>this respect. Are you by any chance referring to other laws (soon to be enacted
>in UK also) which allow criminal proceeding against those who download - if so
>then these are not copyright laws. The proposals for the UK will mean that those
>caught with illegal downloads (mp3s etc.) can have their bank accounts frozen
>and assets siezed (house and contents etc.) - again related to copyright theft
>but not a copyright law in itself. Either way it's pretty harsh if you get
>caught.

GOOD GOD!!! ARE YOU SERIOUS!!!!

That kind of shit in the U.S. would start another Civil War!
Shit, I know people who want to Dead Zone a few politicans now for far
less agressive stances on File Sharing.

1187. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 20:09:20 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <404f75f2$0$137$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16694

Howdy Thomas

"Thomas Richter" <thor@math.tu-berlin.de> schreef in bericht
news:4038AB3A.80208@math.tu-berlin.de...
> Music Shop Landgraaf wrote:
>
> > I'ld like to see a routine that can really test if the CPU and ANTIC
both
> > have separate access.
> > There could be two ways:
> > a) ANTIC does something to memory.
> > b) Some address in ANTICs address rage (D4xx if I remember correctly)
gets
> > changed.
> >
> > The results of both would depend on whether ANTIC sees Main or Extended
RAM.
> > After that we'ld have to test if ANTIC access is linked to CPU access.
>
> What about the following: Set the CPU bank to a bank containing all 0's,
> the corresponding ANTIC bank to a bank containing all $FFs, then setup
> Player/Missile graphics to take DMA from the ANTIC bank, then clear and
> check the collision registers. In case the player do collide, then ANTIC
> has really access to the ANTIC bank. In case they don't, ANTIC takes the
> data (erraneously) from the CPU bank.

I only speak (Turbo)BASIC myself. So now that I know it should be possible
to detect separate ANTIC access without human interaction, I only have to
find somebody who is willing and able to code a utility for me that will do
just that. If that programmer would be willing to release his/her source
code to that program/routine, that would be even better. This because that
would mean everybody could integrade that routine into his or her software.
Maybe a job for you?

CU Mathy van Nisselroy
(Email address is a borrowed address)

1188. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 20:38:38 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <RLudnTQpvqiA4NLdRVn-sQ@comcast.com>
Source record: 16695
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"Pheuque" <Pheuque@antisocial.com> wrote in message
news:6mru40l96mfraukd61js7fb89hkmmtcqjk@4ax.com...
: On 10 Mar 2004 01:31:26 +0100, "John Burns"
: <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
:
: >Fair enough but that doesn't mean the law itself is wrong
: just those who abuse it for their own intent (holder or
pirate).
: Copyright Law by and large still retains its original intent to
: protect the IP of the originator.
:
: IMHO, any Law that CAN be abused is wrong. In computer terms,
: the Law is the Code which Society run on. If you right sloppy
: code for a computer it will slow down and crash. If you write
: sloppy Law for a society it too will slow down and crash.
:
: The difference is when a Society crashes, it take millions of
: peoples live with it.
:
: Right now the Law is written about a trillion times
: worse that the worse Windows.

The difference being that Laws are written by mindless idiots
who are controlled by money grubbers and Windows is written by
money grubbers and is usually controlled by mindless idiots. 8o)

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.593 / Virus Database: 376 - Release Date: 2/24/04

1189. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 20:48:10 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <404f7f0c$0$131$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16696

Howdy Andreas

> afaik most (if not all) XL upgrades do not have the so-called "separate
> Antic access" - so why bother ?!? Do you want to have software that
> merely works on a few XE computers (and not at all on 400/800 and XL
> computers) ?!? At the moment I am quite happy that there are only 2
> programs that make use of the separate Antic access (Video Blitz and The
> [Sparta DOS] Wedge)...

If we can test for separate ANTIC access, software can be written in such a way, that it can adjust itself to whatever the testresult is. Just like some software tests if highspeed IO (to a disk drive) or the use of a RAMdisk is possible.

> Correct me if I am wrong, but someone told me, that the separate access
> depends on 1) the ramdisk and the ramdisk size (if a certain bit is used
> for the ramdisk / the rambanks, then separate Antic access is not
> possible).....

Please reread my previous message on this subject. I explained that there are several possibilities to use the ANTIC bit/pin in RAMupdates. The 130XE (with it's standard 128kB total RAM), my upgrade use the ANTIC bit/pin as intended. Some upgrades also use this bit/pin to select RAM (meaning you have ANTIC access with one half of the available extended memory and no ANTIC access with the rest). Some upgrades tie ANTIC access (to extended RAM) to the CPU bit/pin. Others just disable ANTIC access to extend RAM. I'm looking for a routine to test all of this.

> ... and 2) some chips inside your XL/XE computer (the Gate Array
> Chip and the Freddie Chip - only the 130XE has the Gate Array chip, only
> a few XL`s do have the Freddie chip)... Thus it will not be possible to
> upgrade all (already RAM upgraded) XL computers for separate Antic
> access and so this special mode looks a little useless to me - if we
> want XL/XE compatibility... -Andreas.

First of all FORGET FREDDY. It just replaces some chips that were used in the XL series, like the 74LS158 (or 74LS258), the delay line, etcetera.

You can replace the gate array (CO25953) with all kinds of chips. The easiest way is using a GAL and a 74LS95(B) (check out my site if it still exists. The stuff page.). But it can be done otherwise too. But you'll need more chips.

Even if it is possible to convert every RAMupgrade so that it will have separate ANTIC and CPU access, not everybody will want to or be able to do so. That's why it is good to have a routine that can test if separate ANTIC access is available. Heck, nowadays demo's test which RAMbanks are used and

configure themselves accordingly, why wouldn't a demo (or any other
software) be able to do the same for separate or combine (with CPU) or no
ANTIC access????

CU Mathy van Nisselroy
(this email address is borrowed)

> Music Shop Landgraaf schrieb:
> >
> > Howdy Russ, folks
> >
> > > > Is it possible to detect if ANTIC can separately access extended
memory
> > > > from within software? Without human interaction?
> >
> > "russg" <russg@MUNGEen.com> schreef in bericht
> > news:10384m3qifnar28@corp.supernews.com...
> > > A bit in PORTB determines if Antic can 'see' the extended RAM at
$4000.
> > If
> > > that bit is set, or clear, whichever required, then you have less RAM
> > > available, eg. you only have 128k available on a 256k upgrade, like
> > Newell.
> > > Antic access to extended RAM seems like was only for 128k machines.
> > > I wrote a program to load GR9 pics in the extended banks available.
Seems
> > > like there was room for 8 8k pictures.
> > > Once loaded, the program would rotate through the pictures.
> >
> > That would be an indirect test.
> >
> > But my upgrade has 1MB available to both ANTIC and CPU (if the
respective
> > PIA pin goes low). And some XL upgrades don't have separate access at
all.
> > For those machines, your methode doesn't work.
> >
> > (There are four different ways when it comes to ANTIC and CPU access to
> > extended memory:
> > a) PB4 is used to select extended RAM (ANTIC and CPU are both enabled
at
> > the same time).
> > b) PB4 is used to give the CPU access to extended memory, ANTIC is
always
> > in main memory.
> > c) PB4 is used to give the CPU access to extended memory, PB5 is used
to
> > give ANTIC access to extended memory AND select memory banks (ANTIC can
only
> > be accessed with one half of the available extended memory).
> > d) PB4 is used to give the CPU access to extended memory and PB5 is

ONLY
> > used to give ANTIC access to extended memory.)
> >
> > I'ld like to see a routine that can really test if the CPU and ANTIC
both
> > have separate access.
> > There could be two ways:
> > a) ANTIC does something to memory.
> > b) Some address in ANTICs address rage (D4xx if I remember correctly)
gets
> > changed.
> >
> > The results of both would depend on whether ANTIC sees Main or Extended
RAM.
> > After that we'ld have to test if ANTIC access is linked to CPU access.
> >
> > CU Mathy van Nisselroy

1190. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 21:58:13 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040310165813.08963.00001112@mb-m14.aol.com>
Source record: 16597

> Does anyone know if ribbons are available for the Atar 825 printer?
Thanks. <

You might also wade through the suppliers of ribbons from a Google or Yahoo! search. There are several suppliers of re-inkable ribbons. While most any cloth ribbon can be re-inked with a re-inker, some ribbons are have a built-in reservoir to continually ink the ribbon. Here is one such product: http://duraprint.com/reinprinribp.html

The 825 was actually a re-branded Centronics 737 printer. And FWIW, newer, more feature-laden dot matrix printers go on eBay for *very* reasonable prices.

Larry

1191. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-10 22:40:29 UTC
From: Joona I Palaste <palaste@cc.helsinki.fi>
Message-ID: <c2o5gt$ja0$1@oravannahka.helsinki.fi>
Source record: 16598
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Bateau <Gamera@work.stomping.aza> scribbled the following
on comp.sys.amiga.misc:

(snip ASCII crap)

>>*plonk*

> 4 in a row! Kick ass!

(snip even more ASCII crap)

Make that 5. Someone who adds over *80* lines of needless ASCII art to
his each post is a complete moron and deserves to be plonked.

PLONK

--
/-- Joona Palaste (palaste@cc.helsinki.fi) ------------- Finland --------\
\-- http://www.helsinki.fi/~palaste --------------------- rules! --------/

1192. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 01:14:35 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9566134262571454.NC-1.61.joobs@news.free-online.net>
Source record: 16599
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 00:40:22 GMT, Don Romero wrote:

> What usually lacks is the motivation to focus on and pursue such matters by
> the bulk of regular law enforcement agencies.. as opposed to pursuing
> druggies, rapists, thieves, killers, drunken drivers and such. Also not
> much interest by the press to cover law enforcement efforts. But there are
> units working .. and catching pirates and other computer criminals.

Yeah it always makes me laugh that those who oppose the anti-warez posting
policy on c.s.a.games think they are oh so clever when posting links to warez
sites. Invariably the site is closed down shortly thereafter - shows their
mentality.

1193. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 01:30:58 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9566150191811455.NC-1.61.joobs@news.free-online.net>
Source record: 16600
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 11:08:00 -0000, "Tony A." wrote:

> "John Burns" <joobs@grizo.free-onlineNOJUNK.co.uk> wrote in message
> news:956513434621452.NC-1.61.joobs@news.free-online.net... [...]

> I didn't intend to detract from your argument there, quite agree.

No probs, I didn't think you were and I've been known to be a pedant on similar
hence no complaint from me. I just get rather peeved at those who try to spread
their non-knowledge as fact - there's enough mis-information on the net already.
And of course when this "fact" could land others in legal hot water it is even
worse.

> > discussion on
> > Shakespeare can it be so bad ;)

> I've always got time for the Bard ;-).

Yeah, but one of the problems with him is that so many of the words and phrases
have changed meaning over the years that for the uninitiated it is easy to
mistake the true meaning - especially when used or read out of context.

1194. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 01:40:29 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956616081001456.NC-1.61.joobs@news.free-online.net>
Source record: 16601
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 11:49:29 -0600, russotto@grace.speakeasy.net (Matthew Russotto) wrote:

> Ain't no such thing as "copyright theft", except in the eyes of Jack Valenti
> and the judge who wrote the now-overturned Verizon ruling (who just dictated
> Jack's argument). The real animal is called copyright infringement.

Fair point but this isn't a court and I think we all understand what is meant by the term. Let's be honest there are many words such as warez and piracy used in such discussions which don't have any real legitimacy but it's far easier and quicker to use such common descriptors than the true legal definitions.

1195. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 01:44:18 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9566164197541457.NC-1.61.joobs@news.free-online.net>
Source record: 16602
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 11:52:20 -0600, russotto@grace.speakeasy.net (Matthew Russotto) wrote:

> In article <956579136571450.NC-1.61.joobs@news.free-online.net>, John Burns
> <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
> >
> >Sorry missed this originally
> >
> >US law isn't my thing (I'm in UK) but I've always understood it was the same in
> >this respect. Are you by any chance referring to other laws (soon to be enacted
> >in UK also) which allow criminal proceeding against those who download - if so
> >then these are not copyright laws.
>
> In the US, those are copyright laws. Criminal copyright infringement.

We live and learn :) I had assumed (wrongly) that we were merely following your model in this respect.

1196. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 02:05:27 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <956618568121459.NC-1.61.joobs@news.free-online.net>
Source record: 16603
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 19:48:47 GMT, Pheuque wrote:

> On 10 Mar 2004 01:19:37 +0100, "John Burns"
> <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
>
> >On Tue, 09 Mar 2004 20:59:43 GMT, Charles Richmond wrote:
>
> >US law isn't my thing (I'm in UK) but I've always understood it was the same in
> >this respect. Are you by any chance referring to other laws (soon to be enacted
> >in UK also) which allow criminal proceeding against those who download - if so
> >then these are not copyright laws. The proposals for the UK will mean that those
> >caught with illegal downloads (mp3s etc.) can have their bank accounts frozen
> >and assets siezed (house and contents etc.) - again related to copyright theft
> >but not a copyright law in itself. Either way it's pretty harsh if you get
> >caught.
>
> GOOD GOD!!! ARE YOU SERIOUS!!!!

Yep, though there are those arguing against its implementation. Obviously though how much the provisos were applied would depend on how much you had been downloading without permission - but I'd imagine that for certain your computer eqpt would go.

1197. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 02:57:27 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9566237207891460.NC-1.61.joobs@news.free-online.net>
Source record: 16604
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 19:42:46 GMT, Pheuque wrote:

> On 10 Mar 2004 01:31:26 +0100, "John Burns"
> <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
>
> >Fair enough but that doesn't mean the law itself is wrong just those who abuse
> >it for their own intent (holder or pirate). Copyright Law by and large still
> >retains its original intent to protect the IP of the originator.
>
>
> IMHO, any Law that CAN be abused is wrong. In computer terms, the Law is
> the Code which Society run on. If you right sloppy code for a computer it
> will slow down and crash. If you write sloppy Law for a soiciety it too will
> slow down and crash.

I don't think I implied that the Law was perfect but that doesn't mean it is wrong only that it could be improved. As for your analogy with computer code that is flawed since the computer is forced to execute the code, people of course decide for themselves whether to obey the code of law. And do bear in mind that if laws were updated as often as computer code then the legal system would doubtless collapse due to no-one being able to keep up with all the changes.

1198. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 04:07:53 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9566307207681461.NC-1.61.joobs@news.free-online.net>
Source record: 16605
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Wed, 10 Mar 2004 11:08:00 -0000, "Tony A." wrote:

> I've always got time for the Bard ;-).

Following on from my last, here's a good example of error due to the differences the meaning of the words and phrases have acquired over the years. "No love lost between them" - its modern (wrong) use being the exact opposite of its original meaning. (Brownie points only to those who know either the original wording or from where it originates). :)

1199. FA: Lot of 24 Atari 400/800 computer games / cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 06:28:46 UTC
From: robotron -X- <ddavidbdHATESPAM@hotmail.com>
Message-ID: <4050071E.80E31DD7@hotmail.com>
Source record: 16606

> Item name: Lot of 24 Atari 400/800 computer games / cartridges
> Price: $9.99
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083354443

> Item name: 20 Intel Pentium II cpu processors (400mhz , PII)
> Price: $0.99
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3466412479

> Item name: 17 Intel Pentium II cpu processors (400MHZ , PII)
> Price: $0.99
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3466413545

> Item name: Old Fishing Lures
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3665905616

> Item name: 15 Western Digital 6.4GB Hard Drives (gig)
> Price: $5.50
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792678787

> Item name: Lot of 12 NASCAR Tyco & Life-Like Slot Cars (car)
> Price: $21.50
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3180374986

> Item name: Broken Sony video 8 Camcorder CCD-TRV512 w/LCD screen
> Price: $1.04
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3802277799

1200. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 07:41:04 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0403102341.738ae2f6@posting.google.com>
Source record: 16607

Sorry,but your information is wrong. The Atari 825 printer is a modified Okidata 80 ML. Any ribbon for an Okidata ML 80,82,or 84 will work.

Typewriter ribbons will clog the printhead and,possibly burn it out.

I have 5 Atari 825 printers and know from where I speak.

A fast and dirty solution is to spray your old ribbon with WD-40 and let it sit overnight.

Atari Forever

1201. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 07:49:23 UTC
From: Bill McBrine <billmcbrine@yahooNOMORESPAM.com>
Message-ID: <5chv40ptn7ke0s8lg1q4b2mv66rd95sfs1@4ax.com>
Source record: 16608

On 10 Mar 2004 04:24:03 -0800, anoneds@netscape.net (Ben Yates) wrote:

>Bill McBrine <billmcbrine@shawSPAMKILLER.ca> wrote in message
news:<ajcq40571old0e435opc4dj8tkdndfu3bo@4ax.com>...
>> Hello All!
>[snip post about assembler]
>
>In the 99/4A world, we have the AMS memory card allowing up to 1 mb
>(!) of memory. This memory is paged over the standard 32k in 4k
>blocks.
>The C compiler we have for it (c99) doesn't directly take advantage
>of it, neither does the new assembler for the card. The c99 compiler
>was only rewritten to use branch and load workspace pointer (BLWP)
>instructions vs branch and link (BL) because the use of extra memory
>requires "stubs" for changing the bank switching, and they only work
>with BLWP's, not BL's.
>

Unfortunately I do not know anything about the workings of the TI99
computer, so I really don't know how those intructions relate to
memory use at all.

>What allows this? The Linker itself. You can make a control file
>(similar to a make file) with the layout of your routines, in a Tree,
>with co-dependent routines on the same level. With this scheme, the
>Linker handles placement of the routines and inserts small code
>sections ("stubs") to handle the bankswitching.
>
>So, have you thought of using this approach?

* PROGRAM STUBS??

Not so far from the truth of my design. You are correct, my idea uses
'program stubs' to impliment the bank switching and other support
code. It is not however part of the linking process, nor does it
require the programmer to manually lay-out what code goes in what
memory bank. Although this may have a benefit of the programmer
knowing what code needs to be next to each other for better speed.

There would be a special loader, to load up the memory banks with
code, and facilitate the management of memory to some degree. Keep
in mind that my design is a "virtual memory" technique. Yet allows
code to run totally uninterpreted. As I stated, the programmer codes
away happily, and the assembler takes care of all references at
compile-time, including any 'stubs' that may be necessary. One effect
of this technique is that self-modifying code would generally be a

no-no, since the assembler takes care of any important 'references'.

* BUT 16 BITS IS STILL 16 BITS!

Yes - one is still dealing with a 16-bit address limit within the instruction set. So I understand peoples hesitation from being interested in this "black magic". I have mentioned it is a theory, and it is a 'trick' that I have thought of so I don't expect others to know about my ideas. It requires a code 'stub' in regular memory to be able to change banks to facilitate program flow. This program stub does the "magic" of continuing program execution at any memory bank in the computer. Hence the possibility of having a program larger than 64K with a 16-bit addressing limitation.

It is also necessary to use Two Memory spaces. The Normal and the Virtual. The virtual being among the banked ram only, and the normal being the usual memory access within the processor for accessing OS calls, or hardware, or such. That's why the assembler is necessary to handle any memory references. Otherwise, the programmer possibly could figure it out himself, using the technique (along with the stubs,etc) without the special assembler, but it would be a headache to sort out in the mind.

Hope this helps shed a little more light on the concept...

Sincerely, =Bill=

=- b i l l m c b r i n e {at} y a h o o {dot} c o m -=

1202. ADV: 25% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 08:53:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com>
Source record: 16609
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm having a Birthday Bash and the Gifts are for you! Gifts are negotiable! And this March, the magic number is 25! Thats Right!Get a Gift on my Birthday Plus a 25% off the top on Your Atari Order! Thats right!Get a Gift Plus a Bonus! First Come, First Serve while Supplies Last!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1203. Re: Monkey Wrench II - Emulator Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 13:06:21 UTC
From: Craig Hart <chart@nospam.ta>
Message-ID: <40506546@usenet.per.paradox.net.au>
Source record: 16611

Hi..

Your ROM image is probably corrupted - perhaps the ROM's are wired up strangely, or you have the byte-order backwards. It was not unusual to make a simple copy-protection scheme by swapping a couple of data or address bits around. You also have to wonder, why 2 ROMs? does one appear after the other, or are they interleved in some way?

Easiest way to check is to look for strings of text in the ROM, and see that they read correctly in a hex-dump. eg the word "FRED" appearing in a hex-dump as "RFDE" may indicate a backwards byte-order, or you may see F<garbage char>R<garbage char>E<garbage char>D etc. the nature of the patterns should suggest how to put it back together again.

In a worst case scenario you may have to trace out the PCB to get a schematic, and reverse-engineer it to work out how it was all wired up and thus how to "correctly" decode the data.

"Beau Schwabe" <bschwabe@atlanta.nsc.com> wrote in message news:404e23a6.17092920@usenet.nsc.com...
>
> Hello,
>
> I own a "Monkey Wrench II" right cartridge that I have created
> a ROM image of by dismantling the cartridge and placing each
> ROM (x2 HN462532G) in a CP-1128 (PLD/EPROM Programmer). By
> concatenating the two extracted ROM images into one I now have
> a single 8K ROM image but I can not seem to configure the ATARI800
> or the Atari800Win emulator programs to recognize the cartridge under
> the "F1" option and specifying the right cartridge. Does anyone have
> ideas as to what may be going wrong here?
>
> Thanks
>

1204. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 13:09:24 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040311080924.08854.00001229@mb-m13.aol.com>
Source record: 16610

> Sorry,but your information is wrong. The Atari 825 printer is a modified
Okidata 80 ML. Any ribbon for an Okidata ML 80,82,or 84 will work. <

Hmm...
If you do a Google search on "Atari 825" and also "Centronics 737", you will find a number of listings showing the relationship between these two printers. Perhaps Okidata was the manufacturing source for both? That wouldn't surprise me at all.

I am curious, so I searched on "Okidata Microline 80", but the only thing I came up with was replacement ribbons. One showed a picture which was the two-spool reversing ribbon -- I presume that's what the 825 uses? The physical outline of the 825 certainly has a characteristic shape of an Okidata.

Larry

1205. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 13:10:46 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0403110510.37343621@posting.google.com>
Source record: 16612

Bill McBrine <billmcbrine@yahooNOMORESPAM.com> wrote in message
news:<5chv40ptn7ke0s8lg1q4b2mv66rd95sfs1@4ax.com>...
> On 10 Mar 2004 04:24:03 -0800, anoneds@netscape.net (Ben Yates) wrote:
>
> >Bill McBrine <billmcbrine@shawSPAMKILLER.ca> wrote in message
news:<ajcq40571old0e435opc4dj8tkdndfu3bo@4ax.com>...
> >> Hello All!
> >[snip post about assembler]
> >
> >In the 99/4A world, we have the AMS memory card allowing up to 1 mb
> >(!) of memory. This memory is paged over the standard 32k in 4k
> >blocks.
> >The C compiler we have for it (c99) doesn't directly take advantage
> >of it, neither does the new assembler for the card. The c99 compiler
> >was only rewritten to use branch and load workspace pointer (BLWP)
> >instructions vs branch and link (BL) because the use of extra memory
> >requires "stubs" for changing the bank switching, and they only work
> >with BLWP's, not BL's.
> >
>
> Unfortunately I do not know anything about the workings of the TI99
> computer, so I really don't know how those intructions relate to
> memory use at all.

I think the rewrite was necessary because the Linker and Stubs were
written for BLWP and then someone decided "c99 would be great using
this", then discovered that it used BL's instead.

>
> >What allows this? The Linker itself. You can make a control file
> >(similar to a make file) with the layout of your routines, in a Tree,
> >with co-dependent routines on the same level. With this scheme, the
> >Linker handles placement of the routines and inserts small code
> >sections ("stubs") to handle the bankswitching.
> >
> >So, have you thought of using this approach?
>
> * PROGRAM STUBS??
>
> Not so far from the truth of my design. You are correct, my idea uses
> 'program stubs' to impliment the bank switching and other support
> code. It is not however part of the linking process, nor does it
> require the programmer to manually lay-out what code goes in what
> memory bank. Although this may have a benefit of the programmer
> *knowing* what code needs to be next to each other for better speed.

I wish you luck with your design, that will require a lot of extra work. The SAMS assembler didn't really add anything besides something similar to structures (which no one has ever used, I believe), it just took advantage of the cards extra memory for larger tables. And forcing the programmer into the position of laying-out their code makes them design the program in a "structured programming" style, which some people used to think was a good thing! :)

The Linker added the stubs to switch banks. Not very many people have used this functionality - most programs written for the SAMS bypass all the routines and do manual bank-switching. But there was a program that came with the system, TI-Nopoly (a TI Monopoly game) that was over 70k, on a 64k addressable system. What makes it even more impressive, is that only 32k is RAM, so 70k over a 32k RAM.

[snip]
> * BUT 16 BITS IS STILL 16 BITS!
>
> Yes - one is still dealing with a 16-bit address limit within the
> instruction set. So I understand peoples hesitation from being
> interested in this "black magic". I have mentioned it is a theory,
> and it is a 'trick' that I have thought of so I don't expect others to
> know about my ideas. It requires a code 'stub' in regular memory to
> be able to change banks to facilitate program flow. This program
> stub does the "magic" of continuing program execution at any memory
> bank in the computer. Hence the possibility of having a program
> larger than 64K with a 16-bit addressing limitation.

Yes, sounds very familiar to the SAMS method. However, the SAMS method doesn't address DATA. What would you do if the programmer wanted a huge block of data? Will you force the programmer to allocate from a heap? Or will your assembler handle static allocations as well?

[snip]

Good luck anyway...

Ben

1206. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 15:44:38 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0403110744.716c6f00@posting.google.com>
Source record: 16613

williaj@sympatico.ca (Jeff Williams) wrote in message
news:<7773a4d3.0403090503.535a32cd@posting.google.com>...
> I'll say I'm pretty skeptical. Yout code generator will have to verify
> every code reference to make sure that the target resides in the same
> memory bank. In the case of interbank subroutines, you will have to
> have some sort of entry/exit code that resides outside of the banked
> area to handle the bank switching. That's a lot of overhead right
> there.
>
> While it's entirely probable that such a compiler could be
> constructed, it would be similar to a wheel built out of bricks. Who
> would choose to use it ?

wonder if it could be written and patched for 130XE or Newell 256XL or others ?

the C128 uses something similiar, why not the Atari ?

1207. Re: New Programming for ATARI -- Break the 64K Barrier!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 16:05:36 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <c2q2id02tl7@enews4.newsguy.com>
Source record: 16614

> >What allows this? The Linker itself. You can make a control file
> >(similar to a make file) with the layout of your routines, in a Tree,
> >with co-dependent routines on the same level. With this scheme, the
> >Linker handles placement of the routines and inserts small code
> >sections ("stubs") to handle the bankswitching.
> >
> >So, have you thought of using this approach?
>
> * PROGRAM STUBS??
>
> Not so far from the truth of my design. You are correct, my idea uses
> 'program stubs' to impliment the bank switching and other support
> code. It is not however part of the linking process, nor does it
> require the programmer to manually lay-out what code goes in what
> memory bank. Although this may have a benefit of the programmer
> *knowing* what code needs to be next to each other for better speed.
>
> There would be a special loader, to load up the memory banks with
> code, and facilitate the management of memory to some degree. Keep
> in mind that my design is a "virtual memory" technique. Yet allows
> code to run totally uninterpreted. As I stated, the programmer codes
> away happily, and the assembler takes care of all references at
> compile-time, including any 'stubs' that may be necessary. One effect
> of this technique is that self-modifying code would generally be a
> no-no, since the assembler takes care of any important 'references'.
>
> * BUT 16 BITS IS STILL 16 BITS!
>
> Yes - one is still dealing with a 16-bit address limit within the
> instruction set. So I understand peoples hesitation from being
> interested in this "black magic". I have mentioned it is a theory,
> and it is a 'trick' that I have thought of so I don't expect others to
> know about my ideas. It requires a code 'stub' in regular memory to
> be able to change banks to facilitate program flow. This program
> stub does the "magic" of continuing program execution at any memory
> bank in the computer. Hence the possibility of having a program
> larger than 64K with a 16-bit addressing limitation.
>
> It is also necessary to use Two Memory spaces. The Normal and the
> Virtual. The virtual being among the banked ram only, and the normal
> being the usual memory access within the processor for accessing OS
> calls, or hardware, or such. That's why the assembler is necessary
> to handle any memory references. Otherwise, the programmer possibly
> could figure it out himself, using the technique (along with the

> stubs,etc) without the special assembler, but it would be a headache
> to sort out in the mind.

I did a little work on aspects of this in 1989-1992 off and on. Not the large
idea of an assembler, but general routines to actually use for the basis of a variety of programs. I did this as part of a project to make use of the memory in my 130XE (1 mb+64k).

It had some peculiarities based on my preferences at the time but could be adapted to other situations. It worked like this: It used a RamDisk based off of a rewrite of Dos 2.5 code. The RamDisk and memory functions were designed to be accessible either directly or non-directly (so that the same functions would be available to any program expecting Dos 2.5). For instance to format the RamDisk you could give it a format command iocb, or XIO from Basic, or open a file called "D4:XFORMATDI.SK". Either way, the RamDisk would get the same message and do the job.

The program parts that apply to your project were that the "X:" handler would
allow you to reserve parts of the RamDisks sectors (each256 bytes) in groups and pass the pointers to their location. You could then Write sectors containing program code into those locations. You could then pass Execution to these programs. They would have available to them Program Stubs for doing things like: copying memory between banks or main memory; executing a subroutine in another bank; or continuing execution there; calculating address parameters such as bank/offset for a particular Sector of the RamDisk, etc.

By the way, the RamDisk expressed its sectors in Hex to limit it to 3 characters
like Dos 2.5. So it's total Sector count was $FFD (a few sectors for Stub info
and it's own code were used). When locating a program by reserving a group of sectors you could specify what offset location was desired in a bank.
This means if you had code set to run at $4D00, it would check that area in each bank to see if it was free. In reality any code was relocatable between
banks because all that would change was the bank pointers, not the addresses.

This rambling translates to the idea you put forth of a virtual memory address
where code would be translated too, then assembled and linked to provide the switching necessary Main Memory would be as precious as "Zero Page" because you could access it from any bank without any switching in between.
In summary the most difficult part would be how to set up and parcel out access to data, especially blocks that were larger than 48k.

At any rate, I wish you well. I would be interested to know how you would proceed with this idea.

Demevec

1208. FA: AUTODUEL by Lord British for Atari 400/800/XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 17:33:53 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <c2q7u2$oj2$04$4@news.t-online.com>
Source record: 16615

Hi all,

for those who are interested in, please take a look at

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=8093&item=2792601863

The game is complete with all goodies.

I send internationally and I accept PayPal payments.

Thanks for your attention,

Andre

1209. Re: 25% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 17:41:48 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4050a3c6$0$3686$c30e37c6@lon-reader.news.telstra.net>
Source record: 16616
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> This March I'm having a Birthday Bash and the Gifts are for you! Gifts are
> negotiable! And this March, the magic number is 25! Thats Right!Get a Gift
> on my Birthday Plus a 25% off the top on Your Atari Order! Thats right!Get
> a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
>
> http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
>
> I love nothing more than someone elses Orphaned Atari Games & Computers!
> If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

No you won't, you will sell them for profit.

1210. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 18:47:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2qca9$km9$1@reader10.wxs.nl>
Source record: 16617

I am 100% sure it is not really a PRINTING issue. It is a problem in the serial driver of APE. That is not compatible with XP. All other problems lead to the same root: that incompatible serial driver.

I hope there will be an update of it in the near future.

Marius

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht news:20040308071616.15108.00001088@mb-m18.aol.com...
> Here is another possible work-around for this issue. It is the Antic Spooler
> from the May, 1988 issue.
> www.atarimagazines.com/v7n1/anticspooler.html
>
> Fortunately, Antic published the M65 source code, and in fact solicited patches
> for the utility. Is anyone aware of any subsequent patches?
>
> Since the APE/XP printing issue seems to be a (too fast) timing issue, slowing
> down the spooler to send blocks of code more slowly should be doable.
>
> Larry

1211. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 18:49:34 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2qce8kso1@reader10.wxs.nl>
Source record: 16618

You asked me how to upload them on the bbs. Please logon again and read your mail online. I explained it to you online!

Marius

"Tatqoo" <dont@contactme.com> schreef in bericht
news:c2mkg2kvr1@nemesis.news.tpi.pl...
> William Kendrick wrote:
> >
> > How about a website or FTP site? :^)
> >
> >
>
> Hello William,
>
> greetings from Poland :)
>
> I usually put new songs on atariage ... this tim i put it here, because
> i didn't know how many people reads atariage from this group.
>
> tatqoo/taquart

1212. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 19:31:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040311143121.25923.00001048@mb-m01.aol.com>
Source record: 16619

Hi Marius-

> All other problems
lead to the same root: that incompatible serial driver.
I hope there will be an update of it in the near future. <

Me too! But in the meantime, I continue to look for work-arounds.

I'm not trying to be argumentative, but if the serial driver is incompatible,
why don't I have problems with disk or PC-Mirror transfers? And some people
say that they have no problems at all. (?)

Larry

1213. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 19:35:46 UTC
From: russotto@grace.speakeasy.net
Message-ID: <CLudnfmICusPIs3dRWPC-w@speakeasy.net>
Source record: 16620
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

In article <956616081001456.NC-1.61.joobs@news.free-online.net>,
John Burns <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
>On Wed, 10 Mar 2004 11:49:29 -0600, russotto@grace.speakeasy.net (Matthew
>Russotto) wrote:
>
>> Ain't no such thing as "copyright theft", except in the eyes of Jack Valenti
>> and the judge who wrote the now-overturned Verizon ruling (who just dictated
>> Jack's argument). The real animal is called copyright infringement.
>
>Fair point but this isn't a court and I think we all understand what is meant by
>the term.

Use of the term marks the user as a partisan for propagandist for
the MPAA, RIAA, and other copyright extremists. Not happy with
"piracy" -- a term which they, in earlier incarnations, invented to
demonize copyright infringers but which has instead become an almost
neutral word to describe infringement -- they switched to "copyright
theft". I won't use it and I will object to its use.
--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

1214. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 20:42:09 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c2qj34jtb1@nemesis.news.tpi.pl>
Source record: 16621

Marius Diepenhorst wrote:
> You asked me how to upload them on the bbs. Please logon again and read your
> mail online. I explained it to you online!
>
> Marius

I cannot logon ... i don't know why ...when i click the telnet link it
says that it is connecting to ...and IP number ....

Is the BBS Active ?

tatqoo

1215. Re: Help with 'Crash Dive'

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 21:03:29 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <1051l0cf1r9j435@corp.supernews.com>
Source record: 16622

Well, I solved it.
Takes me back to the first program I ever typed in, from
ANALOG 18. I spent probably a month or more on it originally.
This only took a couple days because I remembered the major features.
I couldn't figure how a program could be just a bunch of DATA statements,
with Fs and As and stuff, I only knew BASIC statements, didn't know that the
BASIC program was a way to make a ML program on tape or disk.
I happened on a Palm Tungsten. A good BASIC for it costs $150.
That was the beauty of the Atari 800XL, it had BASIC built in, so you could
start learning programming concepts right away. If the Palm had something
you could program with, it would be nice.
Things were cheaper and better then. Computers were meant for personal
expression, not just be able to express what the OS could do that was
someone else's idea of what you wanted to do.
Rambling Russg

1216. Re: 25% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-11 21:37:49 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2qm7c$gd8$1@titan.btinternet.com>
Source record: 16623
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> > This March I'm having a Birthday Bash and the Gifts are for you! Gifts
are
> > negotiable! And this March, the magic number is 25! Thats Right!Get a
Gift
> > on my Birthday Plus a 25% off the top on Your Atari Order! Thats
right!Get
> > a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
> >
> > http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
> >
> > I love nothing more than someone elses Orphaned Atari Games & Computers!
> > If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> > Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com
>
> No you won't, you will sell them for profit.

Less %25 of course

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

1217. Re: 25% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 00:05:43 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <x974c.4759$Nj.3526@fed1read01>
Source record: 16624
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <no-one@nowhere.com> wrote in message
news:4050a3c6$0$3686$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> > This March I'm having a Birthday Bash and the Gifts are for you! Gifts
are
> > negotiable! And this March, the magic number is 25! Thats Right!Get a
Gift
> > on my Birthday Plus a 25% off the top on Your Atari Order! Thats
right!Get
> > a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
> >
> > http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
> >
> > I love nothing more than someone elses Orphaned Atari Games & Computers!
> > If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> > Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com
>
> No you won't, you will sell them for profit.

Hehehe

1218. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 00:47:05 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0403111647.2812071b@posting.google.com>
Source record: 16625

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20040311080924.08854.00001229@mb-m13.aol.com>...
> > Sorry,but your information is wrong. The Atari 825 printer is a modified
> Okidata 80 ML. Any ribbon for an Okidata ML 80,82,or 84 will work. <
>

>OOPS! Egg on my face! I was VERY tired when I read this post and confused the
Atari 825 with the Atari 1025 printer.

The 1025 IS indeed a modified Oki ML 80,BUT..,the 825 IS a modified Centronics.

My abject apologies!!!

Ed
>

1219. Frontrunner Super Cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 01:55:43 UTC
From: jtthefirst@aol.com
Message-ID: <20040311205543.09068.00001172@mb-m14.aol.com>
Source record: 16626

Anyone have any leads on getting hold of a copy of docs for this cartridge? I believe I have one but am not sure how to use it. Thanks -JT

1220. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 02:43:34 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9567223116681464.NC-1.61.joobs@news.free-online.net>
Source record: 16629
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Thu, 11 Mar 2004 13:35:46 -0600, russotto@grace.speakeasy.net (Matthew Russotto) wrote:

> In article <956616081001456.NC-1.61.joobs@news.free-online.net>, John Burns
> <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
> >On Wed, 10 Mar 2004 11:49:29 -0600, russotto@grace.speakeasy.net (Matthew
> >Russotto) wrote:
> >
> >> Ain't no such thing as "copyright theft", except in the eyes of Jack Valenti
> >> and the judge who wrote the now-overturned Verizon ruling (who just dictated
> >> Jack's argument). The real animal is called copyright infringement.
> >
> >Fair point but this isn't a court and I think we all understand what is meant by
> >the term.
>
> Use of the term marks the user as a partisan for propagandist for the MPAA,
> RIAA, and other copyright extremists. Not happy with "piracy" -- a term
> which they, in earlier incarnations, invented to demonize copyright
> infringers but which has instead become an almost neutral word to describe
> infringement -- they switched to "copyright theft". I won't use it and I
> will object to its use.

Fair enough but it is only a name and we all know what it describes. I certainly don't see it as "demonizing" but that's my opinion. At the end of the day those who copyright infringe *are* breaking the law - I certainly don't see any need to be politically correct to their practice. At the end of the day those who download mp3s games etc without paying for them are effectively stealing them (legal definitions aside). Demonize, No - but don't let's make them out to be some sort of modern day Robin Hoods or martyrs to a cause. They are thieves pure and simple. As for the RIAA et al, yes I'd agree that their methods are becoming rather extreme but if you haven't any illegally obtained stuff what have you to fear from (or care about) them? Some say the civil rights of the individual are being infringed but this conveniently forgets about the rights of the copyright holder.

As an aside in the UK it is unusual for anyone to be prosecuted for theft of a car invariably they will be convicted with "Taking a vehicle without the owner's consent" - There are good reasons why this is done but ask the car's owner and I'm sure he'd say that his car was stolen and the culprit was a thief. Is the culprit here being "demonized" or is it not just a case of calling a spade a spade.

1221. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 02:55:55 UTC
From: Lee Hart <leeahart@earthlink.net>
Message-ID: <4051412B.665C@earthlink.net>
Source record: 16627
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

Bill Garber wrote:
> The difference being that Laws are written by mindless idiots
> who are controlled by money grubbers and Windows is written by
> money grubbers and is usually controlled by mindless idiots. 8o)

Great quote :-)

To bring this back toward computers... Professors Lotfi Zadeh and Bart Kosko have been working for years with 'fuzzy logic' -- a way to program computers to have more human-like reasoning. Rather than strictly 0/1 true/false yes/no, fuzzy logic allows a continuous range of values between 0 and 1. Any value can be slightly true, half-true, mostly true, etc. As a consequence, a computer *can* partially execute an instruction. Sounds bizarre, but it works!

Many laws use fuzzy logic, though they don't explicitly call it that. Any time you have a penalty that is proportional to the crime, that's using fuzzy logic. A "fuzzy" copyright law would base the penalty for breaking it on how much damage was done. Making a copy for just your brother-in-law would cost far less than pirating copies for a million people. And, the cost for each violation would be proportional to the damage it did to the original copyright holder.

An interesting notion... :-)
--
"Never doubt that a small group of committed people can change the world. Indeed, it's the only thing that ever has!" -- Margaret Meade
--
Lee A. Hart 814 8th Ave N Sartell MN 56377 leeahart_at_earthlink.net

1222. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 03:27:09 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <h6a4c.1223$vl3.153@fe2.texas.rr.com>
Source record: 16628

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0403111647.2812071b@posting.google.com...
> llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20040311080924.08854.00001229@mb-m13.aol.com>...
> > > Sorry,but your information is wrong. The Atari 825 printer is a
modified
> > Okidata 80 ML. Any ribbon for an Okidata ML 80,82,or 84 will work. <
> >
>
> >OOPS! Egg on my face! I was VERY tired when I read this post and confused
the
> Atari 825 with the Atari 1025 printer.
>
> The 1025 IS indeed a modified Oki ML 80,BUT..,the 825 IS a modified
Centronics.
>
> My abject apologies!!!
>
> Ed
> >

I use typewriter ribbons on my 1025 and it's not gumming up. Quite the
contrary, prints nice and smooth!
Mo

1223. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 04:20:15 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40533a1a.278590671@news.charter.net>
Source record: 16630

On Wed, 10 Mar 2004 19:48:47 GMT, Pheuque <Pheuque@antisocial.com>
wrote:

>GOOD GOD!!! ARE YOU SERIOUS!!!!
>
>That kind of shit in the U.S. would start another Civil War!
>Shit, I know people who want to Dead Zone a few politicans now for far
>less agressive stances on File Sharing.

I wish that Americans were of the stock they were when we had the
revolutionary war, but the reality is these days it seems most of us
are a bunch of sheeple who want governemt to be our mamma and our
daddy.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1224. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 04:29:52 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40543c49.279150390@news.charter.net>
Source record: 16631

On Tue, 9 Mar 2004 14:58:20 -0000, "Tony A." <you.dont@need.to.know>
wrote:

>I hate to nitpick, but one cannot be hung by ones own petard. The petard was
>a small gunpowder bomb in use in shakespearean times, and "to be hoist by
>one's own petard" means "to be blown up by ones own bomb". It has nothing to
>do with hanging, that is a common but incorrect inference of the meaning of
>the phrase.

Kind of like people these days when people refer to a "Troll" in a
news group. They use the term as the creature under the bridge when
in fact it really means troling like as in catching fish.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1225. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 04:46:28 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4055407a.280223437@news.charter.net>
Source record: 16632

"Private" feedback kind of defeats the purpose of feedback doesn't it?

On Tue, 09 Mar 2004 09:59:11 GMT, "momo" <quality_us@yahoo.com> wrote:

>Not only that, I noticed that most of his feedbacks are private. Makes you
>kinda wonder doesn't it?
>Mo

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1226. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 04:51:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94A9F2AC02EBEemuslor@130.133.1.4>
Source record: 16633

Despite all prevention efforts, "John Miskinis" <nospam@here.com> wrote
in news:pan.2004.02.23.09.30.31.192519@here.com:

> On Mon, 23 Feb 2004 07:07:12 +0000, James Robert Leek wrote:
>
>
> I recently saw one go for like $9 on ebay. I think there is one
> included in a big "lot" of 8bit stuff for $99 at the moment. Yes,
> they are very useful! In order to test it, you will need "special"
> cables, that you can make, if you are handy with a soldering iron, and
> have the manuals. If not, I think I saw some info on the web, but
> did not bookmark it. I currently just use port 1, that supports all
> of the "modem" lines, and I'm not sure if I could test ports 2-4, or
> even the parallel port however.
>
>

If anyone has one of these, including power and interface cables, I'd be
interested in purchasing.

Thanks

--
Slor

1227. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 08:13:51 UTC
From: Rosso <Simo@in_Melbourne.com.au>
Message-ID: <405172b0$0$31903$afc38c87@news.optusnet.com.au>
Source record: 16634
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

"Amiga-Nospam" wrote in message...

> > I understand there are still some existing copyrights
> > to some of these out-of-print publications that need
> > to be adhered to.

> There are probably copyrights to all of them. Copyrights
> today last a long time.

> > But I have already started looking in to this on some.

> It could be a problem to track some of them down, since
> many of them have gone out of business.

Don't know if it applies to magazines, but in one case I've seen the copyright holder change with software.

One such Amstrad CPC magazine I know took quite a bit of time for someone to actually get the permission from Future Publishing in order to post the material. So perhaps other Future magazines (like Commodore Format) could have the same done (if it hasn't been done already), but I'd go to Future Publishing first.

Cheers,
Ross.

1228. FA: Atari 800XL/130XE game - Action Biker

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 09:58:12 UTC
From: "Azrael <afn04314ATafn.org>" <Azrael.>
Message-ID: <00437835@cfl.rr.com>
Source record: 16635

```
Action Biker

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083675694&category=4315

---
http://dinosaur-act.ath.cx:8000/

---
Visit The Dinosaur Act BBS!
http://dinosaur-act.ath.cx:8000/
telnet://dinosaur-act.ath.cx/
```

1229. Re: 800xl vs. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 13:22:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405164e41431700@comcast.net>
Source record: 16636

>I currently own an 800xl, and I'm considering adding a 130xe to my
>collection. Before deciding to do so, I have a couple questions:
>
>1. Besides the doubled memory, are there any major differences between
>the 800xl and 130xe? I'm curious whether the keyboard is more
>responsive or if there are any architectural differences I missed while
>looking for info on the xe.
>
>2. What's a reasonable price to expect to pay for a mint condition
>130xe? I haven't bought any hardware recently, and I'm haven't seen any
>in extremely good condition on eBay (i.e. rarely used, no keyboard
>yellowing, etc.)
>
>Thanks!

I currently own two of each and am glad of it. Actually keyboard
wise, the XL's is much better. Price wise for the XE, I paid about
$100 for each of them. It you can get a hold of one, I would go
for it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1230. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 17:30:38 UTC
From: russotto@grace.speakeasy.net
Message-ID: <39WdnR3VoM4jbszdRWPC-w@speakeasy.net>
Source record: 16637
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

In article <9567223116681464.NC-1.61.joobs@news.free-online.net>,
John Burns <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
>On Thu, 11 Mar 2004 13:35:46 -0600, russotto@grace.speakeasy.net (Matthew
>Russotto) wrote:
>
>> Use of the term marks the user as a partisan for propagandist for the MPAA,
>> RIAA, and other copyright extremists. Not happy with "piracy" -- a term
>> which they, in earlier incarnations, invented to demonize copyright
>> infringers but which has instead become an almost neutral word to describe
>> infringement -- they switched to "copyright theft". I won't use it and I
>> will object to its use.
>
>Fair enough but it is only a name and we all know what it describes. I certainly
>don't see it as "demonizing" but that's my opinion. At the end of the day those
>who copyright infringe *are* breaking the law - I certainly don't see any need
>to be politically correct to their practice.

They are breaking the law, but not laws against theft.

>At the end of the day those who
>download mp3s games etc without paying for them are effectively stealing them
>(legal definitions aside).

No, they aren't, and here's where the demonization lies. Infringement
is not theft or "stealing".

>As for the RIAA et al, yes I'd agree that their methods are becoming
>rather extreme but if you haven't any illegally obtained stuff what have you to
>fear from (or care about) them?

ROTFL. The tyrant's clarion call. "If you have nothing to hide, you
won't mind if we search, will you?"

--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

1231. ATARI XL/XE OS Source Code.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 20:25:26 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c2t68j$hh7$1@news1.nivel5.cl>
Source record: 16638

I'm looking for the source of the Atari XL/XE OS. Does anyone have it? Or disassembled it?

TIA,

W.

1232. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 22:50:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2tf3d$91v$1@reader11.wxs.nl>
Source record: 16639

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
news:20040311143121.25923.00001048@mb-m01.aol.com...

> I'm not trying to be argumentative, but if the serial driver is
incompatible,
> why don't I have problems with disk or PC-Mirror transfers?

I think you have trouble with 2x sio speed...

> And some people
> say that they have no problems at all. (?)

To be honest, I don't believe them. Perhaps they did not use ape on win98 before. Or perhaps they do not run it on a 'normal installation of windows xp' (but perhaps in some kind of virtual machine). I installed Virtual Machine on my winxp machine, and installed windows 98 in it, then I ran ape on this VM-win98SE machine. It worked for 100% perfect. Unfortunately my computer is too slow to run VM very good, so that is not an option for me. I have read somewhere Windows XP is not polling the Com ports realtime, but in some kind of interrupt. I guess this is the problem. The driver should force the COM port in a real-time mode. Perhaps the virtual machine is doing that, and perhaps that's the reason why APE works fine in VMmachine win98.

I hope the bug will be found soon.

Marius

1233. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 22:53:11 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2tf7t$966$1@reader11.wxs.nl>
Source record: 16640

the BBS is active, but perhaps you tried when someone was online. When
someone is online the link seems to be dead.

Try again please:

telnet://213.10.217.144:8888

Marius

p.s. you definately need Hyperterminal (you can find it here:
http://www.hilgraeve.com/htpe/download.html) to login and use up/download.
Please use Y modem batch in the BBS (that is Y-modem in Hyperterminal.
Please do NOT use Y-modem G)

"Tatqoo" <dont@contactme.com> schreef in bericht
news:c2qj34jtb1@nemesis.news.tpi.pl...
> Marius Diepenhorst wrote:
> > You asked me how to upload them on the bbs. Please logon again and read
your
> > mail online. I explained it to you online!
> >
> > Marius
>
> I cannot logon ... i don't know why ...when i click the telnet link it
> says that it is connecting to ...and IP number ....
>
> Is the BBS Active ?
>
> tatqoo

1234. Re: ATARI XL/XE OS Source Code.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 22:56:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c2tfe8$9a9$1@reader11.wxs.nl>
Source record: 16641

I know Mr. Atari has it...

but I'm not sure if it is on paper or as a file. And I'm not sure If he's
going to give it away :-)

You can find him here:

http://www.mr-atari.com/

He's the MYIDE man... and wrote his special MyIDE OS... so he knows lots of
things about the OS too!

Greetz,
M.

"Wilheim" <guillermo@mail.cl> schreef in bericht
news:c2t68j$hh7$1@news1.nivel5.cl...
> I'm looking for the source of the Atari XL/XE OS. Does anyone have it? Or
> disassembled it?
>
> TIA,
>
> W.
>
>

1235. Re: *PING* Mo and / or Ron Hamilton (a.k.a. OldAtarian)

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 23:16:48 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <lvr4c.753$6n5.63313@news.uswest.net>
Source record: 16642

Hey, John!

Is that you? :-)

Remember me... Nite Hacker! :-)

1236. Re: FLAME WARS are back was RANT...

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 23:21:19 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <xzr4c.756$6n5.63655@news.uswest.net>
Source record: 16643

Hey... I learned MOST of my BASIC programming skills on a VIC20!!! :-)

Nite Hacker

1237. [Announce] The Vintage Computer Forum

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-12 23:42:46 UTC
From: erik@vintage-computer.com
Message-ID: <89774d06.0403121542.631e32df@posting.google.com>
Source record: 16644

Hello Vintage Computer Enthusiasts,

Since May 2003 a web-based community of, by and for vintage computer collectors and users has been growing at http://www.vintage-computer.com/vcforum.

With thousands of posts, several hundred registered users and many times that many lurkers these forums have become a valuable resource for the Vintage Computer Community on the web.

Message areas cover a broad spectrum of vintage computer topics with specific areas for a wide variety of machines, languages and operating systems.

Please join us in building this online community by visiting the forum and signing up (all you need is an email address and I promise it will remain protected for forum use only.)

I hope to see you there!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

1238. Re: FLAME WARS are back was RANT...

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 02:12:54 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40526dad.1570390@news.charter.net>
Source record: 16645

Gotta start somewhere. I started on the Apple II and quickly also got
on the Atari 800 platform with Atari BASIC. I remember how much
better I liked Atari BASIC than Applesoft BASIC. Then I remember how
much I liked BASIC XL better than Atari BASIC. Hehe.

On Fri, 12 Mar 2004 16:21:19 -0700, "Nite Hacker" <rma3@qwest.net>
wrote:

>Hey... I learned MOST of my BASIC programming skills on a VIC20!!! :-)
>
>Nite Hacker
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1239. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 05:36:25 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.13.05.36.24.742810@here.com>
Source record: 16646

> If anyone has one of these, including power and interface cables, I'd be
> interested in purchasing.

This looks like a clean unit, with box, etc.!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2793441778

1240. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 06:17:49 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9568437188021466.NC-1.61.joobs@news.free-online.net>
Source record: 16447
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

On Fri, 12 Mar 2004 11:30:38 -0600, russotto@grace.speakeasy.net (Matthew Russotto) wrote:

> In article <9567223116681464.NC-1.61.joobs@news.free-online.net>, John Burns
> <joobs@grizo.free-onlineNOJUNK.co.uk> wrote:
> >On Thu, 11 Mar 2004 13:35:46 -0600, russotto@grace.speakeasy.net (Matthew
> >Russotto) wrote:

> >> Use of the term marks the user as a partisan for propagandist for the MPAA,
> >> RIAA, and other copyright extremists. Not happy with "piracy" -- a term
> >> which they, in earlier incarnations, invented to demonize copyright
> >> infringers but which has instead become an almost neutral word to describe
> >> infringement -- they switched to "copyright theft". I won't use it and I
> >> will object to its use.
> >>
> >Fair enough but it is only a name and we all know what it describes. I certainly
> >don't see it as "demonizing" but that's my opinion. At the end of the day those
> >who copyright infringe *are* breaking the law - I certainly don't see any need
> >to be politically correct to their practice.
>
> They are breaking the law, but not laws against theft.

Semantics, Copyright, like larceny laws (theft, fraud, abstraction of electricity, etc.) are essentialy laws to protect property. If you take that property without payment or permission then you've stolen it. (For those who don't know abstraction of electricity is what you'll likely be charged with for using a fraudulent phone card).

Legally to prove theft involves certain specific criteria being met and it is for this reason that many other terms are used and prosecuted with - not because something wasn't stolen - but merely it is easier to ensure a conviction under other criteria. (q.v. car theft / owner's consent).

> >At the end of the day those who
> >download mp3s games etc without paying for them are effectively stealing
> >them (legal definitions aside).
>
> No, they aren't, and here's where the demonization lies. Infringement is
> not theft or "stealing".

Rather than it being others trying to "demonize" you appear to be trying to "decriminalise" that which you accept is a criminal act by asserting it is only infringement. Be honest infringement really only applies to publishing etc. something without the owner's consent. Using this term for those who obtain commercial material (music, games, etc.) illegaly is pretty much a cop out and

is really just an attempt to make it sound as if the offender hasn't really done anything bad at all. If they took a game or record from a shop you'd call it theft. Just because they obtained it digitally doesn't change the underlying event, irrespective of what it is actually called in law.

> >As for the RIAA et al, yes I'd agree that their methods are becoming
> >rather extreme but if you haven't any illegally obtained stuff what have you
> >to fear from (or care about) them?
>
> ROTFL. The tyrant's clarion call. "If you have nothing to hide, you won't
> mind if we search, will you?"

That wasn't what I said so please don't try to insinuate it was. They don't and can't just knock on your door and search , they do need to obtain a warrant (and that'd require some reasonable cause). As with the recent spate of paedophiles targetted for downloading their perverted shit; the police didn't just pick the names out of a hat, they had tracked their activities first. Granted, we'd all agree, that it is a much more serious crime but the principle is the same. So as I said, if you haven't done it why do you care about the guilty being caught or searched?

The truth of the matter is that those who download illegally invariably don't just do it once or with only one type of media. When their computers are seized and checked they usually have far more illegal software etc. that legal. Personally I don't care if you or anyone else wishes to do such, that is for you to decide for yourself. I don't condone it but neither do I condemn it. That said if you do it then just don't bleat about being called a thief or pirate.

I note you never commented on my car theft / owner's consent analogy - what's up, too hard was it - or did it make you realise just how silly your whole "it isn't theft" argument is?

1241. Re: APE Printing and Win XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 12:56:31 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040313075631.02169.00001390@mb-m19.aol.com>
Source record: 16448

> I think you have trouble with 2x sio speed... <

Yes, that's true. I can run 3X with relatively few issues, but 2X has never worked for me -- even with W98.

My regular Atari set-up is a Black Box/Floppy Board System, and the BB/CSS USP+ high speed drivers appear not totally compatible with APE. But I can disconnect the BB/FB (or run an 800-type OS which is oblivious to it) and have no disk/file problems at 1X, 2X, or 3X.

That requires me to load some type of high speed driver. The Happy Warp drivers don't work well. The APE-Warp O/S is inconsistent. But the Sparta USP drivers work flawlessly *every time* (even with MyDos).

My video card also seems to be a culprit in this drama. I use an All-In-Wonder AGP card, so that I can see my A8 display and APE concurrently. If I turn off the A8 window, APE prints better. (Not error-free, but prints many more lines before hanging.)

I haven't tried the Virtual Machine route -- I'll see if I cant'find some info on it.

Yes, I sure wish that APE ran as well under XP as it did with W98!

Larry

1242. Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 18:31:06 UTC
From: marcinm@net-partner.pl
Message-ID: <slrnc56krk.apm.admin@net-partner.pl>
Source record: 16449

Hi! I`m running an FTP server with very much quantity of atari software.
Check ftp.net-partner.pl with anonymous login. Thanks a lot to my friend
Marshmallow.
Please, feel free with spreading those server across atari-fans.

Greetings
MarcinM

1243. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 19:20:30 UTC
From: kostia_artemiev@mail.ru
Message-ID: <e2e760ab.0403131120.7118e1c3@posting.google.com>
Source record: 16450

Why are you still using such unhandy thing as Hyper Terminal? Recently
I've found an interesting program - Flash Terminal. It is really Hyper
Terminal killer. With Flash Terminal you can chat and exchange files
via modem (including v.90, ISDN, ADSL, GPRS) and null-modem
simultaneously without Internet! You can exchange up to 255 files at
once with unlimited transfer resuming after connection break. Program
includes large amount of nice avatars.
Direct link for downloading:
http://www.qwertystudios.com/FlashTerminalSetup.zip
Direct link for Win95 version downloading:
http://www.qwertystudios.com/FlashTerminalSetup_w95.zip
Developers site:
http://www.qwertystudios.com/
More info:
http://www.qwertystudios.com/products.php.html

1244. Re: New atari song

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-13 23:17:30 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <1i57505o76g8tqnbhedol0r0icn0b5fnjh@4ax.com>
Source record: 16451

On Wed, 10 Mar 2004 09:41:36 +0100, Tatqoo <dont@contactme.com> wrote:

>I usually put new songs on atariage ... this tim i put it here, because
>i didn't know how many people reads atariage from this group.

I liked the tune a lot! I hope you upload some more new tunes.

PS: I also read AtariAge.

1245. Backing Up Cassettes to Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 02:09:39 UTC
From: hsklein@sbcglobal.net
Message-ID: <f3395824.0403131809.1cb9fed6@posting.google.com>
Source record: 16452

Does anyone have a good, reliable way to back up a cassette to disk?
I have acquired a Transdisk IV, Multi-tape to Disk Utility by Page 6
Software. In trying to use it, I'm able to create the disk to
transfer the cassette data to, but get an immediate "bad load" error
no matter what cassette I try. I also have Casdup 2 by Vervan which
seems to accept the cassette data, writes it to disk, but when I load
the disk, the game doesn't play.
I would appreciate any help or info.
Thanks,
Harvey

1246. Submarine Commander - Thorn EMI

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 02:11:41 UTC
From: Damien Cymbal <d_cymbal@hotmail.com>
Message-ID: <xbP4c.3037$KO3.20677@attbi_s02>
Source record: 16453

I dug out the old 400 and am trying to play this game but have lost the docs (as well as a good portion of my memory).

Can somebody add to or correct any of this? This is what I think I know so far:

"M" for map
"P" for periscope
"S" for sonar
1-9 for speed

On the left you have T,F,C,S which I assume is torpedoes, fuel, charge, and speed?

On the right, is C,I,H,E which I assume is a damage report because the numbers crank up as I get depth-charged. Is it (E)ngine, (H)ull, (I)nstruments and ???

What about strategy or other things to know? I thought I remember that the can recharge your batteries if you surface, etc.

Thanks for any help.

1247. Ping: Marek M.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 09:41:41 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94AC2FC2C410Femuslor@130.133.1.4>
Source record: 16454

Anyone know how to get ahold of Mr. SIO2IDE these days? I dropped a line to the address currently listed on his site, but it bounced. I'd appreciate it if someone can point me in the right direction.

Thanks!

--
Slor

1248. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 13:20:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <v_Y4c.8542$_3.108495@typhoon.sonic.net>
Source record: 16455

marcinm@net-partner.pl wrote:
> Hi! I`m running an FTP server with very much quantity of atari software.
> Check ftp.net-partner.pl with anonymous login. Thanks a lot to my friend
> Marshmallow.
> Please, feel free with spreading those server across atari-fans.

Care to make an index so that people can find files on your site via
XL Search? :^)

http://www.newbreedsoftware.com/xlsearch/

-bill!
bill@newbreedsoftware.com "Hey Shatner, ya remember that episode of
http://newbreedsoftware.com/bill/ Space Trek where your show got cancelled?"

1249. Retro Review issue 5

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 17:17:31 UTC
From: Jorge Canelhas <jcanelhas@retroreview.com>
Message-ID: <OuSdnXA73tysDsndRVn-hQ@giganews.com>
Source record: 16456

Hi all, after a year of delays, we are happy to inform that retro review magazine is back on trak, issue 5 is now available

see http://www.retroreview.com

thanks all

1250. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 20:20:44 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c32eutqtb1@nemesis.news.tpi.pl>
Source record: 16457

I really like c-64 sids in Atari 8-bit ftp search :)

1251. FF: (For Free) Atari 800 - Goes in trash on 4/5/2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-14 22:05:00 UTC
From: Arnie Goetchius <arnie.goetchius@att.net>
Message-ID: <gG45c.14562$Pa7.379235@bgtnsc05-news.ops.worldnet.att.net>
Source record: 16458

I'm getting ready to junk this stuff. If any body wants it and will pick it up in Central New Jersey, you can have it. I will not ship it anywhere.

Included are an Atari 800, Atari 1050 floppy drive, Atari 810 ??, Atari 850 Serial Interface , Atari 410 tape drive, three power supplies and about 10 manuals.

It has been sitting in a box in my basement crawlspace since about 1988. There is absolutely no guarantee that any of this stuff works.

This stuff goes in the trash on April 5, 2004

1252. wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 00:44:18 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.15.00.44.17.893281@here.com>
Source record: 16459

Wow! This 400 system is bringing in money! I need
to get one working 400 system out of the two malfunctioning
ones I have.

1253. Re: FF: (For Free) Atari 800 - Goes in trash on 4/5/2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 00:50:50 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.15.00.50.50.386834@here.com>
Source record: 16460

I'd love to get this stuff, let me contact a friend in
the area, to see how far away he is...

1254. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 00:51:45 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.15.00.51.45.391994@here.com>
Source record: 16461

doh... http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792776821

1255. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 02:19:26 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <kb4a50padn19tjg3vpnckic8ohhm0j9l5m@4ax.com>
Source record: 16462

Good grief, somebody must be crazy. It's a nice 400 but $355?!

I sold an Atari 400 on eBay once for $35. It was totally functional and in okay cosmetic condition. I shipped the thing to Canada via the post office, and the buyer did not get it for 80 days or so! He never did email me to complain but then he wrote months later "I just got your item."

A400s are nice though. Great game machines.

On Sun, 14 Mar 2004 19:51:45 -0500, "John Miskinis" <nospam@here.com> wrote:

>doh... http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792776821

1256. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 02:26:44 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <405a50dr13gnipirj7cg4652j1hl6hj231@4ax.com>
Source record: 16463

In related news, there's an Altair going for... $4051!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792051173&category=4193

1257. Atari 835 Modem

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 04:35:17 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A8EA2.515D%drclu@swbell.net>
Source record: 16464

Hi there... Has anyone tried to modify a 835 modem (or any of the other I/O based Atari modems)?

I was thinking of taking a newer modem and recasing it in a 835 case, reusing the lights and power switch, mainly having it look mostly the same on the outside, with the exception of the I/O ports which is where the serial port for the 19.2k-56K modem would be.

I'm a big fan of the biege 8-bits, thinking of getting the biege equivalent or recasing items to match. :)

But electronically, has anyone tried to boost the speed on the 835 modem from 300 buad to... Whatever?

Talk soon,

Doctor Clu

1258. Re: BBS THE ATARI INSIDE IMPROVED - Mac question and Lantronix

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 04:52:08 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A9294.5160%drclu@swbell.net>
Source record: 16465

Two questions...

1) Was a Macintosh (or Amiga) ATASCII client ever made? (Much like the
ATS)

2) Lantronix, explain how that works please. I take it is some kind of lan
adaptor for more simpler interfaces?

Thanks!

Doctor Clu

On 3/5/04 4:46 PM, in article c2b09q$f8a$1@reader08.wxs.nl, "Marius
Diepenhorst" <grover25@zonnet.nl> wrote:

> You can connect with atascii:
>
> with ATS (http://www.atarimax.com look at the bottom of the page)
>
> or with APE + atari 8bit computer + sio2pc cable (http://www.atarimax.com)
>
> or with REAL atari 8bit equipment + lantronix (http://www.lantronix.com)
> device server + R: interface (like the 850 or the blackbox)
>
> Marius
>
> "|<evin" <nospam@nospam.org> schreef in bericht
> news:ijhh40l9370st2fqm1mi1mkjgberbpj6p6@4ax.com...
>> On Fri, 5 Mar 2004 16:46:37 +0100, "Marius Diepenhorst"
>> <grover25@zonnet.nl> wrote:
>>
>>> Hi folks!
>>>
>>> It has been a few weeks, since I wrote about my BBS. There are some
>>> improvements.
>>>
>>> The BBS is running stand-alone now on my 800xl. No PC is needed anymore!
> I
>>> have connected a LANTRONIX MSS-100 to my BlackBox and that works fine
> (after
>>> many hours of hacking the bbs... but ok)
>>>
>>> (!) When someone is on the BBS, your telnet client can't resolve the
> adress.
>>> I'm sorry for that. When nothing crashes the bbs will never be down, so
> when

>>> you can't get a connection, please try later...
>>>
>>> There are two adresses with different possibilities:
>>>
>>> telnet://213.10.217.144:8888
>>>
>>> * VT100/ANSI telnet works perfect!
>>> * Any non-atascii telnet client works fine
>>> * UP/DOWNLOAD works fine with HyperTerm
>>>
>>> telnet://213:10.217.144:8887
>>>
>>> * ATASCII works perfect!
>>> * UP/DOWNLOAD fails! (please do NOT try to up/download, the bbs might
>>> crash)
>>>
>>> If you don't want to up/download port and you really like to get a 100%
>>> perfect atascii connection. 8887 is the port to use.
>>>
>>> Thanks,
>>> Marius
>>>
>>
>> is there an ATASCII telnet client for windows?
>>
>>
>>
>> kvn
>
>

1259. Re: 825 printer ribbons

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 04:58:43 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A941F.5161%drclu@swbell.net>
Source record: 16466

Got a 825 printer that I will try to get in working order soon since it
matches the biege setup that I am working on. Looks like it was stored in a
damp store room. Yah...

... Any suggestions on how to restore and clean up one?

Thanks!

Doctor Clu

On 3/11/04 9:27 PM, in article h6a4c.1223$vI3.153@fe2.texas.rr.com, "momo"
<quality_us@yahoo.com> wrote:

> "Ed Shepherd" <dinosaur@corner.net> wrote in message
> news:7a61c6b3.0403111647.2812071b@posting.google.com...
>> llppwhite@aol.comnsp (LarryWhite) wrote in message
> news:<20040311080924.08854.00001229@mb-m13.aol.com>...
>>>> Sorry,but your information is wrong. The Atari 825 printer is a
> modified
>>> Okidata 80 ML. Any ribbon for an Okidata ML 80,82,or 84 will work. <
>>>
>>
>>> OOPS! Egg on my face! I was VERY tired when I read this post and confused
> the
>> Atari 825 with the Atari 1025 printer.
>>
>> The 1025 IS indeed a modified Oki ML 80,BUT..,the 825 IS a modified
> Centronics.
>>
>> My abject apologies!!!
>>
>> Ed
>>>
>
> I use typewriter ribbons on my 1025 and it's not gumming up. Quite the
> contrary, prints nice and smooth!
> Mo
>
>

1260. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:04:32 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A957C.5163%drclu@swbell.net>
Source record: 16467

On 3/12/04 11:36 PM, in article pan.2004.03.13.05.36.24.742810@here.com,
"John Miskinis" <nospam@here.com> wrote:

>> If anyone has one of these, including power and interface cables, I'd be
>> interested in purchasing.
>
> This looks like a clean unit, with box, etc.!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2793441778
>

Wow... So THAT's what one of those boxes looks like. Amazing. Never saw
one before. My interface in roughly 1985-ish was in a usual brown box with
foam packaging. That is how they came when you bought them from Sears. I
have another one still in similar packing at the moment.

And the vintage cables... Wow... Hacked many cables but never had the
Atari standard.

Oh well! Nice to see.

Doctor Clu

1261. SuperSalt (Biege) and 810 drive and other cases

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:14:06 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A97BB.5164%drclu@swbell.net>
Source record: 16468

Looking to make a good biege setup for the Atari 800. All biege stuff.

Not in any hurry, but if you have some biege items, I would be willing to trade. To matter the fact, I have a good assortment of Atari XL/XE, Atari ST/TT, Atari Jaguar, Amiga, and Macintosh items that I would be willing to trade. Mainly looking to trade.

Things I'm looking for:

Unique biege items. If nothing else, write me and brag about the cool biege item you have. Make for good conversation if nothing else.

Memory upgrade board for the Atari 800 of over 48K.

A Dead 810 drive. Looking to recase a more reliable Atari drive.

The Franklin 80 column card... Those are interesting. If not trading but have experience with them, tell me about them. :)

Supersalt cartridge for the Atari 800. I have the module, need the cartridge. Of course, experiences on how to get it working would also be nice.

I've been all through the Atari realm, like many here. Tried all the game systems, and I think I have settled on what I like most... The Atari Jaguar, and the Atari 800. :)

And there we go. Look forward to hearing from some of you other 800 enthusiasts out there.

And as for all you XL/XE users, I'm routing for you... We're all in this together. :D

Doctor Clu

1262. Pictures of Colleen and Candy

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:15:22 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A9806.5165%drclu@swbell.net>
Source record: 16469

I know this has been asked before, but does anyone have pictures of the supposed secretaries at Atari that the Atari 400 and 800 code names were based on?

Just curious.

Doctor Clu

1263. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:20:24 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A9934.5167%drclu@swbell.net>
Source record: 16470

On 3/8/04 6:47 AM, in article c2hq69$c3p$1@reader10.wxs.nl, "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote:

> Like the neighbour who keeps talking to you at your door for half an
> hour, explaining why (s)he doesn't have time to come in for a chat for 5
> minutes. :)
>
> Maurits.
>

LOL! Yeh.

Doctor Clu

1264. Re: Well

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:30:28 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BC7A9B8F.5169%drclu@swbell.net>
Source record: 16471

On 3/4/04 9:36 AM, in article G1I1c.10115$m4.9661@okepread03, "Docrotcod"
<rahbart@cox.net> wrote:

> How the heck is everyone? ! ? ! Just wanted to shake this board up and
> see if any old timers are around? Stand up and be heard!!!
>
> Doctor RotCod
> Electric Cafe' BBS (DEMISED)
> Oklahoma
>
> Long live the 80's
>

90's and Naughties persona name: Doctor Clu
Eighties Persona name : The Clu, Xanthic Knight, Hal Jordan

BBS's Current : Closer to Home (Atari), Collin County
BBS, Family-Net BBS (All telnet)
BBS's 80's Atari : JYBOLAC, Psyclos Empire, Sgt. Pepper's,
The X-BBS/Danger Room (Co-sysop)

Computer of choice current : Atari 800
Computer by default in 80's : Atari 400

(Upgrading a computer style every 20 years or so... Should be up to a 130 XE
by 2040....) ;)

Anyway, welcome back!

1265. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:56:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <%zb5c.8703$_3.112116@typhoon.sonic.net>
Source record: 16473

Tatqoo <dont@contactme.com> wrote:
> I really like c-64 sids in Atari 8-bit ftp search :)

Ack! Hehe, those are coming from AtariArt FTP server. :^)

Heheh... Umm... is there no SID player for Ataris? ;^)

If not, I'll see if I can have them either not list the SID files in the
index they send me, or take them out on my end. ;)

Sorry 'bout that. (Took so long to download the index, I didn't get a
chance to actually look over it yet :))

-bill!

1266. A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 05:59:33 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94ADA1A9D8AEemuslor@130.133.1.4>
Source record: 16472

Anyone currently use one of these?

http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm

I'm considering purchasing one to use with a 130xe, and I was curious to
hear any experiences you guys have with this or similar devices.

thanks

--
Slor

1267. Re: BBS THE ATARI INSIDE IMPROVED - Mac question and Lantronix

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 07:08:52 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c33km4$4p5$1@reader13.wxs.nl>
Source record: 16474

Hi Greg!

> 1) Was a Macintosh (or Amiga) ATASCII client ever made? (Much like the
> ATS)

I don't know. I'm not an Apple or Amiga man. I owned an Apple //c twice ... very nice, but I have sold them twice too :-)

> 2) Lantronix, explain how that works please. I take it is some kind of
lan
> adaptor for more simpler interfaces?

Yes and no. It is an RS232 lan interface. It can do very much things... I did not explore all the things yet. The way I use it, is simple: as a 'modem'. As soon somebody connects to my IP number on port 8888, the lantronix sends a RING (just like a modem) to the BBS. The bbs wakes-up and communicates with the lantronix. It has a build-in intelligent telnet protocol. Very convenient, that's why you can up - and download (with the right client on your side ofcourse).

The lantronix can be used the other way to. When I type: atdt<IP-number> or atdt<host-name> I can use the lantronix to connect telnet devices. You can use this thing for much more kind of connections, but since I'm not really interested in those other options, I can not tell you much about it.

I have two version of this device:

UDS10
MSS100

Both work great. The UDS10 has a normal 'female' rs-232 on it. The MSS100 has a 'male' rs232 and needs a null-modem cable to operate. Do not know why they put a male rs232 on it... seems to be unhandy, but it certain would have a reason I guess.

Greetz,
Marius

p.s. look at www.lantronix.com for more info.

> Thanks!
>
> Doctor Clu
>
>
> On 3/5/04 4:46 PM, in article c2b09q$f8a$1@reader08.wxs.nl, "Marius
> Diepenhorst" <grover25@zonnet.nl> wrote:
>

> > You can connect with atascii:
> >
> > with ATS (http://www.atarimax.com look at the bottom of the page)
> >
> > or with APE + atari 8bit computer + sio2pc cable
(http://www.atarimax.com)
> >
> > or with REAL atari 8bit equipment + lantronix (http://www.lantronix.com)
> > device server + R: interface (like the 850 or the blackbox)
> >
> > Marius
> >
> > "|<evin" <nospam@nospam.org> schreef in bericht
> > news:ijhh40l9370st2fqm1mi1mkjgberbpj6p6@4ax.com...
> >> On Fri, 5 Mar 2004 16:46:37 +0100, "Marius Diepenhorst"
> >> <grover25@zonnet.nl> wrote:
> >>
> >>> Hi folks!
> >>>
> >>> It has been a few weeks, since I wrote about my BBS. There are some
> >>> improvements.
> >>>
> >>> The BBS is running stand-alone now on my 800xl. No PC is needed
anymore!
> > I
> >>> have connected a LANTRONIX MSS-100 to my BlackBox and that works fine
> > (after
> >>> many hours of hacking the bbs... but ok)
> >>>
> >>> (!) When someone is on the BBS, your telnet client can't resolve the
> > adress.
> >>> I'm sorry for that. When nothing crashes the bbs will never be down,
so
> > when
> >>> you can't get a connection, please try later...
> >>>
> >>> There are two adresses with different possibilities:
> >>>
> >>> telnet://213.10.217.144:8888
> >>>
> >>> * VT100/ANSI telnet works perfect!
> >>> * Any non-atascii telnet client works fine
> >>> * UP/DOWNLOAD works fine with HyperTerm
> >>>
> >>> telnet://213:10.217.144:8887
> >>>
> >>> * ATASCII works perfect!
> >>> * UP/DOWNLOAD fails! (please do NOT try to up/download, the bbs might
> >>> crash)
> >>>

> >>> If you don't want to up/download port and you really like to get a
100%
> >>> perfect atascii connection. 8887 is the port to use.
> >>>
> >>> Thanks,
> >>> Marius
> >>>
> >>
> >> is there an ATASCII telnet client for windows?
> >>
> >>
> >>
> >> kvn
> >
> >
>

1268. Re: ATARI XL/XE OS Source Code.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 09:17:25 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c33sb5$p3l$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16475

Hi,

> I'm looking for the source of the Atari XL/XE OS. Does anyone have it? Or
> disassembled it?

Not the original (copyright!), but here's a rewrite:

http://www.math.tu-berlin.de/~thor/atari++/

Check for "ROM Sources" on this page.

Greetings,
Thomas

1269. Re: FLAME WARS are back was RANT...

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 10:22:05 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <Nqf5c.1$V37.1165@news.uswest.net>
Source record: 16476

> Gotta start somewhere. I started on the Apple II and quickly also got
> on the Atari 800 platform with Atari BASIC. I remember how much
> better I liked Atari BASIC than Applesoft BASIC. Then I remember how
> much I liked BASIC XL better than Atari BASIC. Hehe.

Well, I don't have that much experience with different BASICs, but I have used Commodore, Atari and PC BASIC (Quick BASIC). From what I can recall, I found that Commodore or Quick BASIC to be the best! Atari BASIC had some strange twists and was harder to convert to. I did that on a few programs and it took some work to convert them to the Atari! I think it was easier to convert between the PC and Commodore... but if you had to convert to Atari, it was much harder because mainly how variables were handled... especially string variables!

Ah, BASIC!!! Those were the days! :-)

1270. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 10:45:45 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <_Mf5c.4$V37.2612@news.uswest.net>
Source record: 16477

> That's amazing. Yes, it's rare, but I still can't imagine what the big
> attraction is to make it worth so much to folks. It will be pretty
interesting
> if the disks aren't readable...
> Larry

Well, depends on whether this person is a programmer! If they are... then this might be very valuable to them!!

Also, if you have socketed motherboards on your Atari's, then you can use this to burn replacement chips (if you have or can get eproms to burn too!)... provided you saved a copy of them somewhere! This will allow you to replace 'hard-to-find' chips and don't want to pay the prices for replacing them.

If it's just going to sit around collecting dust, then I can't see paying that much for it! But, if you are going to program or make replacement chips, then this certainly is worth it! Eprom and Eprom burners are harder to come by nowadays!

Nite Hacker

1271. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 11:00:55 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <c%f5c.6$V37.3196@news.uswest.net>
Source record: 16478

> Speaking of Crazy, you must have missed the prices this seller wants for
> some games. Take a look. What do you think the chances are of these
> even getting a bid?

If someone even bids on those... they need to have their heads examined too!

I saw only 1 out of the 3 that might really be worth something and that is the Omega Race with Booster Grip for the Atari 2600. It's in the package with the Booster Grip and so that one may be worth more! The other 2 is debatable? I think they are both extremely rare, but out of those 2, I would have to say that MotoRodeo is the rarest and might bring in more than Gravitar.

They even re-posted the MotoRodeo one and lowered the opening bid to $ 899 and the Buy Now to
$ 1899! Still TOO MUCH!!! Even a collector in his/her right mind won't pay that much for it! At least, I hope not!! :-)

Nite Hacker

1272. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 11:25:24 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <amg5c.7$V37.4033@news.uswest.net>
Source record: 16479

> Not only that, I noticed that most of his feedbacks are private. Makes you
> kinda wonder doesn't it?
> Mo

Where does it say they are private? I did not see anything that said they were private.

I don't think they have private feedback on e-Bay... unless it's associated with a private auction!

I did not see any indication that there any private feedbacks on this person. ALL the feedbacks were there! Only the item descriptions were no longer available because they were more than a year or 2 old... from 2003 and 2002. I don't know how far back they go (looks like 6 months?) but they eventually disappear and so you can't go to that item anymore but the feedback still remains. Other than that, you can still read the feedback of this person and see his scores. I did not see anything private about this person! :-)

I think a seller can choose to be private or can set up a private auction... but I don't think buyers can choose to be private?

Nite Hacker

1273. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:01:05 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <CTg5c.8$V37.5637@news.uswest.net>
Source record: 16480

> Hi,
>
> The URL is:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3078777891&category=62054
>
> I'm can't figure out why this system is bringing in over $200. Am
> I missing something? It's driving me crazy!

There is ALOT of stuff in that package deal!! It's hard to really set a price on it as you don't know what is really in the package or how much it's really worth!

There are many factors that go into determining what is a reasonable price for a package deal such as this.
Are they originals? Are they in mint condition? Are they rare?

In this instance, I would say that $ 200 is well within reason! I might even go as high as $ 300... but that's me! :-) It all depends on what's in the package and how valuable it is to you and whether it's really worth it or not! You can't really set prices on package deals... it depends on what comes in the package! :-)

Nite Hacker

1274. Re: Submarine Commander - Thorn EMI

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:14:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403150349360.22076-100000@onyx.spiritone.com>
Source record: 16484

I hope this helps. ===Ben===

On Sun, 14 Mar 2004, Damien Cymbal wrote:

> I dug out the old 400 and am trying to play this game but have lost the
> docs (as well as a good portion of my memory).
>
> Can somebody add to or correct any of this? This is what I think I know
> so far:

Joystick trigger fires Torpedoe. Aim ahead of target.

B Blows ballast tanks.

C is for Crash dive.

> "M" for map

N will Neutralize buoyancy after a Crash Dive or after Blowing ballast
tanks.

> "P" for periscope

Keep Periscope under 50 feet.

> "S" for sonar

Y pauses game. Move joystick to end pause.

> 1-9 for speed

0 is stop.

Press the Atari Key to abort mission.

> On the left you have T,F,C,S which I assume is torpedoes, fuel, charge,
> and speed?
>
> On the right, is C,I,H,E which I assume is a damage report because the
> numbers crank up as I get depth-charged. Is it (E)ngine, (H)ull, (I)
> nstruments and ???
>
> What about strategy or other things to know? I thought I remember that
> the can recharge your batteries if you surface, etc.
>
> Thanks for any help.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1275. Re: Confused - why is this 800XL system getting such high ebay bids?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:19:00 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <p8h5c.9$V37.6366@news.uswest.net>
Source record: 16481

The key is that this is NOT just a computer but rather a package deal!

Package deals usually go for much higher bids because they include other peripherals (drives, joysticks, etc) that goes with a computer and usually some or a bunch of games and software too! This one seems to fit the bill here! There seems to be ALOT of software in this deal and looks like even some rare or extremely rare ones too... some I never seen or heard of before!

Again, it's hard to really know what is a good deal or not on a package deal and it really is based on how much is in the package and the rarity of the items in the package! Average package deals can probably run in the range of $ 100 - $ 500... again, depending on what's in it and what it's worth!

But if it was just a computer, I would not pay or expect more than $ 50 - $ 100 for it... unless it's an upgraded computer (with memory or OS mods, or Pokey mods, etc). 'Mod'ed machines can bring in a much higher price... depending on the mod(s) on them, they can probably run in the range of $ 200 -
$ 500 alone!

Nite Hacker

1276. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:26:45 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <Ffh5c.11$V37.6900@news.uswest.net>
Source record: 16482

> Anyone currently use one of these?
>
> http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm
>
> I'm considering purchasing one to use with a 130xe, and I was curious to
> hear any experiences you guys have with this or similar devices.
>
> thanks
>
> --
> Slor

I don't have one... but it looks like a really cool device to me!

I think I would try one to begin with (it's cheap enough!), and it looks like it should work just great! If I could, I think I would buy at least a half-dozen of them! :-)

Nite Hacker

1277. Re: Pictures of Colleen and Candy

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:35:03 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <snh5c.12$V37.7375@news.uswest.net>
Source record: 16483

> I know this has been asked before, but does anyone have pictures of the
> supposed secretaries at Atari that the Atari 400 and 800 code names were
> based on?
>
> Just curious.
>
> Doctor Clu

Don't forget Stella! ;-)

I don't know if Stella was a secretary or not... but I have read somewhere that most or all the projects at Atari were named after female employees of Atari.

I will have to see if I can find that info or dig up info on code names and post it here. I think I will assemble my own article on the code names of Atari! :-)

Nite Hacker

1278. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 12:44:42 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <Dwh5c.13$V37.7707@news.uswest.net>
Source record: 16485

> Heheh... Umm... is there no SID player for Ataris? ;^)

No, I don't think so either... BUT Atari has a sister of SID which is called
SAP! :-) It's just as cool too as SID is! :-)

Nite Hacker

1279. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-15 18:33:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4055F6F3.29ED824@students.uni-mainz.de>
Source record: 16486

Er well,
afaik Freddy "drives" or controls the Gate Array Chip (or something like
that). No Freddy, no Gate Array control and thus no separate antic
access... At least thats what I have been told... greetings, Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy Andreas
>
> > afaik most (if not all) XL upgrades do not have the so-called "separate
> > Antic access" - so why bother ?!? Do you want to have software that
> > merely works on a few XE computers (and not at all on 400/800 and XL
> > computers) ?!? At the moment I am quite happy that there are only 2
> > programs that make use of the separate Antic access (Video Blitz and The
> > [Sparta DOS] Wedge)...
>
> If we can test for separate ANTIC access, software can be written in such a
> way, that it can adjust itself to whatever the testresult is. Just like
> some software tests if highspeed IO (to a disk drive) or the use of a
> RAMdisk is possible.
>
> > Correct me if I am wrong, but someone told me, that the separate access
> > depends on 1) the ramdisk and the ramdisk size (if a certain bit is used
> > for the ramdisk / the rambanks, then separate Antic access is not
> > possible).....
>
> Please reread my previous message on this subject. I explained that there
> are several possibilities to use the ANTIC bit/pin in RAMupdates. The 130XE
> (with it's standard 128kB total RAM), my upgrade use the ANTIC bit/pin as
> intended. Some upgrades also use this bit/pin to select RAM (meaning you
> have ANTIC access with one half of the available extended memory and no
> ANTIC access with the rest). Some upgrades tie ANTIC access (to extended
> RAM) to the CPU bit/pin. Others just disable ANTIC access to extend RAM.
> I'm looking for a routine to test all of this.
>
> > ... and 2) some chips inside your XL/XE computer (the Gate Array
> > Chip and the Freddie Chip - only the 130XE has the Gate Array chip, only
> > a few XL`s do have the Freddie chip)... Thus it will not be possible to
> > upgrade all (already RAM upgraded) XL computers for separate Antic
> > access and so this special mode looks a little useless to me - if we
> > want XL/XE compatibility... -Andreas.
>
> First of all FORGET FREDDY. It just replaces some chips that were used in
> the XL series, like the 74LS158 (or 74LS258), the delay line, etcetera.

>
> You can replace the gate array (CO25953) with all kinds of chips. The
> easiest way is using a GAL and a 74LS95(B) (check out my site if it still
> exists. The stuff page.). But it can be done otherwise too. But you'll
> need more chips.
>
> Even if it is possible to convert every RAMupgrade so that it will have
> separate ANTIC and CPU access, not everybody will want to or be able to do
> so. That's why it is good to have a routine that can test if separate ANTIC
> access is available. Heck, nowadays demo's test which RAMbanks are used and
> configure themselves accordingly, why wouldn't a demo (or any other
> software) be able to do the same for separate or combine (with CPU) or no
> ANTIC access????
>
> CU Mathy van Nisselroy
> (this email address is borrowed)
>

1280. Re: FF: (For Free) Atari 800 - Goes in trash on 4/5/2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 00:29:57 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.16.00.29.57.35298@here.com>
Source record: 16487

He's too far away, it's a shame... John

1281. Cassette "Original Adventure" by Creative Computing

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 00:31:31 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.16.00.31.30.985147@here.com>
Source record: 16488

Hi.

I found this tape, but it seems to just have short
bursts of continuous tone, on both sides. I have not
been able to load it, and would selcome any info on
this tape.

Thanks... John

1282. Re: ATARI XL/XE OS Source Code.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 00:42:09 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c35ievacj1@news1.nivel5.cl>
Source record: 16489

Thanks! It helped a lot.

W.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:c33sb5$p3l$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I'm looking for the source of the Atari XL/XE OS. Does anyone have it?
Or
> > disassembled it?
>
> Not the original (copyright!), but here's a rewrite:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> Check for "ROM Sources" on this page.
>
> Greetings,
> Thomas
>
>
>

1283. Re: Pictures of Colleen and Candy

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 00:43:25 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c35igc$ad7$1@news1.nivel5.cl>
Source record: 16490

"Stella" is a bike. And you can found its picture in:

www.atarimuseum.com

Greets!

W.

"Nite Hacker" <rma3@qwest.net> escribi&#65533; en el mensaje
news:snh5c.12$V37.7375@news.uswest.net...
> > I know this has been asked before, but does anyone have pictures of the
> > supposed secretaries at Atari that the Atari 400 and 800 code names were
> > based on?
> >
> > Just curious.
> >
> > Doctor Clu
>
> Don't forget Stella! ;-)
>
> I don't know if Stella was a secretary or not... but I have read somewhere
> that most or all the projects at Atari were named after female employees
of
> Atari.
>
> I will have to see if I can find that info or dig up info on code names
and
> post it here. I think I will assemble my own article on the code names of
> Atari! :-)
>
> Nite Hacker
>
>

1284. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 01:57:26 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <aat5c.10705071$Id.1792203@news.easynews.com>
Source record: 16491

Nite Hacker wrote:
>>Speaking of Crazy, you must have missed the prices this seller wants for
>>some games. Take a look. What do you think the chances are of these
>>even getting a bid?
>
>
> If someone even bids on those... they need to have their heads examined too!
>
> I saw only 1 out of the 3 that might really be worth something and that is
> the Omega Race with Booster Grip for the Atari 2600. It's in the package
> with the Booster Grip and so that one may be worth more! The other 2 is
> debatable? I think they are both extremely rare, but out of those 2, I
> would have to say that MotoRodeo is the rarest and might bring in more than
> Gravitar.
>
> They even re-posted the MotoRodeo one and lowered the opening bid to $ 899
> and the Buy Now to
> $ 1899! Still TOO MUCH!!! Even a collector in his/her right mind won't pay
> that much for it! At least, I hope not!! :-)
>
> Nite Hacker
>
>
The MotoRodeo is more than likely PAL and if so worth little or nothing,
no more that $20. If it is NTSC, very unlikely, it would be worth $150
to $200.

The Omega Race with booster grip is probably worth around $100.

The Gravitar is the Silver label version, a loose cart probably goes for
$100 so the boxed cart is worth a couple hundred.

1285. Re: (For Free) Atari 800 - Goes in trash on 4/5/2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 01:59:09 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <i6qdnZQ5fNPvwsvdRVn-hQ@comcast.com>
Source record: 16492

hmmmm......
I live in PA, (outside philly).
It's a possibility.....although my wife may kill me if I obtain more
computer equipment.
Where in Jersey? What city/town?

thanks,
-z-
[aka Rob]

"Arnie Goetchius" <arnie.goetchius@att.net> wrote in message
news:gG45c.14562$Pa7.379235@bgtnsc05-news.ops.worldnet.att.net...
> I'm getting ready to junk this stuff. If any body wants it and will pick
it
> up in Central New Jersey, you can have it. I will not ship it anywhere.
>
> Included are an Atari 800, Atari 1050 floppy drive, Atari 810 ??, Atari
850
> Serial Interface , Atari 410 tape drive, three power supplies and about 10
> manuals.
>
> It has been sitting in a box in my basement crawlspace since about 1988.
> There is absolutely no guarantee that any of this stuff works.
>
> This stuff goes in the trash on April 5, 2004

1286. Re: Backing Up Cassettes to Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 06:01:57 UTC
From: Larry Kier <larrykier@shaw.ca>
Message-ID: <pLw5c.63090$Up2.47917@pd7tw1no>
Source record: 16493

I remember having a lot of problems doing this. Some cassettes were copy protected by attempting to start a disk drive. If the program found the drive the program would just quit. Converting a cassette to a disk file involved relocating the program in memory to allow for the dos software. Converting a boot cassette to a boot disk was not to involved and there were several utilities to do this, I think I used one from Analog magazine (or maybe it was Antic? - it was a long time ago.) Converting a basic program was easy, but involved some rewriting of the program. Each program was different - what are you trying to convert?

Larry

"Harvey Klein" <hsklein@sbcglobal.net> wrote in message news:f3395824.0403131809.1cb9fed6@posting.google.com...
> Does anyone have a good, reliable way to back up a cassette to disk?
> I have acquired a Transdisk IV, Multi-tape to Disk Utility by Page 6
> Software. In trying to use it, I'm able to create the disk to
> transfer the cassette data to, but get an immediate "bad load" error
> no matter what cassette I try. I also have Casdup 2 by Vervan which
> seems to accept the cassette data, writes it to disk, but when I load
> the disk, the game doesn't play.
> I would appreciate any help or info.
> Thanks,
> Harvey

1287. Atari 8-Bit Computers: Frequently Asked Questions

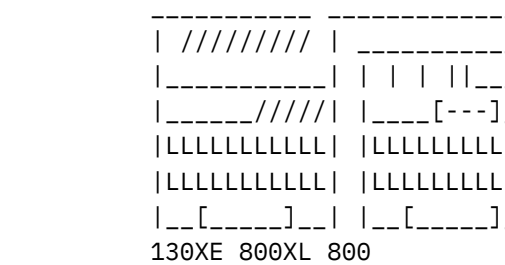
Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 10:13:33 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1079431977@rtfm.mit.edu>
Source record: 16494
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: February 23, 2004

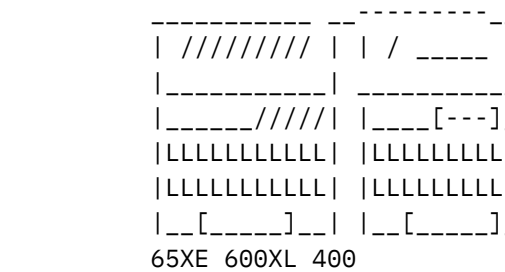
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

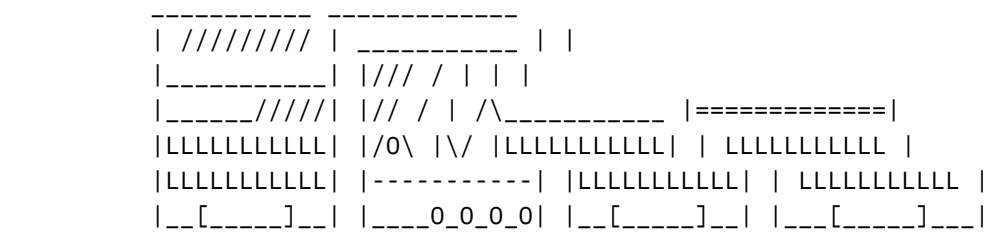
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel free to reproduce this file, in whole or in part, so long as the content of that portion reproduced is not modified, and so long as credit is given to this FAQ list or its Maintainer, or the author of that section reproduced when given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

```
**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
**********************************************************************
```

UPDATES SINCE PREVIOUS POSTING
2004.02.23 11.2 AtariTel and Mitsubishi Luma Video Phone history added
2004.02.19 1.3 800 memory cards story, from Jason Harmon
2004.02.08 3.4 810/1050 Duplicator bits updated, thanks Karl Heller
2004.02.04 3.4 1050 upgrades updated, http://www2.asw.cz/~kubecj/asp1050.htm
2004.02.04 8.3.f) F.Dingler game title fixes, thanks Florian Dingler
2004.01.31 new section 3.7, floppy disk preservation. old 3.7 renum to 3.8
Thanks Lee Hart.
2004.01.30 11.2 Atari corporate blurbs updated
2004.01.25 6.5 Indus/1050 power supply swapping no-no's from Paul Alhart
2004.01.25 8.4 Thomas Richter contribution, plus other updates
2004.01.15 10.2 Carina II BBS info updated
2004.01.04 8.1 X-Assembler updates

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?

1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?
3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?
3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) What can I do to extend the life of my floppy disks?
3.8) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?
6.18) What preventative maintenance can I do on my Atari system?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?
8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?
8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++	Char 40 x 24	5
5	13	++	Char 40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++	Map 160 x 192	2
D	7	Map	160 x 96	4
E	15	++	Map 160 x 192	4
F	8	Map	320 x 192	1 *

F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four 2-bit wide, 120 or 240 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to OR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. Atari sold the Atari 400 48K RAM Expansion Kit, which required a little soldering, to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer."

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Jason Harmon writes: (12 Feb 2004)
"..the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots."

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the

favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading: "64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled; Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port; The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled; Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat (Mathew Ratcliff). This assumes one knows at least how to boot a disk with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book published by Atari through the Atari Program Exchange (APX) and copyright 1982 by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA. However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms

of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also

digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

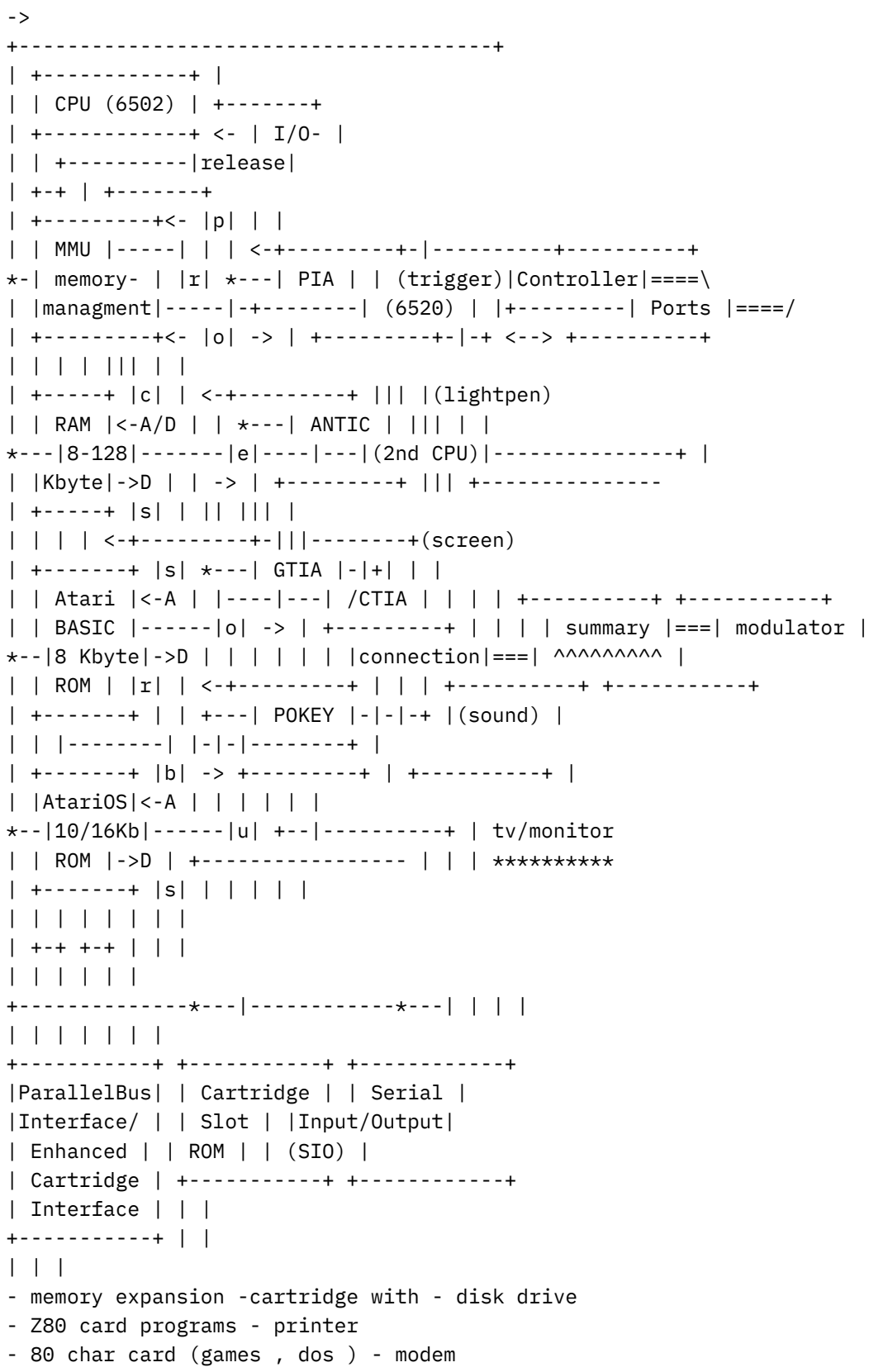
And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://www.atari-history.com/articles.html
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan
Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South
American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western
Europe, several South American countries, some Middle East and Asian
countries, several African countries, Australia, New Zealand, and other
Pacific island countries.
625 lines per frame

50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari? Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it
from there. However, besides the GTIA PAL and NTSC machines differ in other
aspects. For example, on PAL machines an additional oscillator of 5/4 of the
main frequency is present to generate the color frequencies needed to drive
GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is
also the reason why you don't get "artifacted colors" on PAL machines (or, at
least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground

4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan

2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the

monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.wolfpup.net/atari/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler" or "Up-converter." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box from AV Toolbox, http://www.avtoolbox.com. AV

Toolbox produces several other similar devices. An earlier popular adapter was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video breakout box featuring phono connectors for composite video, chroma, luminance, and mono audio; it also features an s-video jack providing chroma and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track is provided to play music or voice as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain
- Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

---

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12,
generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design.
Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready".
Czech/Slovak/Poland

For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to
Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

Unlike other microcomputer systems of the time, it was very unusual to use
anything but Atari brand program cassette recorders. One third-party product
released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon
startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5/box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html
810 Duplicator (DT-Duplicating Technologies) -- copy disks, double-density,
"read 18 sectors in the time normally for 1"

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
(Happy Computers) Happy Backup. also read/write 180K 5.25" MS-DOS floppies
I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 57Kbps (Happy clone), 8kb buffer,
(Compy-Shop, now ABBUC) DOS, copier, track & density displays, beep speaker
Mini-Speedy same as Speedy 1050, but without displays & speaker
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)
1050 Duplicator (Duplicating Technologies (DT))
SS SD/ED/DD "read 18 sectors in the time normally for 1"
sources(Jim Patchell)http://www.oldcrows.net/~patchell/atari/duplicator.html

Klone ???????

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM, this results in rare compatibility issues. Specifically, these commercial disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.
8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks

see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas
Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printerport,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support

KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html)
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K printbuffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave

XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round
problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub
rings became common on good disks and eventually became standard down to
include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (=
magnetizability) to get more bits in a smaller space and suitable electronics
to do it. These disks were produced hubless; was it a differentiating label or
just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) What can I do to extend the life of my floppy disks?

Lee Hart writes (January 2004):

Personally, I have several hundred floppy disks for my Atari 800, Kaypro
4, Heathkit H89, and IMSAI 8080 computers that are 10-20 years old. What
I can say in general:

- Most disks stored in plastic boxes or ziplock baggies survived.
- Most disks stored in cardboard boxes or just their sleeves
did NOT survive.
- Some brands lasted better than others, but I haven't collated the
information so as to make any kind of definitive statements.
- If a disk cannot be read, CLEAN THE DISK DRIVE HEAD before attempting
to read another disk! Otherwise, crap from the bad disk will remain
on the head, and will scar and destroy any SUBSEQUENT disk you put
in the drive! (the voice of painful experience).
- For lack of a better plan, for each of my surviving disks I am:
a. reformatting another blank disk
b. copying the data from an old disk onto the blank disk
Then I have a more recently-produced backup disk in case the
original disk later fails.

Subject: 3.8) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options
have been produced over the years. No common DOS version was written with
drives the size of hard drives in mind, and very few 8-bit Atari users have
owned hard drives for the Atari. Yet, if you're serious about it, a hard
drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit
Atari computers; the rest are interfaces designed to let you attach an
industry standard SASI, SCSI, or IDE type hard drive. Customized software
(OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the
Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.wolfpup.net/atari/atari.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE Disk
Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000 baud
- emulates Atari disks D1: to D8:
- can be used with any Atari DOS and OS
- can be used without any problems with other SIO devices (disk drivers,
printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg) can
be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL
series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /..; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good

results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet
here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received, from modem to modem, via
standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)

Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial modem can work well with the Atari. These have been commonly sold for PCs for many years. The Hayes Smartmodem more or less defined the market for these, initially.

One common way to use an industry standard external serial modem with the Atari is to connect it to the SIO port via an Advanced Interface Devices (A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with the Atari is to attach it through the 9-pin RS232C serial port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the serial port on the 850 is DB9 female, where the PC world ended up standardizing on a DB9 male connector for this purpose. But gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the

other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS

8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on

the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks

CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man),2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC bk,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,incl disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE

1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives(controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European data in this section. I need more
international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========

AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the
centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above. What happens if power

supplies for the Atari 1050 and Indus GT are mixed? Paul Alhart writes (20 Jan 2004): "The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050 and it will usually blow the rectifier diodes in the 1050. Plug an Atari supply into an Indus and it will blow the fuse in the supply. It can damage the mother board as well."
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and

Bug Hunt cart all in one package and b) in a separate package,
containing the Lightgun and the Bug Hunt cartridge); thats's why Bug
Hunt does not have its own package, it was always included with the
Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted
into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun,
it is my personal impression, that the Atari lightgun merely works ok
on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun
works alright on TV's and (most) monitors. Since I never had a Best
lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the
Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to

the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter

program, which can convert *.MID sounds into other Atari sound formats
(that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque developed some networking-computer-hardware to link two or more Ataris together, so that multiplayer games are possible, where each user has its own computer and tv/monitor screen. The hardware was/is computer independant and will run fine on any Atari 8Bit computer (whereas most software for it will only work on XL/XE computers). During a 3-4 year period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two computers together via the joystick ports. It is limited to a maximum of 2 computers and thus 2 or 6 players, meaning one free port per XL/XE computer and 3 free ports per 400/800 computer. However, the few existing games for this hardware merely support 2 players, no matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8 computers together via the SIO-port. One computer will then act as the master and has to boot up the software (from tape, disk, harddisk, etc.) first. Then all other "slave" computers connect to it and boot off of this master computer (one after another of course). In Europe we call this device "Multilink", mostly because of the games written by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms. A two-computer link-network can easily be done with one SIO cable, just open the end of the SIO cable and exchange cables number 3 and 5. You now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

---

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.

400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between

these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
~~~~~~

example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge

C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake. The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities

over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90.
Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9).
Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD

4.18 10-29-88 released by ICD
4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
==========
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
==========
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
==========
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
==========
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading
this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari
computer is turned on with a P:R: Connection or powered 850 connected, but no
powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in
handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They
include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

----

Subject: 8.1) What programming languages are available for the Atari?

Since last update by Freddy:
X-Assembler updates, 1/04
QS FORTH info from Winston Smith, 3/03
Much work on the FORTH section by MCurrent 4/03, based primarily on:
http://www.strotmann.de/twiki/bin/view/APG/LangForth from Carsten Strotmann

This section is by Freddy Offenga.

What programming languages are available for the Atari?

Revision : 1.8
Date.... : 2002-10-13

==
The goal is to give information about all available languages

for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Author: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer

Revision history
================

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor

and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk) (CX8121)
version, year : 1.0C, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),
conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros

Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.

Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft

available..... : http://www.atariland.com/members/oldatarian/
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- X-Assembler (xasm)
version, year : 2.5.2, 2002
author/company : Piotr Fusik
available..... : http://xasm.atari.org
package..... : assembler, docs
features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.....: PD, Freeware or Shareware;
package.....: language plus several test files
and examples; english docs;
features.....: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package..... : BASIC compiler
features..... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler
features..... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package..... : BASIC compiler
features..... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler
features..... : ?
Published in the German magazine "Happy Computer".
Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981

author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package....... : ?
features...... : says Carsten Strotmann:"Seems to be based an fig-FORTH,
but with some unique "Words". Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package....... : ?
features...... : ?

- Extended fig-FORTH, (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick L. Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneOne
package....... : ?
features...... : ?

- fig-FORTH (disk)
version, year : 1.0D
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneZeroD
package....... : ?
features...... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... : ?
package....... : ?
features...... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"

available..... : ?
package..... : ?
features..... : based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package..... : ?
features..... : based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... : based on 10/16/82 release of fig-FORTH by Striepe

- fun-FORTH (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... : based on 6502 fig-Forth. The major difference is in
the size of the screen on disk (512 bytes instead of
1024 bytes). Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines. based on fig-FORTH.

- turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... : compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and
sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime

library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package....... : ?
features...... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package....... : compiler, editor, library, sample game
features...... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II

Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey, Steven E. Posey (Party Quiz), Andreas Magenheimer, Florian Dingler

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by ECA,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by ??? from Antic magazine
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- Party Quiz by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheeprace by F.Dingler (1 to 8 players Sheep-race);
- Cardgrabber by F.Dingler (2 to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (4 to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase (by First Star Software) Parker Bros.
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bacterion! Kyle Peacock/Tom Hudson/ANALOG#20
(http://www.cyberroach.com/analog/an20/bacterion.htm
patch for XL/XE available:
http://www.cyberroach.com/analog/an20/bacterion_patch.htm)
Bandits Sirius Software
BearJam Chalkboard
Boulders And Bombs CBS
Chicken Synapse
Dancing Feats (by Softsync) Romox

Demon Attack Imagic
Dreadnaught Factor, The Activision
Drelbs Synapse
File Manager 800+ Synapse
Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable: http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II Sierra On-Line
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard
Leo's Links Chalkboard
Letter Perfect (before v6) LJK
LogicMaster Chalkboard
Mac/65 [ver. 1.00, orange] OSS
Mario Bros. ('83) Atari
Maze Epyx
Micro Illustrator Chalkboard
MicroMaestro Chalkboard
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
QS Forth James Abanese / [QS] Quality Software
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Synassembler Synapse
Text Wizard Datasoft
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:

To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
(online: http://www.atarimagazines.com/v3n2/insideatari.html)
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selftest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Thomas Richter contributes further details (16 Jan 2004):

There are a couple of reasons why some games don't run on the XL/XE
models. I try to order them by "likeliness", of course biased by my
personal observations:

i) The printer buffer of the XL Operating System in page 3 is a couple
of bytes shorter. The additional bytes are used for extended OS
variables not available in the 800 series. Most prominent is the $3fa
location, holding a shadow register of GTIA's TRIG3 signal. While a
true joystick trigger line in the 400/800 series, this signal is used
as "cart inserted" signal for XL/XE models. Unfortunately, the OS
compares GTIA trig3 with the shadow register at $3fa in each vertical
blank, running into an endless loop if the register contents don't
match. This causes hangs for games using page 3 either as copy-buffer
or for player-missile graphics. (Hangs by Ms. Pac-Man and
Bacterion! are caused by this, and many others...) This is "fixable"
either by the translator disk, or by a quick hack into the game,
replacing the OS vertical blank or poking TRIG3 frequently into its
shadow. The reason for the OS behaviour might be that Atari wanted to
prevent crashes if the cartridge is inserted or removed while the
machine is running. The 400/800 is powered down when a cart is
inserted, the XL/XE lacks the cover of the older models that triggered
a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This OS equate defines
whether on a warm start, the BASIC ROM shall be mapped back in. If
its contents are altered, a program triggering a reset as part of its
initialization will find itself then with 8K less RAM occupied by
a BASIC ROM, making it crash. Similarly, writes to the cartridge checksum

$3eb could cause a cold-start on a "reset initialization". This is
fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize
PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed,
disabling the ROM, and thus crashing the machine. This is not fixable
by the translator since it is a hardware issue.

iv) Direct jumps into the OS ROM, not using the documented vectors in
the $e450 area. Interestingly, this fault is not as common as it may
sound since games hardly ever use the OS. It causes failures of
some "serious applications", most notably "QS Forth" and applications
compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented
jump-ins exist for the math-pack ($d800 to $dfff). It is not really
part of the OS, but looks more like a part of the BASIC interpreter
that didn't make it into the OS because there was no room left. Thus,
direct jump-ins have to be used here that are documented in the De Re
Atari (for example). Atari never changed them, but it seems likely
that this documentation happened more or less as an accident since the
same source also lists some mathematics-related jump-ins into the
Basic (namely, to compute SIN and COS and related) that are only valid
for the Rev. A BASIC. Thus, the math pack might be a couple of
routines that have been originally intended for "private use" of the
BASIC ROM, but then have been found "too useful" by many others to
remain "closed". Otherwise, it is hard to explain why the otherwise
pretty cleaned-up OS comes with a construction like this.

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate

as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);
- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
-------------- ----------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)

- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC available. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...

- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.
(use left paddle trigger for left flipper and right paddle trigger for
right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);

- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks normally do not homebank when RESET is pressed (a fix should be available somewhere), whereas original Axlon Ramdisks do homebank properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that enhances the memory of your Atari 800; avaiable in 3 sizes: 16k, 32k and 64k (where max. 52k can be utilized from 64k). Looks like these are no Ramdisks, just (normal/main) RAM enhancements. But maybe the 64k Ramboard can be patched in some way to gain a small 16k or 32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same
problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);

originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE

and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;
Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by
FTE; seems to be very incompatible to existing software and
bankswitching cartridges (OSS, Atari, etc.), because normal RAM at
4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one
PIA chip there is simply no bit left to switch between main RAM and
extra RAM / Ramdisk. But with the installation of a second PIA chip
one would be able to do so. Furthermore one may use (almost) any
setup or banks he likes then (with a second PIA chip one could
control up to 256 Megabytes of RAM). Basic: To be able to select the
internal Basic, connect a toggle switch between ground and the

motherboard where PB1 was removed (PIA `Hole' 11). The switch is not
much different than the Option Key, and I found it more versatile.
(Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs.
It requires moving the OS into RAM before any banking of that Bit
occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM

and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F

81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;

b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have

more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;
(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a software package; you can find it at Don`s / the author's homepage: http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to create such sounds on an A8, some programs to edit (Protracker) and playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers available, of course most of these programs are limited to certain/special upgrades and merely perform their stereo effects on these items (with otherwise upgraded or non-upgraded Ataris, the sounds or programs will only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example

a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play *.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono, but there is a patch available, as well as various patched CMC versions on the internet; thus *.CMC sounds can be generated in stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program that creates mono/4-channels or stereo/8-channels *.RMT sounds that can be played back on the A8 or any Atari 800/XL/XE emulator);

- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or
sampled sound in 8Bit resolution rather than in 4Bit resolution. The
following programs support the Covox-Upgrade:
- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed
the following games: The City, Cybertank, Cybership, Bio-War, Lords
of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer,
but also a modem, a modem-driver and/or a terminal program (like Kermit,
Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the
sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal
programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-
network" (two or more Ataris linked together). Thus, there is software
that supports either one or the other hardware (namely Gamelink-1 or
Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;
- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;
- description of multilink/gamelink-2 hardware and schematics by
Bewesoft (two texts, one in czech and one in english; schematics
presented as an Atari Gr.8 picture for a) easy-2-computer hardware
and b) more complicated 2-8 computer hardware);
- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink
[gamelink-2] hardware" (text available in english and czech, with
lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft
(free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around
1985. It will compress and store groups of files as one file, making it
easier and quicker to download programs and support files at once. Because of
the ease of use and availability of this program, it quickly became the
defacto standard for file archives on Intel-based IBM machines. Files
compressed and stored with ARC or a compatible utility are normally given the
filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully
compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating
and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with
Atari software as files or "images" containing the data from an entire disk,
data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename
extensions. These are all filename extensions used to name files containing
entire 8-bit Atari floppy disk images, cassette tape images, or cartridge
images.

.DCM -Image format invented by Bob Puff for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer
platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and related programs available. Use one of these programs for accessing a dial-up Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell account" with your Internet Service Provider (ISP). Dial-up shell accounts are no longer widely available here in the 21st century! (There is no general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI

Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina II BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly
when I wrote the thing (maybe '80 or '81), but as far as I
know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K
floppy drive and a 300 bps Hayes Smartmodem. The 48K memory
module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine
language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems. ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group (JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy customization by the use of menus. Many BBSes before it required that you had to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("Pro!")--6.0b 1999, Lance Ringquist/Video 61
Originally by Keith Ledbetter/Orion Micro Systems.
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a large ramdisk. R-Time 8 is fully supported.

o Carina II BBS -- v2.7 (1995), David Hunt/Shadow Software
Carina II was originally developed by Jerry Horanoff.

Requires an XL or XE computer, at least 500K of storage capacity (including ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

More Carina II information and links:
http://jybolac.virtualave.net/carina/

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with a number of machine language routines), it was expandable and had was able to load new BASIC programs with the BBS running. In fact, it was quite modular and would load different sections of the BBS at runtime. I actually used it when I ran a BBS some time back.

o Carnival BBS -- essentially AMIS with an overlay to allow for private messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting

software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo. Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather

than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on

either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and BobTerm on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from BobTerm, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need

a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here:
(Figure out or look for pin numbers on the ports.) Note
that these are pin assignments, and NOT null modem
connections with the XMT, RCV crossed and GND straight
thru.

Atari 8-bit PC AT 25 PC AT 9 pin
----
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;

no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.wolfpup.net/atari/atari.html

Atari810
========
Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected
disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection
of a stock 1050 disk drive directly to a PC's serial port for use by the
PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari
Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand-built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirement had been met.

The first "real" consumer units were shipped in Nov. of '79 and were 400s to Sears followed very shortly by 800s."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here:
http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells the Consumer Electronics and Home Computer divisions of Atari Inc. to Tramel Technology on Monday, July 2.

Atari Corporation is formed by Tramel Technology and its products marketed under the Atari brand.

{ Warner sells the AtariTel division of the former Atari Inc. to Mitsubishi Electric, and the former AtariTel becomes Luma Telecom.

A complete line of cutting-edge telecommunications products had been under development at AtariTel since 1981, but no products had been released under Atari.

However, the Atari Videophone was nearly completed, and the product eventually surfaced as the Mitsubishi Luma Video Phone, aka Luma-Phone, aka LumaPhone. "The Visual Telephone"

Mitsubishi has since shut down Luma.
}
(
Warner also initially retains the arcade division of the former Atari Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is (re-)purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused

on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the Atari brand and registered trademark for all operations, effectively changing the name of the entire company to Atari.

Additionally, the Company's wholly-owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board games, changes its name to Atari Interactive, Inc.

TODAY = http://www.atari.com/

Infogrames Entertainment
========================
Founded in 1983 by Bruno Bonnell and Christophe Sapet, Infogrames Entertainment SA today has more than 1,800 employees worldwide (approximately 60% in Europe and 40% in the U.S.). A publicly traded company, Infogrames Entertainment SA (Euronext: 5257) is one of the top five publishers of interactive entertainment software in the world and is widely regarded for developing and distributing quality games for the mass entertainment audience.

Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company.

==========
End of atari-8-bit/faq
==========

1288. Re: Backing Up Cassettes to Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 14:04:41 UTC
From: hsklein@sbcglobal.net
Message-ID: <f3395824.0403160604.7f31bb74@posting.google.com>
Source record: 16495

I meant Casdisk in my original message, not Casdup. I'm trying to
back up some commercial cassette tapes such as Cosmic Pirate and Joe
Blade II. My original 410 recorder began to eat tapes. I bought a
1010 recorder on eBay which didn't work and finally got another
working one. I would like to back up a number of cassettes to disk as
I don't think the old Atari program recorders are as reliable or as
durable as disk drives.
Harvey

"Larry Kier" <larrykier@shaw.ca> wrote in message news:<pLw5c.63090$Up2.47917@pd7tw1no>...
> I remember having a lot of problems doing this. Some cassettes were copy
> protected by attempting to start a disk drive. If the program found the
> drive the program would just quit. Converting a cassette to a disk file
> involved relocating the program in memory to allow for the dos software.
> Converting a boot cassette to a boot disk was not to involved and there were
> several utilities to do this, I think I used one from Analog magazine (or
> maybe it was Antic? - it was a long time ago.) Converting a basic program
> was easy, but involved some rewriting of the program. Each program was
> different - what are you trying to convert?
>
> Larry
>
>
> "Harvey Klein" <hsklein@sbcglobal.net> wrote in message
> news:f3395824.0403131809.1cb9fed6@posting.google.com...
> > Does anyone have a good, reliable way to back up a cassette to disk?
> > I have acquired a Transdisk IV, Multi-tape to Disk Utility by Page 6
> > Software. In trying to use it, I'm able to create the disk to
> > transfer the cassette data to, but get an immediate "bad load" error
> > no matter what cassette I try. I also have Casdup 2 by Vervan which
> > seems to accept the cassette data, writes it to disk, but when I load
> > the disk, the game doesn't play.
> > I would appreciate any help or info.
> > Thanks,
> > Harvey

1289. Re: Atari 835 Modem

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 16:48:03 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <lmbe50dstou582j4iklat1nvqlfhiqlivq@4ax.com>
Source record: 16496

On Mon, 15 Mar 2004 04:35:17 GMT, Greg Goodwin <drclu@swbell.net>
wrote:

> Hi there... Has anyone tried to modify a 835 modem (or any of the other
>I/O based Atari modems)?
>
> I was thinking of taking a newer modem and recasing it in a 835 case,
>reusing the lights and power switch, mainly having it look mostly the same
>on the outside, with the exception of the I/O ports which is where the
>serial port for the 19.2k-56K modem would be.
>
> I'm a big fan of the biege 8-bits, thinking of getting the biege
>equivalent or recasing items to match. :)
>
> But electronically, has anyone tried to boost the speed on the 835 modem
>from 300 buad to... Whatever?
>
> Talk soon,
>
> Doctor Clu

boost the speed of the 835? It would be impossible unless you
employed some type of software compression on the computer side but it
would not be compatible with anything. The 835 was only 300 baud,
infact I remember "upgrading" to 1030 modem because it supported touch
tone dialing, so the 835 could only dial the phone like one of those
old fashioned dial telephones!

I would think it would be fairly simple to transplant a external 56k
modem into the 835 case if you wanted to. I have seen micro ATX
motherboards set up inside Atari 800 cases so anything is possible.
You will need a modem that is aprox the same size or smaller than the
835 and a dremel tool.

kvn

1290. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 16:51:27 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <72ce50pripcgdtju0hcp0ovmu6ge0frba6@4ax.com>
Source record: 16497

On Sun, 14 Mar 2004 19:51:45 -0500, "John Miskinis" <nospam@here.com>
wrote:

>doh... http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792776821

is this some type of hoax? I dont see what is so rare about a Atari
ST mouse and sx212 modem that would drive an atari 400 to over 400
dollars... that is more than mine cost in 1980!!!

kvn

1291. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 18:59:50 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c37inb$5up$1@reader13.wxs.nl>
Source record: 16498

I completely agree with you:

SIO cable rare? forget it.

ST mouse rare? I have almost more ST mice in da housa as real mice.

I'm happy for the seller, but I think it is totally nuts.

Marius

"|<evin" <nospam@nospam.org> schreef in bericht
news:72ce50pripcgdtju0hcp0ovmu6ge0frba6@4ax.com...
> On Sun, 14 Mar 2004 19:51:45 -0500, "John Miskinis" <nospam@here.com>
> wrote:
>
> >doh... http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2792776821
>
>
> is this some type of hoax? I dont see what is so rare about a Atari
> ST mouse and sx212 modem that would drive an atari 400 to over 400
> dollars... that is more than mine cost in 1980!!!
>
>
>
>
>
>
> kvn

1292. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 19:01:14 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.16.19.01.14.455982@here.com>
Source record: 16499

yeh, I don't get it...

a 400 was going for like $12.50 at the same time.

1293. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-16 19:53:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <pfme50pftirab7t0c2abeujqeoe95kgq2a@4ax.com>
Source record: 16500

On 15 Mar 2004 05:59:33 GMT, Slor <slor@comcast.net> wrote:

>Anyone currently use one of these?
>
>http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm
>
>I'm considering purchasing one to use with a 130xe, and I was curious to
>hear any experiences you guys have with this or similar devices.

I purchased one. Most useful as an easy way to interface your Atari video
output to a standard s-video connector.

Also reduces cable clutter, is solidly built, and just looks cool. :)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1294. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 00:31:33 UTC
From: ron fucci <rfucci@maine.rr.com>
Message-ID: <F%M5c.32505$KB.12348@twister.nyroc.rr.com>
Source record: 16501

how can I order one ? I'm sending a request to mtg2004@a8maestro.com but no response. tks

ron

"Michael Current" <hunmanik@earthlink.net> wrote in message news:pfme50pftirab7t0c2abeujqeoe95kgq2a@4ax.com...
> On 15 Mar 2004 05:59:33 GMT, Slor <slor@comcast.net> wrote:
>
> >Anyone currently use one of these?
> >
> >http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm
> >
> >I'm considering purchasing one to use with a 130xe, and I was curious to
> >hear any experiences you guys have with this or similar devices.
>
> I purchased one. Most useful as an easy way to interface your Atari video
> output to a standard s-video connector.
>
> Also reduces cable clutter, is solidly built, and just looks cool. :)
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1295. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 00:53:43 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <105f8ci65jcsdc1@corp.supernews.com>
Source record: 16502

"ron fucci" <rfucci@maine.rr.com> wrote in message
news:F%M5c.32505$KB.12348@twister.nyroc.rr.com...
> how can I order one ? I'm sending a request to mtg2004@a8maestro.com but
no
> response. tks
>
> ron
>

Here is the email address:

sysop2004ATa8maestro.com

drop the AT and replace with @

RoyE

> "Michael Current" <hunmanik@earthlink.net> wrote in message
> news:pfme50pftirab7t0c2abeujqeoe95kgq2a@4ax.com...
> > On 15 Mar 2004 05:59:33 GMT, Slor <slor@comcast.net> wrote:
> >
> > >Anyone currently use one of these?
> > >
> > >http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm
> > >
> > >I'm considering purchasing one to use with a 130xe, and I was curious
to
> > >hear any experiences you guys have with this or similar devices.
> >
> > I purchased one. Most useful as an easy way to interface your Atari
video
> > output to a standard s-video connector.
> >
> > Also reduces cable clutter, is solidly built, and just looks cool. :)
> >
> > -Michael
> >
> > Michael Current, mailto:hunmanik@earthlink.net
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
>

1296. Re: Cassette "Original Adventure" by Creative Computing

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 01:01:17 UTC
From: RED <redodd@comcast.net>
Message-ID: <5umdnWddvIDDPsrdRVn-sw@comcast.com>
Source record: 16503

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.03.16.00.31.30.985147@here.com...
> Hi.
>
> I found this tape, but it seems to just have short
> bursts of continuous tone, on both sides. I have not
> been able to load it, and would selcome any info on
> this tape.
>
> Thanks... John

John,

The program is probably in written in Basic. Have you tried all the loading methods mentioned in the Atari FAQ?

see Subject: 3.3) How do I run a program from cassette?
http://www.faqs.org/faqs/atari-8-bit/faq/

I had Air Traffic Controller from Creative Computing (a long time ago) that I had the same problem with. I think that I had to use LOAD "C:". Good luck.

Ralph

1297. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 03:39:41 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94AEE688BFA72emuslor@130.133.1.4>
Source record: 16504

```
>
> I purchased one. Most useful as an easy way to interface your Atari
> video output to a standard s-video connector.
>
> Also reduces cable clutter, is solidly built, and just looks cool. :)
>

Thanks for the feedback.

--
Slor
```

1298. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 03:48:29 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94AEE8065C6CEemuslor@130.133.1.4>
Source record: 16505

Despite all prevention efforts, "Marius Diepenhorst" <grover25@zonnet.nl>
wrote in news:c37inb$5up$1@reader13.wxs.nl:

> SIO cable rare? forget it.
>
> ST mouse rare? I have almost more ST mice in da housa as real mice.
>

Speaking of "RARE", this one tickled me just a bit:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3083325384&category=1250

--
Slor

1299. the new Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 04:56:46 UTC
From: rtdos <status@rtdos.info>
Message-ID: <iUQ5c.27095$JL2.314265@attbi_s03>
Source record: 16506
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.atari,rec.games.video.classic

looks almost like Tomb Raider. anyone play it yet ? heard there is a secret level in there that resembles the original pitfall (just like in the last pitfall mayan adventure).

--
* REPLY REQUESTED WHEN CONVENIENT *

Woodzy
(home and office automation webring)
http://g.webring.com/hub?ring=homeautomationwe

1300. Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 05:39:18 UTC
From: muz1kk@hotmail.com
Message-ID: <de37d996.0403162139.2239458e@posting.google.com>
Source record: 16507

You are a damn idiot, that's for sure. Seeing how you wrote
'Spinaldo', you seem to be begging for roms. IT DOESN'T WORK THAT WAY
AROUND HERE, BITCH! Take your utterly insane crap elsewhere. It
belongs no where on the internet and I think many people would agree
with me that you are nothing but a user.

take your shit elsewhere you asshole!

From: Spinaldo (capnarrr@hotmail.com)
Subject: Re: Fun with atari two player simultaneous
View: Complete Thread (31 articles)
Original Format
Newsgroups: comp.sys.atari.8bit
Date: 2002-05-02 20:29:46 PST

Thomas Havemeister <twh1@gmx.de> wrote in message
news:avmlcuo3h2m6tq0lda60r8iiodp1ek1r7j@4ax.com...
> On 27 Apr 2002 09:15:08 -0700, rjespino@hotmail.com (Raphael Espino)
> wrote:
>
>
> >Wizard of Wor, Grand Prix Simulator, One on One, Kickstart. Another
> >of my favourites not on the list is Mario Bros. (the XE version).
>
> apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
> "Nintendo of America inc."... is there a difference? And why the heck,
> is the sound so crude?? Looks like a 5200Glen Conversion??

The XE mario bros was excellent. Unfortunately there isn't any known
copy
circurlating the internet. Though, check out Jindroush's page for a
title
screen shot. I'd love to get my hands on the rom some day. There is
a good
XE crystal castles version too that plays much better than the 5200
version.
Well worth a play.

1301. Re: the new Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 06:37:03 UTC
From: Android <androvich@NOcomcastSPAM.net>
Message-ID: <jmS5c.28624$_w.523354@attbi_s53>
Source record: 16508
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.atari,rec.games.video.classic

"rtdos" <status@rtdos.info> wrote in message
news:iUQ5c.27095$JL2.314265@attbi_s03...
> looks almost like Tomb Raider. anyone play it yet ? heard there is a
secret
> level in there that resembles the original pitfall (just like in the last
> pitfall mayan adventure).

The original Pitfall! is in the new game in emulated form. Pitfall II is
also included. You have to find/earn them, but you are later given a code to
play them from the main menu at any time. There is also a code to make
Pitfall Harry look like his original self, but in 3D (in other words, a
bunch of colored blocks).

And, as long as we're on a similar subject, you can unlock and play the
Prince of Persia and Price of Persia II computer games in the new Prince of
Persia: Sands of Time game on Xbox or PS2.

1302. Re: (For Free) Atari 800 - Goes in trash on 4/5/2004

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 16:00:34 UTC
From: Arnie Goetchius <arnie.goetchius@att.net>
Message-ID: <CC_5c.39855$H44.727148@bgtnsc04-news.ops.worldnet.att.net>
Source record: 16509

Sorry but it is gone. Your wife will be happy!

Z.Beeblebrox wrote:
> hmmmm......
> I live in PA, (outside philly).
> It's a possibility.....although my wife may kill me if I obtain more
> computer equipment.
> Where in Jersey? What city/town?
>
> thanks,
> -z-
> [aka Rob]
>
> "Arnie Goetchius" <arnie.goetchius@att.net> wrote in message
> news:gG45c.14562$Pa7.379235@bgtnsc05-news.ops.worldnet.att.net...
>
>>I'm getting ready to junk this stuff. If any body wants it and will pick
>
> it
>
>>up in Central New Jersey, you can have it. I will not ship it anywhere.
>>
>>Included are an Atari 800, Atari 1050 floppy drive, Atari 810 ??, Atari
>
> 850
>
>>Serial Interface , Atari 410 tape drive, three power supplies and about 10
>>manuals.
>>
>>It has been sitting in a box in my basement crawlspace since about 1988.
>>There is absolutely no guarantee that any of this stuff works.
>>
>>This stuff goes in the trash on April 5, 2004
>
>
>

1303. A8E - Atari 800 XL Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 21:16:12 UTC
From: Sascha Springer <sascha.springer@t-online.de>
Message-ID: <c3af6s$b16$03$1@news.t-online.com>
Source record: 16510

http://www.zerstoerung.de

Just give it a try (at one's own risk)! ;)

Regards
Sascha

1304. Re: Atari PAL ---> NTSC question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-17 23:58:04 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <VD56c.5$D81.4@newsfe1-win>
Source record: 16511

> Obviously it is a 220V / PAL system. What do I have to do to hook it up
> properly to a NTSC TV ?
> Is it ok just to buy a 110V source from an Atari that is US version ?

If you mean a USA PSU that supplies the same 5V power, then yes.

> How about the PAL problem?
> Are there any ways of dealing (converters..etc) with that?

You need a TV that can display PAL.

Toshiba tellies are often dual standard video circuitry.

E.g. my Toshiba TV has a tuner that listens to the UK broadcast bands but it
can display baseband video from PAL or NTSC signals.

You might find one in the US that has a tuner for USA bands, and shows both
video.

Short of hacking around inside your 800, there is no convenient way to do
it.

> How about my games and programs ? Will they run ? Are they "PAL version" ?
>
> There's more questions but you get the idea :) Any help would be much
> appreciated.
>
> Thanks !
>
>
>

1305. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 00:50:01 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <105hshunuqsqed8@corp.supernews.com>
Source record: 16512

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.03.15.00.44.17.893281@here.com...
> Wow! This 400 system is bringing in money! I need
> to get one working 400 system out of the two malfunctioning
> ones I have.

You gotta love eBay huh. I am sick of people using the term "Rare" for shit
that is not rare though... Do a search for "rare" in ebay and see. LOL

Tim

1306. Re: Atari PAL ---> NTSC question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 06:37:45 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <pmsni1-4i72.ln1@don.localnet>
Source record: 16513

On Wed, 17 Mar 2004 12:08:08 -0500, AKM
<presario123x@yahoo.ca> wrote:
> Hello
>
> I am planning to bring my childhood computer (an Atari 800XL with cassette
> player)
> from Europe (I live in Canada now).
>
> Obviously it is a 220V / PAL system. What do I have to do to hook it up
> properly to a NTSC TV ?
>
The easiest way might be to buy a multi-system TV in Europe, or an NTSC
800XL in Canada or the US, unless you had made some expensive modifications
to your XL (if you did, you probably wouldn't have just a cassette player
for storage).

> How about my games and programs ? Will they run ? Are they "PAL version" ?

I think most games will work. This question should be in the Atari 8-bit
FAQ, which I haven't read lately.

--
Find what you\222re looking for, if it's email with ads and
broken MIME headers, at yahoo.com.

1307. ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 08:21:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403180018040.15476-100000@onyx.spiritone.com>
Source record: 16514
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Get a Complete Atari Jaguar Network and Play Networked DooM. Just like on the PC except with a bigger Screen! Make an Atari Order of $50 or more and get a gift! Atari 8 Bit Gifts, your choice, Star Wars from Parker Brothers or Summer Games by Epyx (Disk version)! Or most any Game! For the Atari ST line, you can choose from most any ST Games-Software! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus 25% off! Thats right! Get my Gift Plus a Discount Bonus! Discount Covers Classic Atari 8 Bit & Atari ST Computer Lines! Software-Games, Books-References! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1308. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 09:14:44 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1079601013@rtfm.mit.edu>
Source record: 16515
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1309. Don't Forget PhillyClassic This Weekend

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 11:08:24 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3k0j50lcb6a75l5bdfej021rdptnssvsnj@4ax.com>
Source record: 16516

There's a monstrously large retro-gaming convention this weekend in
Pennsylvania, USA. I printed the webpages of featured guests and
events and there were like 11 pages of classic gaming stuff.

You can get all the details, check out http://www.phillyclassic.com.
Hopefully we'll get some Atari 8bitters there!

1310. Re: Atari PAL ---> NTSC question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 15:24:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <105jfgnkrs1g4e0@corp.supernews.com>
Source record: 16517

Uhm.
TVs don't display so good.
Maybe you could get a used composite monitor.
Then, maybe it would work, get a NTSC Antic chip.
It works the other way around, for software, putting a PAL Antic in a NTSC machine to run PAL software, with a few monitor vertical hold adjustments.
Dunno.

1311. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 17:38:50 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8AD688.09385018032004@news.west.cox.net>
Source record: 16518
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

FYI to anyone who is intersted, I have talked with IDG (which owns the rights
to Kilobaud MicroComputing, Hot CoCo, inCider, RUN, and PC Jr. World)
and they are not willing to let any of those magazines be archived online.

As for Compute magazine, www.atarimagazines.com has permission for that
and is actively working on getting it online. We will have something to
show for it soon.

-Kevin

In article <slrnc4c622.8j4.bjorn@outrider.deepsky.com>,
Bjorn Nitmo <bjorn@deepsky.com> wrote:

> The Atari community is WAY ahead of us when it comes to creating
> online archives of relevant materials. Check out the following:
>
> http://www.atariarchives.org/
> http://www.atarimagazines.com/
>
> The first one includes the full text of several books published by
> Compute! so I would ask them how/where they got the rights. The second site
> has indexes of Compute! and Compute!'s Gazette and I remember hearing that
> they intended to put the entire collections online eventually. Checking on
> the progress of that endeavour might be wise.
>
> I would very much like to see similar websites for Commodore books
> and magazines and since some of the content at AtariArchives is relevant to
> Commodore (like Machine Language for Beginners) I would hope they would be
> willing to cooperate and share texts.
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

1312. BBS the Atari Inside problems (fixed?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 19:14:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c3csoc$eh4$1@reader08.wxs.nl>
Source record: 16519

Hi!

For those who tried to connect the BBS last week on port 8888. I'm sorry there was a problem, I couldn't recognize local. The problem is 'fixed' ... but now port 8887 is down. This is no problem, because the atascii emulation works now on 8888 too.

So bbs the atari inside is only available now at:

telnet://213.10.217.144:8888

Btw. There is some 'ghost-bug' (can't find) in the setup now... sometimes the bbs hangs completely after someone logs off. I don't know yet what that problem is... I try to find it!

Marius

1313. Re: Archiving old magazines on website

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 20:02:33 UTC
From: maurice@cmdrkey.com
Message-ID: <tfn6c.13394$t16.7787121@newssvr28.news.prodigy.com>
Source record: 16520
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.ibm.pc.classic

> FYI to anyone who is intersted, I have talked with IDG (which owns the rights
> to Kilobaud MicroComputing, Hot CoCo, inCider, RUN, and PC Jr. World)
> and they are not willing to let any of those magazines be archived online.

The rights to RUN magazine was sold off to Creative Micro Designs.
They started up Commodore World at about the same time. They also
acquired the ReRUN disks and other disks from RUN.

Later on, CMD sold off the subscription base of Commodore World to
GO64 magazine but not the rights to the content or articles in
previous issues. The rights to the articles in RUN magazine and
Commodore World magazine have been given to each of the individual
authors of those articles.

So, for anyone to publish an article from RUN magazine or Commodore
World magazine, it is possible provided permission is given from the
original author of the article in question.

As for the ReRun disks, those cannot be provided for free downloading
anywhere as they are still available for sale through Click Here
Software Co. CHS obtained all the original masters for the ReRUN
disks and manuals and is able to produce them. This also includes all of
the other disks that RUN magazine made available such as RUN Productivity
Pack, GamePack, RUNWorks, etc.

-Maurice

--
** Maurice Randall - Click Here Software Co.
** High-Performance for your Commodore
** email: maurice@cmdrkey.com, support@cmdrkey.com
** web: http://cmdrkey.com

1314. Re: Marek M.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 21:09:02 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <405a0ffd$0$198$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16521

Howdy Slor

> Anyone know how to get ahold of Mr. SIO2IDE these days? I dropped a line
> to the address currently listed on his site, but it bounced. I'd
> appreciate it if someone can point me in the right direction.

try firstname.lastnameATinterlogixDOTcomDOTpl

I sent a message to Marek that way (put HIS first and last name inter and
replace the AT and DOT)
but never received an answer. But then again, I might have screwed up the
message.

CU Mathy van Nisselroy

PS anybody know how to change my email address into something spambots can't
read using Outlook Express 6.0?

1315. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 21:13:26 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <405a10f9$0$195$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16522

Howdy Andreas

> afaik Freddy "drives" or controls the Gate Array Chip (or something like
> that). No Freddy, no Gate Array control and thus no separate antic
> access... At least thats what I have been told... greetings, Andreas.

Freddy just replaces other chips. These other chips can control the Gate
Array just as well, since the signals comming from them should be the same
as those coming from Freddy (otherwise ATARI screwed up the Freddy design).

CU Mathy van Nisselroy

1316. TurboBASIC and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 21:20:32 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <405a12a2$0$199$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16523

Howdy folks

Is there an XEP80 driver that willl work with TurboBASIC?

CU Mathy van Nisselroy

1317. Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 21:22:44 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <405a132d$0$195$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16524

Howdy folks

How do I tell Outlook Express 6.0 to use a spambotproof email address instead of the one I'm using now. My brother (who allows me to use his email address) is getting pissed about the amount of virus infected mail he is getting since I'm using newsgroups.

CU Mathy van Nisselroy

1318. Memory usage

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-18 21:28:09 UTC
From: Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl>
Message-ID: <405a146b$0$203$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16525

Howdy folks

Could somebody please tell me how the Atari uses it's memory?

I'm using MyDOS and TurboBASIC and am running into memory problems. I can't find enough free memory.

And why can I use $3000 as a buffer? Is it in the middle of free memory? At the moment I'm using graphics 0.

By the way, if you wanna check the directories on a data CDROM and are able to run TurboBASIC give me a holler. I'm far from ready, but I can no longer update my site in Germany so I can't upload new test versions.

CU Mathy van Nisselroy

1319. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 00:21:31 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <f2r6c.1307$1r6.712@fe2.texas.rr.com>
Source record: 16526

"lp" <gfabasic@mint.net> wrote in message
news:BC7F9040.57D8%gfabasic@mint.net...
> in article 405a132d$0$195$3a628fcd@reader3.nntp.hccnet.nl, Music Shop
> Landgraaf at musicshop.landgraaf@hccnet.nl wrote on 3/18/04 4:22 PM:
>
> > How do I tell Outlook Express 6.0 to use a spambotproof email address
> > instead of the one I'm using now.

Another more complicated way is to use a PGP signed signature. Try
alt.security for more info on this, they've been discussing it for about a
month now.
Mo

1320. Re: Memory usage

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 01:14:44 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <105kibigaaopha9@corp.supernews.com>
Source record: 16527

Howdy, Mathy.
It sounds like you're setting a buffer, using TurboBASIC, just setting an address, ie. poke ($3000, but in decimal),number.
That's not a way to do, and yes $3000 is in an area that BASIC uses.
What I do for a buffer is DIM a string, after getting a FRE(0).
say
X=FRE(0)
X=X-1000 (don't use all of it)
then DIM BUF$(X).
This is a dynamic DIM, and will give a smaller buffer as your program grows.
You could easily see how much room you have for your buffer, just ? X.
There are other ways to reserve memory. I think POKE 106,PEEK(106)-(some big number/256). That Might reserve memory under the DL and screen memory.
You'd have to find out where the DL is, I think it comes before screen memory. You can't step on the DL.
There are some small page 0 places you can use for ML routines that require page zero. The cassette buffer, I think. And, if I recall, $CB to $CD is available for indirect addressing.
Russg
Music Shop Landgraaf <musicshop.landgraaf@hccnet.nl> wrote in message news:405a146b$0$203$3a628fcd@reader3.nntp.hccnet.nl...
> Howdy folks
>
> Could somebody please tell me how the Atari uses it's memory?
>
> I'm using MyDOS and TurboBASIC and am running into memory problems. I can't
> find enough free memory.
>
> And why can I use $3000 as a buffer? Is it in the middle of free memory?
> At the moment I'm using graphics 0.
>
> By the way, if you wanna check the directories on a data CDROM and are able
> to run TurboBASIC give me a holler. I'm far from ready, but I can no longer
> update my site in Germany so I can't upload new test versions.
>
> CU Mathy van Nisselroy

1321. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 01:19:57 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <105kilbnd5mb1e0@corp.supernews.com>
Source record: 16528

I think what you want to do is 'munge' the from address in your newsgroup posts. Do 'Tools', accounts, news, properties and 'munge' the from address. If you look at my 'from' address, you'll see what I did. This will greatly reduce the spam, including SWEN and others that have viruses, that take addresses from USENET posts.

momo <quality_us@yahoo.com> wrote in message news:f2r6c.1307$1r6.712@fe2.texas.rr.com...

>
>
> "lp" <gfabasic@mint.net> wrote in message
> news:BC7F9040.57D8%gfabasic@mint.net...
> > in article 405a132d$0$195$3a628fcd@reader3.nntp.hccnet.nl, Music Shop
> > Landgraaf at musicshop.landgraaf@hccnet.nl wrote on 3/18/04 4:22 PM:
> >
> > > How do I tell Outlook Express 6.0 to use a spambotproof email address
> > > instead of the one I'm using now.
>
> Another more complicated way is to use a PGP signed signature. Try
> alt.security for more info on this, they've been discussing it for about a
> month now.
> Mo
>
>
>

1322. Re: TurboBASIC and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 01:43:47 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <405a502e.242506046@news.charter.net>
Source record: 16529

Programs that work with the E device rather than S should work just
fine. Not sure how Turbo does it.

On Thu, 18 Mar 2004 22:20:32 +0100, "Music Shop Landgraaf"
<musicshop.landgraaf@hccnet.nl> wrote:

>Howdy folks
>
>Is there an XEP80 driver that willl work with TurboBASIC?
>
>CU Mathy van Nisselroy
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1323. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 02:11:17 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <105klpl2flpu569@corp.supernews.com>
Source record: 16530
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:
> Get a Complete Atari
> Jaguar Network and Play Networked DooM. Just like on the PC except with a
> bigger Screen!

And more crashes...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1324. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 05:15:18 UTC
From: "Shawn B." <leabre@html.com>
Message-ID: <Glv6c.12036$6u2.5314@newssvr27.news.prodigy.com>
Source record: 16531

I'd agree. I thought it was just a few files but it took my DSL 56 hours
and 15000+ files and 2.7GB later it was still downloading so I hit the killl
switch. I think I there were 4000+ files remaining but I don't have the
drive space for them all.

Thanks,
Shawn

<marcinm@net-partner.pl> wrote in message
news:slrnc56krk.apm.admin@net-partner.pl...
> Hi! I`m running an FTP server with very much quantity of atari software.
> Check ftp.net-partner.pl with anonymous login. Thanks a lot to my friend
> Marshmallow.
> Please, feel free with spreading those server across atari-fans.
>
> Greetings
> MarcinM

1325. Re: A/V BOB from MTG

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 06:04:12 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <405A8D5C.CC1C049@a8maestro.com>
Source record: 16532

ron fucci wrote:

> how can I order one ? I'm sending a request to mtg2004@a8maestro.com but no
> response. tks
>
> ron

You should get a response any second. I finally got caught up!

Rick D.

1326. Re: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 06:09:59 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <405A8EB7.494CAF37@a8maestro.com>
Source record: 16533

John Miskinis wrote:

>
> I recently saw one go for like $9 on ebay. I think there is one
> included in a big "lot" of 8bit stuff for $99 at the moment. Yes,
> they are very useful! In order to test it, you will need "special"
> cables, that you can make, if you are handy with a soldering iron, and
> have the manuals. If not, I think I saw some info on the web, but
> did not bookmark it. I currently just use port 1, that supports all
> of the "modem" lines, and I'm not sure if I could test ports 2-4, or
> even the parallel port however.

If you are not handy soldering...I make two 850 adapters for regular DB25 cables..one for rs232 port and one for printer port..

One guy I knew had a CP/M BBS system, "Black Box", with an ATR8000 and an 850(probably modified). Four phone lines in, and one rs232 port for him to log in locally. AFAICR.

Rick D.

1327. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 07:26:02 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <405a9f5e$0$96237$c30e37c6@lon-reader.news.telstra.net>
Source record: 16534
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"The Maverick" <themaverick@volcano.net> wrote in message
news:105klpl2flpu569@corp.supernews.com...
> Bravo Sierra Computers wrote:
> > Get a Complete Atari
> > Jaguar Network and Play Networked DooM. Just like on the PC except with
a
> > bigger Screen!
>
> And more crashes...
>

Doom crashes??? No way, surely not even on Atari?!

1328. Re: the new Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 08:16:09 UTC
From: kingsmedley@yahoo.com
Message-ID: <7d763a23.0403190016.71070a8e@posting.google.com>
Source record: 16535
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.atari,rec.games.video.classic

"Android" <androvich@NOcomcastSPAM.net> wrote in message
news:<jmS5c.28624$_w.523354@attbi_s53>...
> "rtdos" <status@rtdos.info> wrote in message
> news:iUQ5c.27095$JL2.314265@attbi_s03...
> > looks almost like Tomb Raider. anyone play it yet ? heard there is a
> secret
> > level in there that resembles the original pitfall (just like in the last
> > pitfall mayan adventure).
>
> The original Pitfall! is in the new game in emulated form. Pitfall II is
> also included. You have to find/earn them, but you are later given a code to
> play them from the main menu at any time. There is also a code to make
> Pitfall Harry look like his original self, but in 3D (in other words, a
> bunch of colored blocks).

Which version of Pitfall II is emulated? (Please make it the 5200
"Adventurers Edition" with the extra cavern!)

>
> And, as long as we're on a similar subject, you can unlock and play the
> Prince of Persia and Price of Persia II computer games in the new Prince of
> Persia: Sands of Time game on Xbox or PS2.

But not the Gamecube version?

1329. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 09:19:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403190116340.17781-100000@onyx.spiritone.com>
Source record: 16536
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Engage the Omega 13!" Commander Peter Quincy Taggart ===Ben===

On Thu, 18 Mar 2004, The Maverick wrote:

> Bravo Sierra Computers wrote:
> > Get a Complete Atari
> > Jaguar Network and Play Networked DooM. Just like on the PC except with a
> > bigger Screen!
>
> And more crashes...
>
> the Mav
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1330. Re: TurboBASIC and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 16:32:45 UTC
From: Guenther Bartl <gueba@gueba.de>
Message-ID: <c3f7df$276cdd$1@ID-50368.news.uni-berlin.de>
Source record: 16537

"Music Shop Landgraaf" <musicshop.landgraaf@hccnet.nl> wrote in
news:405a12a2$0$199$3a628fcd@reader3.nntp.hccnet.nl...
> Howdy folks
>
> Is there an XEP80 driver that willl work with TurboBASIC?
>
> CU Mathy van Nisselroy
>
>
>
Hi Mathy,
you don't need an extra driver vor TB. The only problem is, that you can't load TB from the 80column-screen (the strat-screen of TB does not use normal CIO). So you have to load TB from 40column-screen and then switch to 80column. A description and solution to this can be found on the ***XEP80 Info discs*** , which are in the ABBUC - PD.

Hope this helps.

Guenther Bartl
gueba@gueba.de

1331. Re: Is it possible to detect if ANTIC has separate access to extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 17:35:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <405B2F4C.79A7C694@students.uni-mainz.de>
Source record: 16538

Well,
someone told me that Freddy does more (or has more power) than the older
(non-Freddy) MMU chips on Atari. So, it would not be possible to drive
or control the Gate Array without Freddy (meaning with the older MMU
chips). Not sure if this is true... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy Andreas
>
> > afaik Freddy "drives" or controls the Gate Array Chip (or something like
> > that). No Freddy, no Gate Array control and thus no separate antic
> > access... At least thats what I have been told... greetings, Andreas.
>
> Freddy just replaces other chips. These other chips can control the Gate
> Array just as well, since the signals comming from them should be the same
> as those coming from Freddy (otherwise ATARI screwed up the Freddy design).
>
> CU Mathy van Nisselroy

1332. Re: TurboBASIC and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 17:36:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <405B2FA6.3C679B43@students.uni-mainz.de>
Source record: 16539

Hmmm,
think ABBUC has some disks in their PD library for the XEP80, think one of them contained drivers for Bibo-DOS, another one for TB XL... Do not know the PD number right now. Visit the download section of ABBUC and simply search for that... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy folks
>
> Is there an XEP80 driver that willl work with TurboBASIC?
>
> CU Mathy van Nisselroy

1333. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 17:39:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <405B3041.92B8775F@students.uni-mainz.de>
Source record: 16540

Well,
I have the same problem here with Netscape (old version 4.7). Whenever I
change my e-mail adress to a secure one, Netscape will no longer let me
read this newsgroup. So I use my real e-mail and also get dozens of
spam-mails, virusses and such... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy folks
>
> How do I tell Outlook Express 6.0 to use a spambotproof email address
> instead of the one I'm using now. My brother (who allows me to use his
> email address) is getting pissed about the amount of virus infected mail he
> is getting since I'm using newsgroups.
>
> CU Mathy van Nisselroy

1334. Re: Memory usage

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 17:42:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <405B3119.A8CB414B@students.uni-mainz.de>
Source record: 16541

Well,
afaik Happy Computer printet a memory map of TB XL in their magazines.
As far as I can remember TB not only uses RAM under the OS, but also
reserves some high and low RAM... Have to take a look at the TB memory
map at home, to find out which RAM area is reserved... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy folks
>
> Could somebody please tell me how the Atari uses it's memory?
>
> I'm using MyDOS and TurboBASIC and am running into memory problems. I can't
> find enough free memory.
>
> And why can I use $3000 as a buffer? Is it in the middle of free memory?
> At the moment I'm using graphics 0.
>
> By the way, if you wanna check the directories on a data CDROM and are able
> to run TurboBASIC give me a holler. I'm far from ready, but I can no longer
> update my site in Germany so I can't upload new test versions.
>
> CU Mathy van Nisselroy

1335. Re: Atari PAL ---> NTSC question

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 19:15:28 UTC
From: Dan Ritter <danritterremove@telus.net>
Message-ID: <405B46B2.6060900@telus.net>
Source record: 16542

AKM wrote:

> Hello
>
> I am planning to bring my childhood computer (an Atari 800XL with cassette
> player)
> from Europe (I live in Canada now).
>
> Obviously it is a 220V / PAL system. What do I have to do to hook it up
> properly to a NTSC TV ?
>
> Is it ok just to buy a 110V source from an Atari that is US version ?
> How about the PAL problem ? Are there any ways of dealing (converters..etc)
> with that ?
> How about my games and programs ? Will they run ? Are they "PAL version" ?
>
> There's more questions but you get the idea :) Any help would be much
> appreciated.
>
> Thanks !
>
>
>
I believe there was an PAL/NTSC hack out there to make an NTSC 8bit run
PAL software. I think it had a modified rom and used a switch to toggle
between pal and ntsc. This project could work on a pal machine I think.
That is if you're up to a hardware hack. You will need to burn a new
rom on a 27128 eprom. There are usually places that will do that for
you for a fee. Check around on the net you may find a good solution there.

1336. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 20:33:45 UTC
From: Charles Shannon Hendrix <shannon@news.widomaker.com>
Message-ID: <9flf3c.rmm.ln@escape.shannon.net>
Source record: 16544
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 2004-03-18, Bravo Sierra Computers <atari@aracnet.com> wrote:

[35 exclamation points snipped]

You have violated the Usenet bang-per-post limit.

--
shannon "AT" widomaker.com -- ["The object of war is not to die for your country but to make the other bastard die for his." -- General George S. Patton]

1337. Re: the new Pitfall

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 20:43:00 UTC
From: Android <androvich@NOcomcastSPAM.net>
Message-ID: <oXI6c.43059$Cb.609377@attbi_s51>
Source record: 16543
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.atari,rec.games.video.classic

"Daniel A. Mazurowski" <kingsmedley@yahoo.com> wrote in message
news:7d763a23.0403190016.71070a8e@posting.google.com...
> "Android" <androvich@NOcomcastSPAM.net> wrote in message
news:<jmS5c.28624$_w.523354@attbi_s53>...
> > "rtdos" <status@rtdos.info> wrote in message
> > news:iUQ5c.27095$JL2.314265@attbi_s03...
> > > looks almost like Tomb Raider. anyone play it yet ? heard there is a
> > secret
> > > level in there that resembles the original pitfall (just like in the
last
> > > pitfall mayan adventure).
> >
> > The original Pitfall! is in the new game in emulated form. Pitfall II is
> > also included. You have to find/earn them, but you are later given a
code to
> > play them from the main menu at any time. There is also a code to make
> > Pitfall Harry look like his original self, but in 3D (in other words, a
> > bunch of colored blocks).
>
> Which version of Pitfall II is emulated? (Please make it the 5200
> "Adventurers Edition" with the extra cavern!)

Nope, sorry. It's the 2600 version,

> > And, as long as we're on a similar subject, you can unlock and play the
> > Prince of Persia and Price of Persia II computer games in the new Prince
of
> > Persia: Sands of Time game on Xbox or PS2.
>
> But not the Gamecube version?

Yes, I forgot to mention that. I've heard that the GC version has PoP 1, not
2, but I haven't tried it to confirm this.

1338. Re: Most complete ftp server with Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 22:26:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405b1eaa8807b0@comcast.net>
Source record: 16545

>Hi! I`m running an FTP server with very much quantity of atari software.
>Check ftp.net-partner.pl with anonymous login. Thanks a lot to my friend
>Marshmallow.
>Please, feel free with spreading those server across atari-fans.
>
>Greetings
>MarcinM

Very nice ftp site. I have already posted your site in our club's
newsletter.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1339. Re: wow, 2 hours left on a 400 system, $355 so far!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-19 22:26:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405b1eaa8807b1@comcast.net>
Source record: 16546

>Wow! This 400 system is bringing in money! I need
>to get one working 400 system out of the two malfunctioning
>ones I have.

When I bought my 400 back in the early 80's, I paid about $400 for it. Still works and I have since upgraded the keyboard and the memory to a wopping 48k. Last one I saw for sale sold for about $20. I knew it was a bargin when I saw that pricetag.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1340. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-20 01:53:40 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <405ba3f8.3249781@news.charter.net>
Source record: 16547

Time to switch to a real news reader then. Try Forte's Agent or the
free version, Free Agent.

On Fri, 19 Mar 2004 18:39:13 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>I have the same problem here with Netscape (old version 4.7). Whenever I
>change my e-mail adress to a secure one, Netscape will no longer let me
>read this newsgroup. So I use my real e-mail and also get dozens of
>spam-mails, virusses and such... -Andreas.
>
>
>
>Music Shop Landgraaf schrieb:
>>
>> Howdy folks
>>
>> How do I tell Outlook Express 6.0 to use a spambotproof email address
>> instead of the one I'm using now. My brother (who allows me to use his
>> email address) is getting pissed about the amount of virus infected mail he
>> is getting since I'm using newsgroups.
>>
>> CU Mathy van Nisselroy

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1341. Rarity list of XL/XE cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-20 08:03:11 UTC
From: nosty <nosty@alpha.net.pl>
Message-ID: <c3gtpg$742$1@korweta.task.gda.pl>
Source record: 16548

Hi!
Where I can find GOOD and not obsolete rarity list of XL/XE cartriges?
Maybe somebody knows a website where I can find average eBay prices for
cartridges and other Atari items?

Thanks a lot.
--
nosty

1342. Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-20 21:44:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94B2AA3ECF113emuslor@130.133.1.4>
Source record: 16549

Does anyone here know whare I might be able to obtain a Newell 192K upgrade? I'd like to jack my 800xl up to 256K, and this seems to be the pick of the litter from what I can tell.

Thanks

--
Slor

1343. Re: Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-20 23:31:17 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ht47c.2420$Gg.538@okepread03>
Source record: 16550

Get the one from Best Electronics. They are ultra simple to install and
work perfect.

Thomas

"Slor" <slor@comcast.net> wrote in message
news:Xns94B2AA3ECF113emuslor@130.133.1.4...
> Does anyone here know whare I might be able to obtain a Newell 192K
> upgrade? I'd like to jack my 800xl up to 256K, and this seems to be the
> pick of the litter from what I can tell.
>
> Thanks
>
> --
> Slor

1344. Re: Don't Forget PhillyClassic This Weekend

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-21 01:14:32 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <K4KdnRupiY3kccHdRVn-uA@comcast.com>
Source record: 16551

Dan -

Thank you SO MUCH for that post!
I had no idea that the "Philly Classic" was in town. I live about 20
minutes away from the convention center in valley forge.
If I missed that, living so close, I'd be kicking myself!!
Hell - up until a few years ago, I lived right down the street from the
convention center.....usually go to regular "PC conventions".

How come I never heard of that? I never even saw signs around here?

Again, many thanks.

-rob [aka Z.Beeblebrox]

p.s. is your name daniel miller or are you just a big fan of the movie,
"defending your life" ?

"Daniel Miller" <daclmi@mediakingx.com> wrote in message
news:3k0j50lcb6a75l5bdfej021rdptnssvsnj@4ax.com...
> There's a monstrously large retro-gaming convention this weekend in
> Pennsylvania, USA. I printed the webpages of featured guests and
> events and there were like 11 pages of classic gaming stuff.
>
> You can get all the details, check out http://www.phillyclassic.com.
> Hopefully we'll get some Atari 8bitters there!

1345. Re: Don't Forget PhillyClassic This Weekend

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-21 01:42:50 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <dhsp50pl1igpoq0ivku6sc7h5ek9lmpa9i@4ax.com>
Source record: 16552

On Sat, 20 Mar 2004 20:14:32 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>Dan -
>
>Thank you SO MUCH for that post!

You're welcome!

>I had no idea that the "Philly Classic" was in town. I live about 20
>minutes away from the convention center in valley forge.
>If I missed that, living so close, I'd be kicking myself!!
>Hell - up until a few years ago, I lived right down the street from the
>convention center.....usually go to regular "PC conventions".

>How come I never heard of that? I never even saw signs around here?

They cover it substantially on atariage.com, which I read.

>Again, many thanks.

Perhaps you could give us a basic report? I am recovering from illness
and wasn't able to go.

>-rob [aka Z.Beeblebrox]
>
>p.s. is your name daniel miller or are you just a big fan of the movie,
>"defending your life" ?

It's my real name. I could think of a more interesting pseudonym! I
haven't seen that one...

1346. I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-21 18:54:24 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <yM6dnQ0zgcF9ecDdRVn_iw@comcast.com>
Source record: 16553

OK - Here's my unofficial report:

It was pretty cool!!!

It was like stepping back into the 1980's & going to a computer/game convention back then.
They covered all of the old and/or obscure systems (atari, nintendo, intellivision, coleco, etc). But the main focus seemed to be Atari.
Coming in second was probably nintendo. Lots of bins and racks of old systems, parts, games, etc.

Much heavier on the Atari 2600 collection than the atari computer stuff (800/XL series, etc).
I don't think I saw any Atari computer games....some systems & parts. As I said, mostly the video-game systems.

I really enjoyed the 60-or-so actual 1980s stand-up arcade stations they had there. It didn't cost any $ to play. No quarter needed!
I found some old classics I used to dominate!! and of course, now they could beat me...

They also had a section with the latest & greatest NEW stuff.....but I didn't pay the modern junk any attention.

alright, that's it from me.

-end transmission-

1347. New songs - forever5 entry and 24h compo entry

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-21 20:29:24 UTC
From: Tatqoo <dont@contactme.com>
Message-ID: <c3ktvo$2f3$1@atlantis.news.tpi.pl>
Source record: 16554

Hi.

Here is my entry for forever5 party.

http://www.atariage.com/forums/download.php?id=21563

Forgotten sounds took 4th place.

And here is my cover of black lamp ingame music for atariarea 1st 24h
compo. It took 2-3 place.

http://www.atariage.com/forums/download.php?id=21564

Enjoy it.

In archives you will find sap file for Winamp and xex file for real
atari or emulator.

As usually Atari800Win is recomended as emulator.

tatqoo/taquart

1348. Question of dumping memory through emulators.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-21 21:15:25 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c3l0hvtth1@news1.nivel5.cl>
Source record: 16555

Hi, everybody!

I have the following question: I'm trying to dump the complete memory of a game. I made it using the "save state" option that Atari800Win PLus 4.0 gave me. But I cannot recognize any byte the file has in iit with my hex editor. Maybe its compressed, encrypted, I really don't know. So, does anyone have an idea to how to make a dump of the memory in the emulator so I can read it in my hex editor??

TIA,

W.

1349. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-22 01:12:10 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <h7fs501s45k9spl4ifo6b48t5g6g0kmuc6@4ax.com>
Source record: 16556

On Sun, 21 Mar 2004 13:54:24 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>OK - Here's my unofficial report:
>
>It was pretty cool!!!

<stuff clipped>

>alright, that's it from me.
>
>-end transmission-

Nice to hear about it, thanks. I knew they wouldn't have too much
Atari 8bit stuff. I think a 5200 homebrew was being unveiled though.
That is sort of 8bit.

See ya!

1350. Re: Question of dumping memory through emulators.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-22 02:46:11 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c3ljuh$4gl$1@news1.nivel5.cl>
Source record: 16557

I answered myself. I only opened with winrar and decompressed it. I've got all the information I needed.

Thanks anyway!

W.

"Wilheim" <guillermo@mail.cl> escribi&#65533; en el mensaje news:c3l0hvtth1@news1.nivel5.cl...
> Hi, everybody!
>
> I have the following question: I'm trying to dump the complete memory of a
> game. I made it using the "save state" option that Atari800Win PLus 4.0 gave
> me. But I cannot recognize any byte the file has in iit with my hex editor.
> Maybe its compressed, encrypted, I really don't know. So, does anyone have
> an idea to how to make a dump of the memory in the emulator so I can read it
> in my hex editor??
>
> TIA,
>
> W.
>
>

1351. Re: Question of dumping memory through emulators.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-22 17:55:16 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <8MF7c.25652$Y%6.2806251@wards.force9.net>
Source record: 16558

Wilheim wrote:

> I answered myself. I only opened with winrar and
> decompressed it. I've got all the information I needed.

You can also use the debugger (F8). The command is:

write xxxx yyyy filename.ext

where x and y's are your hex address range.
You can also inspect the memory using the command:

m xxxx

;) Mark

1352. Re: Question of dumping memory through emulators.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-22 21:45:09 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <c3nml0kjr1@news1.nivel5.cl>
Source record: 16559

Thanks! I didn't notice that... =P

W.

"Mark Keates" <atari@mkeates.force9.co.uk> escribi&#65533; en el mensaje
news:8MF7c.25652$Y%6.2806251@wards.force9.net...
> Wilheim wrote:
>
> > I answered myself. I only opened with winrar and
> > decompressed it. I've got all the information I needed.
>
> You can also use the debugger (F8). The command is:
>
> write xxxx yyyy filename.ext
>
> where x and y's are your hex address range.
> You can also inspect the memory using the command:
>
> m xxxx
>
> ;) Mark
>

1353. 1200XL video mod & OS mod

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 01:26:31 UTC
From: RED <redodd@comcast.net>
Message-ID: <EpGdnUYNrMRVfv3dRVn-tw@comcast.com>
Source record: 16560

Greetings,

(1) Has anyone done Bob Woolley's video mod for the 1200XL from the
following page?
http://www.geocities.com/atarimods/1200xl-vm.html

(2) Has anyone done the OS mod located here? This one is real simple but
sounds like a good idea.
http://www.atarimuseum.com/computers/8BITS/1200xl/1200OSMOD.html

Just wondering if anyone has had success with these before I start. Thanks a
lot.

Ralph

1354. Here's a very good Cross-Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 03:55:57 UTC
From: sales@cdadapter.com
Message-ID: <1aecd72d.0403231955.5b777f90@posting.google.com>
Source record: 16561

Cross-32, The universal Meta-Assembler, has been a programmers favorite
for over a decade. It's table based structure allows you to modify or
add new processor instructions. You can even create your own instruction
set. Over 50 processor tables are included. CD-ROM contains both Windows
and MS-DOS versions.

Previously sold for $199, now retails for $99.

Get yours now, on eBay, for a lot less !

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1251&item=3668501739

1355. FF: Seikosha GP-100 dot-matrix printer, SF Bay Area

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 06:48:43 UTC
From: kml@bayarea.net
Message-ID: <1062bqbi4dnhn33@corp.supernews.com>
Source record: 16562

I have a Seikosha GP-100 dot-matrix printer which was never particularly wonderful, but at least featured a direct daisy chain SIO connection to the Atari, without requiring the separate parallel printer module. I just moved, and there is no more room to store this beast. It is in the original (battered) box; I'm not sure if it works, as I haven't setup my Atari stuff in a number of years. It certainly worked when I packed it away.

I hate to just throw it away, after toting it around for 10 years; I'd prefer to give it to someone who can use it. I'm not willing to ship it (I don't want to absorb extra costs and worry about money), but I'm willing to deliver to somewhere in the San Francisco Bay area, or have someone pick it up from me in San Francisco or Santa Clara.

If I don't hear anything by April, out it goes to the trash.

Thanks,

Kevin
kml@bayarea.net

The above address has fairly aggressive spam filtering, so sending to me at the following address might be a better idea:

gp100@patheticgeek.net

1356. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 14:25:06 UTC
From: hajjej@aol.com
Message-ID: <844961af.0403240625.ca694ea@posting.google.com>
Source record: 16563

Daniel Miller <daclmi@mediakingx.com> wrote in message
news:<h7fs501s45k9spl4ifo6b48t5g6g0kmuc6@4ax.com>...
> On Sun, 21 Mar 2004 13:54:24 -0500, "Z.Beeblebrox"
> <the.z.guy@comcast.net> wrote:
>
> >OK - Here's my unofficial report:
> >
> >It was pretty cool!!!
>
> <stuff clipped>
>
> >alright, that's it from me.
> >
> >-end transmission-
>
> Nice to hear about it, thanks. I knew they wouldn't have too much
> Atari 8bit stuff. I think a 5200 homebrew was being unveiled though.
> That is sort of 8bit.
>
> See ya!

If you want Atari 8 bit stuff, I suggest going to the Classic Gaming
expo in San Jose, CA. The past few years its been in Vegas, but this
year it moves to CA to accomodate more of the vintage computer/console
gaming legends that live there. I went last year and had a blast. They
have a pretty good amount of Atari 8 bit stuff, including boxed/sealed
games and plenty of systems. The website is www.cgexpo.com

John

1357. Re: Rarity list of XL/XE cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 14:28:23 UTC
From: hajjej@aol.com
Message-ID: <844961af.0403240628.7730ebf0@posting.google.com>
Source record: 16564

"nosty" <nosty@alpha.net.pl> wrote in message news:<c3gtpg$742$1@korweta.task.gda.pl>...
> Hi!
> Where I can find GOOD and not obsolete rarity list of XL/XE cartriges?
> Maybe somebody knows a website where I can find average eBay prices for
> cartridges and other Atari items?
>
> Thanks a lot.

The Digital Press Collectors Guide is by far the best.

http://www.amazon.com/exec/obidos/tg/detail/-/0970980701/qid=1080138462/sr=8-1/ref=sr_8_xs_ap_i1_xgl14/102-2539538-9120153?v=glance&s=books&n=507846

1358. Re: 1200XL video mod & OS mod

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-24 15:32:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <jSh8c.36417$%06.21863@newsread2.news.pas.earthlink.net>
Source record: 16565

RED wrote:
> Greetings,
>
> (1) Has anyone done Bob Woolley's video mod for the 1200XL from the
> following page?
> http://www.geocities.com/atarimods/1200xl-vm.html

Actually Bod did the mod for me himself after he saw the video output
from my 1200XL at a SLACC meeting.

>
> (2) Has anyone done the OS mod located here? This one is real simple but
> sounds like a good idea.
> http://www.atarimuseum.com/computers/8BITS/1200xl/1200OSMOD.html
>
> Just wondering if anyone has had success with these before I start. Thanks a
> lot.

Not that specific one, but several others. Check your mother board for
the ROM chips positions. IIRC all 1200XL mother boards have two 24 pin
ROMs in either 28 pin sockets or 24 pin sockets soldered into 28 pin holes.

The 28 pin holes make it easy to do several modifications of the OS
because you can use a 27128 EPROM to replace the 24 pin devices with
minimal gymnastics. After market OS like Omnimon or Omniview, custom,
800XL, burn your own, dual OS, etcetera are all options.

1359. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:03:32 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1080208962@rtfm.mit.edu>
Source record: 16567
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1360. Using Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:06:01 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <h7y8c.1$kn.103@news.uswest.net>
Source record: 16566

How do I set the synchronization, etc in Outlook Express 6 so that I don't re-load the newsgroup each time I log in?

Everytime I log in and check the newsgroup, it seems to be re-set and so I have to re-load the whole newsgroup again and I don't retain the settings I have created... like 'mark'ing a thread for 'watching', etc.

1361. ADV: 25% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:25:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403250220100.28276-100000@onyx.spiritone.com>
Source record: 16570
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Atari 8 Bit Gifts, your choice, Star Wars from Parker Brothers or Summer Games by Epyx (Disk version)! Or most any Game! For the Atari ST line, you can choose from most any ST Games-Software! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus 25% off! Thats right! Get my Gift Plus a Bonus Discount! Discount Covers Classic Atari 8 Bit & Atari ST Computer Lines! Software-Games, Books-References! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1362. Re: Rarity list of XL/XE cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:27:10 UTC
From: Nite Hacker <rma3@qwest.net>
Message-ID: <4ry8c.2$kn.539@news.uswest.net>
Source record: 16568

Or you can go to their website... http://www.digitpress.com/lists/atarixe.htm and see the list there.

1363. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:32:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403250229550.28276-100000@onyx.spiritone.com>
Source record: 16571
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1364. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:48:39 UTC
From: Nite Hacker <rma3NOSPAM@qwest.net>
Message-ID: <fLy8c.6$kn.941@news.uswest.net>
Source record: 16569

Yeah, your quotes seem to be reasonable!

I am a collector too... although, NOT that avid!!! LMAO

I know there are some rare items which can go into the range of a couple hundred dollars or so... BUT DEFINITELY NOT anywhere close to what this guy wanted!!!

1365. Re: 1200XL video mod & OS mod

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 10:54:50 UTC
From: Nite Hacker <rma3NOSPAM@qwest.net>
Message-ID: <2Ry8c.7$kn.982@news.uswest.net>
Source record: 16572

Although I haven't tried them... I would trust those mods fully!

That guy is really well known icon in the 8-bit circle and very knowledgeable and so you can't go wrong! :-)

1366. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 11:17:14 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g8yhp18hx.fsf@legolas.mdh.se>
Source record: 16573

"Nite Hacker" <rma3NOSPAM@qwest.net> writes:

> I know there are some rare items which can go into the range of a
> couple hundred dollars or so... BUT DEFINITELY NOT anywhere close
> to what this guy wanted!!!

Here is a recent auction for one of the most rare VIC-20 games ever;
"Ultima: Escape from Mt. Drash", which is known to exist only in two
or three complete sets plus a few loose tapes:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3084975541

Yes, the _winning_ bid was US $3605, so not too far away from
the proposed Buy It Now-prices on the Atari games. I don't know
if either of the Atari titles are as rare and desirable though.

--
Anders Carlsson

1367. Re: Question of dumping memory through emulators.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-25 16:17:32 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c3v0ikohk1@reader13.wxs.nl>
Source record: 16574

"Mark Keates" <atari@mkeates.force9.co.uk> schreef in bericht
news:8MF7c.25652$Y%6.2806251@wards.force9.net...
> Wilheim wrote:
>
> > I answered myself. I only opened with winrar and
> > decompressed it. I've got all the information I needed.
>
> You can also use the debugger (F8). The command is:
>
> write xxxx yyyy filename.ext
>

This works... but not completely. When you want to dump the selftest for instance, it won't work this way.

Marius

> where x and y's are your hex address range.
> You can also inspect the memory using the command:
>
> m xxxx
>
> ;) Mark
>

1368. Re: Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 04:40:38 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0403252040.5e2de3dc@posting.google.com>
Source record: 16575

"Docrotcod" <rahbart@cox.net> wrote in message news:<ht47c.2420$Gg.538@okepread03>...
> Get the one from Best Electronics. They are ultra simple to install and
> work perfect.
>
> Thomas
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns94B2AA3ECF113emuslor@130.133.1.4...
> > Does anyone here know whare I might be able to obtain a Newell 192K
> > upgrade? I'd like to jack my 800xl up to 256K, and this seems to be the
> > pick of the litter from what I can tell.
> >
> > Thanks
> >
> > --
> > Slor

Hi Slor!

Looks to me like the Buckholtz mod has all the same features and is FREE!

1369. Re: Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 04:56:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94B7F3797EAC3emuslor@130.133.1.4>
Source record: 16576

```
>
> Hi Slor!
>
> Looks to me like the Buckholtz mod has all the same features and is
> FREE!

Free is always good. Got a link to the info?

thanks

--
Slor
```

1370. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 21:20:42 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40649eb0$0$131$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16577

Howdy Russ

> I think what you want to do is 'munge' the from address in your newsgroup
> posts. Do 'Tools', accounts, news, properties and 'munge' the from
> address. If you look at my 'from' address, you'll see what I did. This
> will greatly reduce the spam, including SWEN and others that have viruses,
> that take addresses from USENET posts.

Thanks, this is the tip I used. And I added a tag in which is describe how to get to the real address. In a way that even smart spambots (if they exist) should have trouble with, but real people should have no problem solving.

CU Mathy van Nisselroy

--
Emailaddress has been scrambled. Swap the word that starts like something you can hear with the word that doesn't look like it has anything to do with the sea.

1371. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 21:26:51 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4064a01d$0$140$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16578

Howdy Andreas

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:405B3041.92B8775F@students.uni-mainz.de...
> Well,
> I have the same problem here with Netscape (old version 4.7). Whenever I
> change my e-mail adress to a secure one, Netscape will no longer let me
> read this newsgroup. So I use my real e-mail and also get dozens of
> spam-mails, virusses and such... -Andreas.

Did you use a fake name that looks like real. I mean like
word@anotherword.extender. My guess is that Netscape checks for the AT sign
and the DOT sign in the part behind the AT sign.

CU Mathy van Nisselroy

--
Emailaddress has been scrambled. Swap the word that starts like something
you can hear with the word that doesn't look like it has anything to do with
the sea.

1372. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 22:08:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1640@comcast.net>
Source record: 16579

>OK - Here's my unofficial report:
>
>It was pretty cool!!!
>
>It was like stepping back into the 1980's & going to a computer/game
>convention back then.
>They covered all of the old and/or obscure systems (atari, nintendo,
>intellivision, coleco, etc). But the main focus seemed to be Atari.
>Coming in second was probably nintendo. Lots of bins and racks of old
>systems, parts, games, etc.
>
>Much heavier on the Atari 2600 collection than the atari computer stuff
>(800/XL series, etc).
>I don't think I saw any Atari computer games....some systems & parts. As I
>said, mostly the video-game systems.

Sounds real nice. Were there a lot of people there? I just wish I
could have gone....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1373. Re: Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 22:08:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1641@comcast.net>
Source record: 16580

I have been meaning to that myselef. Just how much does the
upgrade cost these days?

>Get the one from Best Electronics. They are ultra simple to
install and
>work perfect.
>
>Thomas
>
>"Slor" <slor@comcast.net> wrote in message
>news:Xns94B2AA3ECF113emuslor@130.133.1.4...
>> Does anyone here know whare I might be able to obtain a Newell 192K
>> upgrade? I'd like to jack my 800xl up to 256K, and this seems to be the
>> pick of the litter from what I can tell.
>>
>> Thanks
>>
>> --
>> Slor
>
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1374. my CD-ROM data reader

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 22:15:42 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4064ab9a$0$140$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16581

Howdy folks

I've posted my CD-ROM data reader om alt.binaries.atari.d
It's far from finished. There is still a bug in it and you can only look at directories.
I hope to killl the bug soon.
After that I'll see if I can find some free memory.

CU Mathy van Nisselroy

PS you need a BlackBox and TurboBASIC.

--
Emailaddress has been scrambled. Swap the word that starts like something you can hear with the word that doesn't look like it has anything to do with the sea.

1375. Re: Newell upgrade for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-26 22:30:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <va29c.2137$zc1.1089@okepread03>
Source record: 16582

They are $19.00 and you have to purchase the 8 drams. If you don't have
them they are $1.00 a piece.

Thomas

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:406454fe7e1641@comcast.net...
> I have been meaning to that myselef. Just how much does the
> upgrade cost these days?
>
>
> >Get the one from Best Electronics. They are ultra simple to
> install and
> >work perfect.
> >
> >Thomas
> >
> >"Slor" <slor@comcast.net> wrote in message
> >news:Xns94B2AA3ECF113emuslor@130.133.1.4...
> >> Does anyone here know whare I might be able to obtain a Newell 192K
> >> upgrade? I'd like to jack my 800xl up to 256K, and this seems to be
the
> >> pick of the litter from what I can tell.
> >>
> >> Thanks
> >>
> >> --
> >> Slor
> >
> >
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1376. CBS Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-27 02:51:43 UTC
From: brop99@hotmail.com
Message-ID: <32c77f68.0403261851.48309643@posting.google.com>
Source record: 16583

HI!
I have been reading past Atari 8-Bit Cartridge Lists and noticed that ever since at least 1992 the CBS Electronics video games "Blue Print", "Satan's Hollow", "Madden's Football", etc have been listed as never released but planned. I was wondering where the original reference to these games comes from as I would love to read more about them if at all possible. Just thought it would be neat to find where they came from and around the time they were announced. Thanks for any help!

Sincerely,

Bryan Roppolo

e-mail: brop99@hotmail.com

1377. Re: CBS Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-27 04:02:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <7nu960tc2q5bgv7entans363p8a04h0bsm@4ax.com>
Source record: 16584

On 26 Mar 2004 18:51:43 -0800, brop99@hotmail.com (Bryan Roppolo Boulder) wrote:

> I have been reading past Atari 8-Bit Cartridge Lists and noticed
>that ever since at least 1992 the CBS Electronics video games "Blue
>Print", "Satan's Hollow", "Madden's Football", etc have been listed as
>never released but planned. I was wondering where the original
>reference to these games comes from as I would love to read more about
>them if at all possible. Just thought it would be neat to find where
>they came from and around the time they were announced. Thanks for any
>help!

FWIW, Satan's Hollow is now available on cartridge from Video 61.

I bought one fairly recently; it's quite good!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1378. Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-27 12:44:31 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040327074431.20144.00000243@mb-m19.aol.com>
Source record: 16585

How many of these were produced/distributed by Atari?

I'm aware of eight of these, basically from 1982/83. Were any more produced?

Larry

1379. Re: CBS Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-27 16:42:08 UTC
From: brop99@hotmail.com
Message-ID: <32c77f68.0403270842.4303001b@posting.google.com>
Source record: 16586

Michael Current <hunmanik@earthlink.net> wrote in message
news:<7nu960tc2q5bgv7entans363p8a04h0bsm@4ax.com>...
> On 26 Mar 2004 18:51:43 -0800, brop99@hotmail.com (Bryan Roppolo Boulder)
> wrote:
>
> > I have been reading past Atari 8-Bit Cartridge Lists and noticed
> >that ever since at least 1992 the CBS Electronics video games "Blue
> >Print", "Satan's Hollow", "Madden's Football", etc have been listed as
> >never released but planned. I was wondering where the original
> >reference to these games comes from as I would love to read more about
> >them if at all possible. Just thought it would be neat to find where
> >they came from and around the time they were announced. Thanks for any
> >help!
>
> FWIW, Satan's Hollow is now available on cartridge from Video 61.
>
> I bought one fairly recently; it's quite good!
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

Thanks for the message. I'll have to do just that as I've seen some
reviews/screen shots of Satan's Hollow on other systems and also the
original arcade and have been inticed ever since!

1380. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 02:17:28 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <YAq9c.11752415$Id.1970959@news.easynews.com>
Source record: 16587

Anders Carlsson wrote:
> "Nite Hacker" <rma3NOSPAM@qwest.net> writes:
>
>
>>I know there are some rare items which can go into the range of a
>>couple hundred dollars or so... BUT DEFINITELY NOT anywhere close
>>to what this guy wanted!!!
>
>
> Here is a recent auction for one of the most rare VIC-20 games ever;
> "Ultima: Escape from Mt. Drash", which is known to exist only in two
> or three complete sets plus a few loose tapes:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3084975541
>
> Yes, the _winning_ bid was US $3605, so not too far away from
> the proposed Buy It Now-prices on the Atari games. I don't know
> if either of the Atari titles are as rare and desirable though.
>

I saw the Ultma Vic-20 game and it is quite rare. Several bidders
wanted it and were willing to pay.

The Two Atari games, Motorodeo BIN $3,900 and Omega race BIN $1,500 just
ridiculous. They are not that rare and there is no way they will get
even close to those prices. The seller is living in a fantasy land.

Here is a complete in package Omega Race that just ended on eBay, it
sold for $16.50, not quite $1,999 is it? Granted $16.50 is cheap, it
should have sold for more but still not more than $50 to $100.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=308617650

The Motorodeo boxed, if PAL, is worth very little, maybe $20. If it is
NTSC it may be worth $200, a long way from $3,900.

1381. Re: Ebay craziness!

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 02:21:52 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <4Fq9c.11842960$Of.1980691@news.easynews.com>
Source record: 16588

KLH wrote:

>
> I saw the Ultma Vic-20 game and it is quite rare. Several bidders
> wanted it and were willing to pay.
>
> The Two Atari games, Motorodeo BIN $3,900 and Omega race BIN $1,500 just
> ridiculous. They are not that rare and there is no way they will get
> even close to those prices. The seller is living in a fantasy land.
>
> Here is a complete in package Omega Race that just ended on eBay, it
> sold for $16.50, not quite $1,999 is it? Granted $16.50 is cheap, it
> should have sold for more but still not more than $50 to $100.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=308617650
>
> The Motorodeo boxed, if PAL, is worth very little, maybe $20. If it is
> NTSC it may be worth $200, a long way from $3,900.
>
>
>
>
>
Sorry bad link, here is the correct link.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=3086176503

1382. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 03:18:21 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <r6OdncAtOqBj3vvdRVn-jA@comcast.com>
Source record: 16589

yep, lots of people!!!

-z-

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:406454fe7e1640@comcast.net...
> >OK - Here's my unofficial report:
> >
> >It was pretty cool!!!
> >
> >It was like stepping back into the 1980's & going to a computer/game
> >convention back then.
> >They covered all of the old and/or obscure systems (atari, nintendo,
> >intellivision, coleco, etc). But the main focus seemed to be Atari.
> >Coming in second was probably nintendo. Lots of bins and racks of old
> >systems, parts, games, etc.
> >
> >Much heavier on the Atari 2600 collection than the atari computer stuff
> >(800/XL series, etc).
> >I don't think I saw any Atari computer games....some systems & parts. As
I
> >said, mostly the video-game systems.
>
> Sounds real nice. Were there a lot of people there? I just wish I
> could have gone....
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1383. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 03:19:23 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <A46dnWHJOdym2fvdRVn-ug@comcast.com>
Source record: 16590

that's neat....but San Jose and Vegas are on the other end of the U.S. for me!
The convention I went to was a 20-minute drive!

-z-

"just another john" <hajjej@aol.com> wrote in message news:844961af.0403240625.ca694ea@posting.google.com...
> Daniel Miller <daclmi@mediakingx.com> wrote in message news:<h7fs501s45k9spl4ifo6b48t5g6g0kmuc6@4ax.com>...
> > On Sun, 21 Mar 2004 13:54:24 -0500, "Z.Beeblebrox"
> > <the.z.guy@comcast.net> wrote:
> >
> > >OK - Here's my unofficial report:
> > >
> > >It was pretty cool!!!
> >
> > <stuff clipped>
> >
> > >alright, that's it from me.
> > >
> > >-end transmission-
> >
> > Nice to hear about it, thanks. I knew they wouldn't have too much
> > Atari 8bit stuff. I think a 5200 homebrew was being unveiled though.
> > That is sort of 8bit.
> >
> > See ya!
>
>
> If you want Atari 8 bit stuff, I suggest going to the Classic Gaming
> expo in San Jose, CA. The past few years its been in Vegas, but this
> year it moves to CA to accomodate more of the vintage computer/console
> gaming legends that live there. I went last year and had a blast. They
> have a pretty good amount of Atari 8 bit stuff, including boxed/sealed
> games and plenty of systems. The website is www.cgexpo.com
>
> John

1384. Wanna buy an Atari Falcon030?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 18:12:22 UTC
From: Chris <capw@eol.ca>
Message-ID: <40671587.5D8EB6B9@eol.ca>
Source record: 16591

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4120210157&ssPageName=ADME:B:LC:US:1

1385. Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-28 19:44:50 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0403281144.66291e55@posting.google.com>
Source record: 16592

Inside the 8-bit bbs is now online. It is running BBS Express
Professional with a few mod's a mux and two slaves at the moment.. I
am going to put two more slaves online.

You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889

I still have a bunch of code to write but it is running.

Stephen J. Carden

1386. Re: 1200XL video mod & OS mod

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-29 10:16:47 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <jIS9c.951$IH5.43547@news.optus.net.au>
Source record: 16593

"RED" <redodd@comcast.net> wrote in message
news:EpGdnUYNrMRVfv3dRVn-tw@comcast.com...
> Greetings,
>
> (1) Has anyone done Bob Woolley's video mod for the 1200XL from the
> following page?
> http://www.geocities.com/atarimods/1200xl-vm.html
>
> (2) Has anyone done the OS mod located here? This one is real simple but
> sounds like a good idea.
> http://www.atarimuseum.com/computers/8BITS/1200xl/1200OSMOD.html
>
> Just wondering if anyone has had success with these before I start. Thanks
a
> lot.

you would loose the fuction keys, ability to turn off os rom, and joystick 3
and 4 may have strange values in them. same with paddles 4-8.
also, the 2 leds won't work either.

James

1387. What was this game/hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-29 14:56:03 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20040329155557.45873B@ilaskey.cix.co.uk>
Source record: 16594

I used to have a trivial pursuit type game which came with 4 (I think)
wired keypad controllers. I can't remember what it was called. I think it
was made by Suncom but it may have been someone else. Any ideas?

Iain Laskey
www.practical-pc.co.uk

1388. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-29 19:02:04 UTC
From: Stephen <nospam@nowhere.com>
Message-ID: <nfsg60pagfc0cop08skcssegn3eum250k7@4ax.com>
Source record: 16595

On 28 Mar 2004 11:44:50 -0800, sjcarden@bellsouth.net (Stephen J. Carden) wrote:

>Inside the 8-bit bbs is now online. It is running BBS Express
>Professional with a few mod's a mux and two slaves at the moment.. I
>am going to put two more slaves online.
>
> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889
>
> I still have a bunch of code to write but it is running.
>
> Stephen J. Carden

Awesome - haven't been on a real 8-bit BBS since probably 1987 or so. I remember the thrill when I upgraded my XM301 to the all new SX212 (300 baud to 1200 baud). I still have all of my old Atari stuff, but the 1200 baud modem died long ago.

Stephen

1389. Brand New PAL Atari 2600 carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-29 22:22:14 UTC
From: fairziff@aol.com
Message-ID: <b2899ba4.0403291422.46029f78@posting.google.com>
Source record: 16596

UKretro have recently added loads of Brand New Sealed Atari 2600 PAL carts to their stock.

We ship worldwide,
Best Wishes,
Mike

www.UKretro.co.uk

1390. Re: What was this game/hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-30 04:17:27 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-D2A305.22172729032004@news.rcn.com>
Source record: 16347

ilaskey@cix.co.uk wrote:
> I used to have a trivial pursuit type game which came with 4 (I think)
> wired keypad controllers. I can't remember what it was called. I think it
> was made by Suncom but it may have been someone else. Any ideas?

I'm pretty sure it was Suncom, but the pictures I thought I have aren't
on my hard drive, so I can't say for sure, or come up with the name.

I think though that there was a thread in the forums on either
AtariAge.com or DigitPress.com, if you wanted to try searching for it.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++===*//

1391. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-30 23:18:55 UTC
From: Nite Hacker <WhoCares@noone.net>
Message-ID: <odnac.54$JV.40756@news.uswest.net>
Source record: 16348

> Awesome - haven't been on a real 8-bit BBS since probably 1987 or so.
> I remember the thrill when I upgraded my XM301 to the all new SX212
> (300 baud to 1200 baud). I still have all of my old Atari stuff, but
> the 1200 baud modem died long ago.
>
> Stephen

Just to let you know... his bbs is not the only real Atari bbs running! There several other Atari bbses on telnet too! Check this list out! (I don't know how accurate it is, but I think it's pretty current... however, some may not work or may frequently be down and so you may have to keep tryin'!)

Closer To Home - cth.dtdns.net (in my books... the best! a real superb and top-notch bbs and sysop (Tom Hunt) too! :-)
JYBOLAC Stargate - jybolac.dyndns.org:520
SPACE BBS - spacebbs.no-ip.com
R.A.C.E. - technoid.dyndns.org
APE - ape.penguinpowered.com
Boot Factory 2000 - bfbbs.dtdns.net
Enterprise Online - ntrprise.dhs.org
BBS Mousenet - atari-bbs.kicks-ass.net - website: http://bbs-atari.netjump.de/

Maybe everyone here can help and maybe we can post a more updated and accurate list here of the telnet bbses out there? If there is any inaccuracies or additions here, please post them! :-)

Nite Hacker

1392. Computer Games Plus, selling Atari 8-Bit games

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 00:16:04 UTC
From: cgp@gamesplus.com
Message-ID: <8ea7803a.0403301616.1c380580@posting.google.com>
Source record: 16349

We've recently revamped our website and would like to invite everyone
here to visit us at http://www.gamesplus.com/

We sell only new games that include media, instructions and box. We
currently have the following catalogs available online: 3DO, Amiga,
Atari 8-Bit, Atari ST, C64, Game Gear, Gameboy, Sega Genesis, Sega CD,
Super Nintendo and VIC-20.

You can view our Atari 8-Bit catalog at: http://www.gamesplus.com/atari8-bit/

Thank you,
Computer Games Plus
http://www.gamesplus.com/

1393. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 09:19:47 UTC
From: Nite Hacker <WhoCares@noone.net>
Message-ID: <t0wac.782$iV.56463@news.uswest.net>
Source record: 16350

OK, thanks for the info!

As I said, I wasn't sure if that list was accurate? It was a bit out-of-date, I think... 2002?

I think there needs to be a new list compiled and posted here... I have worked on what I had and this is what I came up with so far....

Atari Telnet BBSes (running on a real Atari 8-bit!)

Closer To Home - cth.dtdns.net
Boot Factory 2000 - bfbbs.dtdns.net (an Orion BBS)
Inside Atari 8-bit - 216.78.136.26:8888 or 8889

Other Telnet BBSes (not running on an Atari 8-bit)

SPACE BBS - spacebbs.no-ip.com (not running on an Atari - a Synchronet BBS - supporting Atari?)
Enterprise Online - ntrprise.dhs.org (not running on an Atari - a Wildcat BBS - supporting Atari?)

Unknown -

BBS Mousenet - atari-bbs.kicks-ass.net - website: http://bbs-atari.netjump.de/ (problems connecting?)
APE - ape.penguinpowered.com (doesn't appear to be APE anymore? - comes up as FreeBSD - xxxxxx.darkbluesea.com - requiring a login)
JYBOLAC Stargate - jybolac.dyndns.org:520 (doesn't exist anymore or currently down?)
R.A.C.E. - technoid.dyndns.org (doesn't exist anymore or currently down?)

If it's using an Atari 8-bit, then I consider it being Atari 8-bit based... whether it's using a PC gateway or not! :-)

As I said, there probably are some additions or changes that were needed to this list! :-)

Thanks for your info and contribution!!

Nite Hacker

1394. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 09:24:48 UTC
From: Nite Hacker <WhoCares@noone.net>
Message-ID: <a5wac.783$iV.56755@news.uswest.net>
Source record: 16351

> My BBS is running on REAL atari equipment, no f*cking emulators or PC needed to run the bbs. As far as I > know only stephen and I run 100% stand-alone bbs's without the help of any PC gateway software. When all > pc's are off, the BBS is still running, and still reachable!

Well, if I am not mistaken? I think CTH BBS can still operate if or when there is no pc gateway running? Meaning that callers still can reach his bbs via modem if they cannot reach it by telnet(pc)?

Nite Hacker

1395. Re: CBS Video Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 09:34:22 UTC
From: Nite Hacker <WhoCares@noone.net>
Message-ID: <7ewac.784$iV.57185@news.uswest.net>
Source record: 16352

> Bryan Roppolo said:
>
> I have been reading past Atari 8-Bit Cartridge Lists and noticed
> that ever since at least 1992 the CBS Electronics video games "Blue
> Print", "Satan's Hollow", "Madden's Football", etc have been listed as
> never released but planned.

Well, as far as "Satan's Hollow" and "Blue Print", they appeared to have been released... don't know whether on carts or diskette, though?

Nite Hacker

1396. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 12:02:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c4ebsu$54r$1@reader13.wxs.nl>
Source record: 16353

Closer to Home and Boot Factory both use an atari 8bit EMULATOR!

They do NOT run on real equipment.

They do a good job ofcourse, don't understand me wrong! But they are not running on real equipment.

Marius

"Nite Hacker" <WhoCares@noone.net> schreef in bericht news:a5wac.783$iV.56755@news.uswest.net...
> My BBS is running on REAL atari equipment, no f*cking emulators or PC needed to run the bbs. As far as I > know only stephen and I run 100% stand-alone bbs's without the help of any PC gateway software. When all > pc's are off, the BBS is still running, and still reachable!

Well, if I am not mistaken? I think CTH BBS can still operate if or when there is no pc gateway running? Meaning that callers still can reach his bbs via modem if they cannot reach it by telnet(pc)?

Nite Hacker

1397. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 15:08:58 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <8jnl60t3k6h4sftlskc4g4oon61btohemd@4ax.com>
Source record: 16354

On Wed, 31 Mar 2004 02:19:47 -0700, "Nite Hacker" <WhoCares@noone.net> wrote:

>I think there needs to be a new list compiled and posted here...

Nolan's lists are mentioned in the "Welcome FAQ", you could help him keep his information up to date.

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1398. Re: What was this game/hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 21:18:35 UTC
From: mikec_cbm@hotmail.com
Message-ID: <1121cdb3.0403311318.17403b3b@posting.google.com>
Source record: 16355

Hi Iain,

Actually, I have exactly what you're talking about sitting beside me
(ironically).

It's called PQ: The Party Quiz Game by Suncom. It comes with four
controllers with orange buttons marked 1 to 4. The disk featured both
C-64 and Atari versions.

The picture on the box features it connected to an Apple IIc.

MikeC

ilaskey@cix.co.uk (Iain Laskey) wrote in message
news:<memo.20040329155557.45873B@ilaskey.cix.co.uk>...
> I used to have a trivial pursuit type game which came with 4 (I think)
> wired keypad controllers. I can't remember what it was called. I think it
> was made by Suncom but it may have been someone else. Any ideas?
>
> Iain Laskey
> www.practical-pc.co.uk

1399. Re: What was this game/hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2004-03-31 22:34:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040331233422.53433A@ilaskey.compulink.co.uk>
Source record: 16356

In article <1121cdb3.0403311318.17403b3b@posting.google.com>,
mikec_cbm@hotmail.com (mikec) wrote:

Mike, That's the one - thanks. Is it rare? I've never seen another one?
Alas I sold mine years ago with all my 8bit kit (and then bought another
one because Imissed the games - doh!).

> Hi Iain,
>
> Actually, I have exactly what you're talking about sitting beside me
> (ironically).
>
> It's called PQ: The Party Quiz Game by Suncom. It comes with four
> controllers with orange buttons marked 1 to 4. The disk featured both
> C-64 and Atari versions.
>
> The picture on the box features it connected to an Apple IIc.
>
> MikeC
>
>
>
> ilaskey@cix.co.uk (Iain Laskey) wrote in message
> news:<memo.20040329155557.45873B@ilaskey.cix.co.uk>...
> > I used to have a trivial pursuit type game which came with 4 (I
> > think) wired keypad controllers. I can't remember what it was called.
> > I think it was made by Suncom but it may have been someone else. Any
> > ideas?
> >
> > Iain Laskey
> > www.practical-pc.co.uk
>

1400. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 00:43:16 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <yAJac.3717$zc1.473@okepread03>
Source record: 16357

Well I would like to bring my Pro BBS back online but I can't seem to get anywhere getting updates for it. I saw Stephen Carden's post but I don't think he holds the rights anymore. If anyone can help please let me know!

Thomas
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c4ebsu$54r$1@reader13.wxs.nl...
Closer to Home and Boot Factory both use an atari 8bit EMULATOR!

They do NOT run on real equipment.

They do a good job ofcourse, don't understand me wrong! But they are not running on real equipment.

Marius

"Nite Hacker" <WhoCares@noone.net> schreef in bericht
news:a5wac.783$iV.56755@news.uswest.net...
> My BBS is running on REAL atari equipment, no f*cking emulators or PC needed to run the bbs. As far as I > know only stephen and I run 100% stand-alone bbs's without the help of any PC gateway software. When all > pc's are off, the BBS is still running, and still reachable!

Well, if I am not mistaken? I think CTH BBS can still operate if or when there is no pc gateway running? Meaning that callers still can reach his bbs via modem if they cannot reach it by telnet(pc)?

Nite Hacker

1401. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 03:25:07 UTC
From: russg <russg@MUNGEen.com>
Message-ID: <106n2seg415rh01@corp.supernews.com>
Source record: 16358

I think Lance Ringquist of Video 61 can sell BBS Express Pro.
I believe you can find the owner(s) in the csa8 vendor list, the link to which is in the 'Welcome to comp.sys.atari.8bit' message elsewhere in this group.
Docrotcod <rahbart@cox.net> wrote in message news:yAJac.3717$zc1.473@okepread03...
Well I would like to bring my Pro BBS back online but I can't seem to get anywhere getting updates for it. I saw Stephen Carden's post but I don't think he holds the rights anymore. If anyone can help please let me know!

Thomas
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:c4ebsu$54r$1@reader13.wxs.nl...
Closer to Home and Boot Factory both use an atari 8bit EMULATOR!

They do NOT run on real equipment.

They do a good job ofcourse, don't understand me wrong! But they are not running on real equipment.

Marius

"Nite Hacker" <WhoCares@noone.net> schreef in bericht news:a5wac.783$iV.56755@news.uswest.net...
> My BBS is running on REAL atari equipment, no f*cking emulators or PC needed to run the bbs. As far as I > know only stephen and I run 100% stand-alone bbs's without the help of any PC gateway software. When all > pc's are off, the BBS is still running, and still reachable!

Well, if I am not mistaken? I think CTH BBS can still operate if or when there is no pc gateway running? Meaning that callers still can reach his bbs via modem if they cannot reach it by telnet(pc)?

Nite Hacker

1402. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 11:04:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404010256570.12787-100000@onyx.spiritone.com>
Source record: 16359
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Get Catalogs while Atari Lasts at http://BensCatalogs.Atari.org Got Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

http://www.aracnet.com/~atari/catalogs.html Atari Catalogs Area!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1403. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 11:12:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404010308330.12787-100000@onyx.spiritone.com>
Source record: 16360
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1404. Looking for a few 8-bit carts...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 15:07:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94BE66F98E10Cemuslor@130.133.1.4>
Source record: 16361

Nothing rare - just looking for a good price on the following:

One-on-One (XE)
Pengo
Tennis

New or used, doesn't matter if they're in good condition. If anyone
happens to have these and is looking to get rid of them, give me a yell.

thanks

--
Slor

1405. Re: Looking for a few 8-bit carts...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-01 17:28:23 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <106ok9q9dvujgd5@corp.supernews.com>
Source record: 16362

I got Tennis. $10 shipped ok?

Tim

"Slor" <slor@comcast.net> wrote in message
news:Xns94BE66F98E10Cemuslor@130.133.1.4...
> Nothing rare - just looking for a good price on the following:
>
> One-on-One (XE)
> Pengo
> Tennis
>
> New or used, doesn't matter if they're in good condition. If anyone
> happens to have these and is looking to get rid of them, give me a yell.
>
> thanks
>
> --
> Slor

1406. Bunch of PhillyClassic Pictures

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 02:00:59 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <ghhp60hfdfvj72vns0ckvbkcf1ju435e83@4ax.com>
Source record: 16363

AtariAge.com has several huge galleries of captioned pictures of the
recent retro-gamer convention PhillyClassic:

http://www.atariage.com/features/shows/pc5/

Hope you like them!

Looks like a lot of interesting homebrew action was going on.

1407. ADV:More Than Games..A/V break out boxes and BJL

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 05:24:27 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <406CF90B.922B46CC@a8maestro.com>
Source record: 16364

ADV:More Than Games..A/V break out boxes and BJL
02 Apr 2004:
Just a refresher on the 4 new products I make:
http://www.a8maestro.com/sites/mtgcat/mtgcat.htm.

For the Atari 8 bit computers:
an audio/video breakout box using the monitor jack($25.00):
http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm.

For the Atari Jaguar game system:
an audio/video breakout box using the video connector($30.00):
http://www.a8maestro.com/sites/mtgcat/prodgame/gj0001.htm.
the parts kit and instructions on a pc/st/ste/falcon game transfer
system($20.00):
http://www.a8maestro.com/sites/mtgcat/prodgame/gj0003.htm.
the adapter to connect the computer to the jaguar($12.00):
http://www.a8maestro.com/sites/mtgcat/prodgame/gj0002.htm.

These 4 adverts are pictures about 150K in size each.

For inquiries and questions email mtg2004 at a8maestro.com
(mtg2005 in 2005)

Payment is check, money order, cash, or paypal in extreme circumstances.

Thanks,

Rick D.
More Than Games

1408. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 12:26:37 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1080908747@rtfm.mit.edu>
Source record: 16365
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1409. Re: Header

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 16:21:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <406D9325.4A5AD5C4@students.uni-mainz.de>
Source record: 16366

Alas,
Netscape checked for the whole adress. I tried 10-12 different
combinations, all without success - whenever I changed a single letter,
I got an error message (telling me, that the given e-mail adress is not
correct)... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy Andreas
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
> news:405B3041.92B8775F@students.uni-mainz.de...
> > Well,
> > I have the same problem here with Netscape (old version 4.7). Whenever I
> > change my e-mail adress to a secure one, Netscape will no longer let me
> > read this newsgroup. So I use my real e-mail and also get dozens of
> > spam-mails, virusses and such... -Andreas.
>
> Did you use a fake name that looks like real. I mean like
> word@anotherword.extender. My guess is that Netscape checks for the AT sign
> and the DOT sign in the part behind the AT sign.
>
> CU Mathy van Nisselroy
>
> --
> Emailaddress has been scrambled. Swap the word that starts like something
> you can hear with the word that doesn't look like it has anything to do with
> the sea.

1410. Re: What was this game/hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 16:26:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <406D9427.A5672C75@students.uni-mainz.de>
Source record: 16367

well,
referring to the A8FAQ by Michael Current (subject: which programs
supports 4 or more players) this should be Party Quiz by Suncom;
playable with 4 players on all Atari 8Bit computers due to the special
controllers... -Andreas.

Iain Laskey schrieb:
>
> I used to have a trivial pursuit type game which came with 4 (I think)
> wired keypad controllers. I can't remember what it was called. I think it
> was made by Suncom but it may have been someone else. Any ideas?
>
> Iain Laskey
> www.practical-pc.co.uk

1411. Re: Looking for a few 8-bit carts...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 16:29:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <406D94DA.2FAB7B23@students.uni-mainz.de>
Source record: 16368

Hmmm,
think ABBUC has still some Tennis carts left (with manual, but without box, if I remember correctly). The price was/is approx. 2-3 euros plus porto... The Url is www.abbuc.de then visit the Abbuc-Shop...
greetings, Andreas.

Slor schrieb:
>
> Nothing rare - just looking for a good price on the following:
>
> One-on-One (XE)
> Pengo
> Tennis
>
> New or used, doesn't matter if they're in good condition. If anyone
> happens to have these and is looking to get rid of them, give me a yell.
>
> thanks
>
> --
> Slor

1412. playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 17:08:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <406D9E0C.72DAC90C@students.uni-mainz.de>
Source record: 16369

Well,
for many months (if not years) we had discussions here, if realtime videos are possible on the A8 or not. Ok, I have found a webpage with some huge converted videos, though they are not in the original format, but still great looking... URL: http://mr-atari.com/docs/
Download the ATR and ZIP files and view/test them on your Atari emulator - or if you have a real A8, copy them to your harddisk (most if not all of these videos require more than 4 Megabytes free space) and try them out... not sure, what will happen, if you view the videos via a slow floppy I/O connection (19,2000 Baud or such), maybe the videos are extremely slow then, maybe they will even crash... you have to find out yourself... anyway - enjoy ! -Andreas.

P.S.: The videos should work fine with any A8 harddisk connection (My-IDE, Black Box, etc.)... not sure what happens on the emulator...

1413. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 17:27:03 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <1d8r60pqsa7ncog4ljnjj8sglc5nbh1caf@4ax.com>
Source record: 16370

On Fri, 02 Apr 2004 18:08:28 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>for many months (if not years) we had discussions here, if realtime
>videos are possible on the A8 or not. Ok, I have found a webpage with
>some huge converted videos, though they are not in the original format,
>but still great looking... URL: http://mr-atari.com/docs/
>Download the ATR and ZIP files and view/test them on your Atari emulator
>- or if you have a real A8, copy them to your harddisk (most if not all
>of these videos require more than 4 Megabytes free space) and try them
>out... not sure, what will happen, if you view the videos via a slow
>floppy I/O connection (19,2000 Baud or such), maybe the videos are
>extremely slow then, maybe they will even crash... you have to find out
>yourself... anyway - enjoy ! -Andreas.
>
>P.S.: The videos should work fine with any A8 harddisk connection
>(My-IDE, Black Box, etc.)... not sure what happens on the emulator...

it's funny you should bring this up. I lost track of the atari 8bit
world in the early 90's when I moved on to the Amiga, but recently
realised that while the 8bit was pretty much dead in the US over in
europe they kept going. I recently tried out some demo's from the
early 90's and some of them really blew me away. One was a full
motion video of a guy walking down the street and another one had
realtime 3d generated first person perspective anim (like wolfenstein)
it's amazing what can be squeezed out of the 1970's technology!

kvn

1414. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-02 20:07:15 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <TJjbc.1510$I66.963@nwrddc03.gnilink.net>
Source record: 16371

Yeah.. but if I "wanted" to run bf2k+ on real equipment, I certainly could. I got plenty of it: look-> http://amfband.com/bf/aboutme.html

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c4ebsu$54r$1@reader13.wxs.nl...
Closer to Home and Boot Factory both use an atari 8bit EMULATOR!

They do NOT run on real equipment.

They do a good job ofcourse, don't understand me wrong! But they are not running on real equipment.

Marius

"Nite Hacker" <WhoCares@noone.net> schreef in bericht
news:a5wac.783$iV.56755@news.uswest.net...
> My BBS is running on REAL atari equipment, no f*cking emulators or PC needed to run the bbs. As far as I > know only stephen and I run 100% stand-alone bbs's without the help of any PC gateway software. When all > pc's are off, the BBS is still running, and still reachable!

Well, if I am not mistaken? I think CTH BBS can still operate if or when there is no pc gateway running? Meaning that callers still can reach his bbs via modem if they cannot reach it by telnet(pc)?

Nite Hacker

1415. looking for dead 1050's or working complete drive mechs

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-03 10:41:49 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0404030241.4346365f@posting.google.com>
Source record: 16372

I am looking for a couple of dead 1050's (and at least 1 psu) the 1050's must come complete with working drive mechs and the onboard cable jumpers that attach to the 1050 motherboard (incl. the j9/j10 track assembly) alternatively, 2 complete working drive mechs (see above) 1050 type only

I am willing to pay 15.00 gbp for the 2 drive mechs or 20.00 gbp for the 2 dead 1050s

This is so i can get my lazer/usd and super archiver drives up and running again

1416. cruncher 5 (magnus) and super packer 1.0 (bewe soft) and bin. files

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-03 10:57:55 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0404030257.36503e70@posting.google.com>
Source record: 16373

I am using cruncher 5 and superpacker 1.0 to pack my game binary files
that i created using omnimon/ultimon, howfen dos and superdos 5.0

I notice that both cruncher 5 and superpacker whilst excellent at what
they do, I noticed a couple of limitations

cruncher 5 can only pack files with a start addr. of $C00h, and i am
reliably informed that it cant pack files that use the d301/bank
switch techniques, and also it cant pack file that have init addr. you
have to modify the file with an editor and change 2e0/e1 to 2e2/3

Superpacker 1.0 can pack very lomem files (as low as $480h) however
using most dos's (mainly superdos/spartados) you can only pack files
of up to $7a00/7f00 bytes in lenght

Is there a binary file packer, with the capabilities of cruncher 5 and
superpacker, that can pack files over 255 sectors and pack files with
a low load addr. like 0480h or 0600h

Additionally, is there a program that will convert super
packer/cruncher 5 packed binary files back to boot tape (for
conversion to boot menu like rob c/howfendos), the ones that i have
fail miserably because of the complex file structure of
superpacker/cruncher 5 packed files

Also is there a utility out there that converts trandisk 4 files to
howfendos, or a utility like cruncher 5/suyperpacker for packing
howfendos or transdisc 45 files

any help is greatly apprec..

Carmel A

1417. FA: Random 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-03 21:12:06 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94C0A4D14F568emuslor@130.133.1.4>
Source record: 16374

In my recent 8-bit buying spree, I ended up with a few duplicate or no longer needed items:

http://cgi6.ebay.com/ws/eBayISAPI.dll?
ViewSellersOtherItems&userid=jwilkinson43

Also, I still have a Magnavox Color Monitor 40 if anyone's interested in paying the shipping to get it out of here. :)

--
Slor

1418. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-04 00:32:01 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0404031632.3ac48e37@posting.google.com>
Source record: 16375

Inside the 8-bit now has a dns name

ExpressPro.dyndns.org port 8888 or port 8889

I still have a bunch of code to write so I am off.. I am running
Atari 8-bit's and a mux Custom waitcall and some other stuff.

Stephen J. Carden

1419. Re: FA: Random 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-04 06:47:07 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404032247.3766df92@posting.google.com>
Source record: 16376

Slor <slor@comcast.net> wrote in message news:<Xns94C0A4D14F568emuslor@130.133.1.4>...
> In my recent 8-bit buying spree, I ended up with a few duplicate or no
> longer needed items:
>
> http://cgi6.ebay.com/ws/eBayISAPI.dll?
> ViewSellersOtherItems&userid=jwilkinson43
>
> Also, I still have a Magnavox Color Monitor 40 if anyone's interested in
> paying the shipping to get it out of here. :)

Might want to post the proper URL!

1420. Re: FA: Random 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-04 07:00:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94C11481686C0emuslor@130.133.1.4>
Source record: 16377

Despite all prevention efforts, dinosaur@corner.net (Ed Shepherd) wrote
in news:7a61c6b3.0404032247.3766df92@posting.google.com:

> Slor <slor@comcast.net> wrote in message
> news:<Xns94C0A4D14F568emuslor@130.133.1.4>...
>> In my recent 8-bit buying spree, I ended up with a few duplicate or
>> no longer needed items:
>>
>> http://cgi6.ebay.com/ws/eBayISAPI.dll?
>> ViewSellersOtherItems&userid=jwilkinson43
>>
>> Also, I still have a Magnavox Color Monitor 40 if anyone's interested
>> in paying the shipping to get it out of here. :)
>
>
> Might want to post the proper URL!

Stupid line wrapping! Try this one:

http://tinyurl.com/2crcs

Thanks

--
Slor

1421. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-04 18:30:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <gvYbc.9590$zc1.3172@okepread03>
Source record: 16378

Just wanted to let everyone know that I connected to this BBS and it was fantastic. Stephen even jumped in and chatted with me. Talk about a surreal experience. It was like stepping back 15 years.

Also I wanted to point out that he is running this BBS on a true 8bit. No emulation here folks. And the telnet works GREAT! Definitely give it a shot and post some messages. If we don't support it who will?

Thomas AKA
Doctor RotCod

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message news:1936fce9.0403281144.66291e55@posting.google.com...
> Inside the 8-bit bbs is now online. It is running BBS Express
> Professional with a few mod's a mux and two slaves at the moment.. I
> am going to put two more slaves online.
>
> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889
>
> I still have a bunch of code to write but it is running.
>
> Stephen J. Carden

1422. FS: Mint Atari 7800 Prosystem System with expansion port!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-05 00:29:11 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <rL1cc.4843$IX4.4752@newssvr23.news.prodigy.com>
Source record: 16379
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=3089750031

1423. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-05 11:41:05 UTC
From: aXis Computers & Communications <christa.spatz@verizon.net>
Message-ID: <lBbcc.13022$W57.2493@nwrdny03.gnilink.net>
Source record: 16380
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

http://www.swinglifestyle.com/?signup=17901_funcouple

Click the above link to find other singles and couples looking for sex.
100% Totally free! No Credit cards! No Bullshit! Browse Pics, Search By
ZipCode! Check it out today!
--
"Sheldon Simms" <sheldonsimms@yahoo.com> wrote in message
news:pan.2003.12.06.04.31.36.121795@yahoo.com...
>
> Hi all...
>
> I want to announce the availability of a new 65c02 emulator for
> Linux/GTK2. The program doesn't do much right now, it's just a GUI
> wrapped around a 65c02 emulation that I wrote several years ago.
> Still, you can load and execute programs, set breakpoints, single-
> step, etc.
>
> The program is distributed as an executable requiring wxWindows
> 2.4.X to be installed. You can download wxWindows from
> http://www.wxwindows.org if you don't have it installed already.
> I have also made a wxWindows .so available on my web page if you
> prefer one-stop downloading, but please be nice to my web server;
> it's just an old Mac Centris 650 on a cable modem.
>
> http://wsxyz.dyndns.org/sim65
>
> Enjoy!
>
> p.s. I'm posting from comp.sys.apple2, so don't remove that from
> newsgroups if you want me to see your reply. Thanks...
>
> -Sheldon
>

1424. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-05 12:30:08 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.05.12.30.08.14534@here.com>
Source record: 16381

```
>> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889

Hi,

On LINUX, I tried to connect via telnet, with no luck...

Is the BBS down at times? Or do I need to do something other than:

~ $ telnet 216.78.136.26 8889
Trying 216.78.136.26...

telnet: connect to address 216.78.136.26: Connection timed out
~ $
```

1425. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-05 13:45:31 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <2qdcc.12349$zc1.11719@okepread03>
Source record: 16382

Try using the DNS

ExpressPro.dyndns.org port 8888 or port 8889

Thomas

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.04.05.12.30.08.14534@here.com...
> >> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889
>
> Hi,
>
> On LINUX, I tried to connect via telnet, with no luck...
>
> Is the BBS down at times? Or do I need to do something other than:
>
> ~ $ telnet 216.78.136.26 8889
> Trying 216.78.136.26...
>
> telnet: connect to address 216.78.136.26: Connection timed out
> ~ $
>

1426. Re: looking for dead 1050's or working complete drive mechs

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-05 18:21:39 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Tshcc.14$bd4.4@nwrddc01.gnilink.net>
Source record: 16383

> I am looking for a couple of dead 1050's

I have a couple working 1050s/w US Doubler installed. Power supplies & I/O cables included. If interested, tell me your location & I'll give you a price that includes shipping. I am in California USA.

1427. FA:Cheap boxed+new XEGS cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 00:34:57 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0404051634.2619d9e7@posting.google.com>
Source record: 16384

Look at :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-konsolen&sort=2&page=4&rows=25&since=-1&showpics=1&stab=0

All the games are boxed, new, most ATARI 2600 games are PAL, but some NTSC, too.

ATARI XEGS carts are NTSC, but also PAL compatible.

Very cheap "buy it now" prices for boxed games with instructions, many are new and factory-sealed.

I can ship worldwide, please aks for shipping (depends on final weight).

Thimo

1428. Newbie 800XL questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 05:10:27 UTC
From: Christopher Drum <nobody@nothing.zero>
Message-ID: <nobody-FB3BCD.22102705042004@comcast.ash.giganews.com>
Source record: 16385

Just picked up my first 8-bit Atari computer, an 800XL with floppy drive. Two questions I hope someone can help me with...

1) The floppy drive did not come with a cable to hook it up to the computer. How difficult is it to replace this?

2) The video-out seems to use the same 5-pin DIN connector as a C-64. However, the pinout seems to be diffferent. Can someone help me with hooking my system to the RCA or S-Video jacks on my television? Might there be, perchance, a single cable that can be used (with some cable shuffling) with both the C-64 AND the Atari 800XL?

Thanks in advance for any help anyone can offer!
Christopher

1429. Re: Newbie 800XL questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 11:51:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040406075157.09495.00000621@mb-m24.aol.com>
Source record: 16386

>The floppy drive did not come with a cable to hook it up to the computer. <

Widely available "SIO cable" -- about $5 on eBay or a little more from Atari
sellers.

>The video-out seems to use the same 5-pin DIN connector as a C-64. <

This requires a longer answer with your options. Google for
"Welcome to comp.sys.atari.8bit"
This points to an *excellent* FAQs that is well-catagorized and should answer
most of your questions.
Larry

1430. WTB:

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 16:43:00 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <t6Bcc.13237$zc1.12589@okepread03>
Source record: 16387

Does anyone have a 130xe/MIO adaptor? I really need one of these. I am working on bringing my Pro BBS back online using telnet but need this.

Thomas

1431. Re: Newbie 800XL questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 19:48:57 UTC
From: Brent Buescher <buescher@tiki-lounge.com>
Message-ID: <87brm4j3ec.fsf@tiki-lounge.com>
Source record: 16388

Christopher Drum <nobody@nothing.zero> writes:

> 1) The floppy drive did not come with a cable to hook it up to the
> computer. How difficult is it to replace this?

These are readily available from places like Best Electronics.

> 2) The video-out seems to use the same 5-pin DIN connector as a
> C-64. However, the pinout seems to be diffferent.

I remember this being the case, but I could be wrong.

> Can someone help me with hooking my system to the RCA or S-Video
> jacks on my television? Might there be, perchance, a single cable
> that can be used (with some cable shuffling) with both the C-64 AND
> the Atari 800XL?

Yes. The DIN-to-RCA cables are the same if you can find one. You'll
just have to find the composite video and audio lines among the RCA
plugs. Or you could make an S-Video cable yourself, if you're at all
handy with a soldering iron or have crimp tools available.

If you are good with a soldering iron, you may want to do the "Super
Video" video amplifier upgrade for the 800XL for a clearer, sharper
S-Video image. Google.

Brent

1432. FA: Last day on a couple 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-06 21:52:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94C3AB972DCEDslorcomcastnet@130.133.1.4>
Source record: 16389
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Shamus:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3088860058

Assembler Editor:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3669901212

Thanks!

--
Slor

1433. *PING* Mo

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 04:49:41 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <FLLcc.85965$K91.191250@attbi_s02>
Source record: 16390

were you able to locate Ron Hamilton ?

Woodzy
http://rtdos.com/forum

rtdos MSN Discussion Group
http://groups.msn.com/rtdos

1434. Is my 800XL dead already?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 04:52:47 UTC
From: Christopher Drum <nobody@nothing.zero>
Message-ID: <nobody-329C0A.21524706042004@comcast.ash.giganews.com>
Source record: 16391

I posted yesterday about the pin-out on the monitor plug for the 800XL. So, today I plug it in noting that the C64 and Atari800XL both use the same pin-out for composite video and audio out. BINGO! I shouted, and plugged it all in and got nothing on screen. Just blackness. Switched to the RF plug and the SAME THING happens... just blackness. I've only ever turned this computer on one time before and it worked fine, if perhaps a little touchy on the semicolon key. Could my new baby be dead ALREADY?

Is this a known or common problem with this system, as time goes on? Any suggestions for something to look at as far as fixing it? It's getting power, because the power light is on. I guess it's trying to send SOME kind of signal to the TV, because I don't get static there, just absolute perfect blackness.

Help! Any suggestions?

Christopher

1435. WTB (or trade for) The Nightmare

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 05:41:22 UTC
From: hughfalk@mindspring.com
Message-ID: <c625040a.0404062141.3bcb7a40@posting.google.com>
Source record: 16392

I want to buy or trade for The Nightmare, by Epyx:

I have lots of games for trade. If you're interested in trading or
selling please e-mail me at:

hughfalk@mindspring.com

Check out my classic computer gaming site at:

http://www.classicgaming.com/gotcha/

1436. Re: looking for dead 1050's or working complete drive mechs

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 10:32:05 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.07.10.31.12.970102@here.com>
Source record: 16393

```
>> I am looking for a couple of dead 1050's

Well, one of my 1050s "popped", and produced a
puff of smoke when I turned it on a few weeks
ago. I'm in the USA (Mass.), it seems you are
across the pond, so I think shipping would be
expensive, but let me know if you are interested.
```

1437. Action! Club

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 12:37:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040407083721.09444.00000671@mb-m24.aol.com>
Source record: 16394

IIRC, there was a German Action! Club. I believe they had a disk magazine for a couple of years. (?)

Are the disks archived somewhere?

Thanks,
Larry

1438. XEP80 Overscan?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 13:37:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040407093755.09718.00000668@mb-m24.aol.com>
Source record: 16395

The vertical overscan of the XEP80 continues be an unresolved issue (with me, at least). The best I can do is 23-1/2 lines. The 25th line is a Status Line, so it might or might not be too important.

I have read a number of articles about the XEP, and most mention the overscan issue, but that's as far as they go. Has anyone ever run across any "fix" for this?

Is there some way to alter its vertical scan rate that would result in the vertical field being "scrunched" down? Or perhaps altering the character set to steal one vertical pixel per line? The characters are quite tall, anyway. Or perhaps making the screen scroll after the 23rd line, instead of the 24th? I'm no whiz at assembler, but I did look through the XEP source code, and couldn't figure out how to get it to scroll earlier. (?)

Larry

1439. Does anyone know how good the 820 print quality is?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 13:51:14 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.07.13.51.14.135082@here.com>
Source record: 16396

Hi.

I may persue buying an 820, and have never seen one in
real life, and was wondering if scans of output, or any
other info exist, on the web.

Many thanks! John

1440. Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 13:53:49 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.07.13.53.49.475043@here.com>
Source record: 16397

If the wheels can't be obtained, I was wondering if anyone
has done any hacking, using the circuitry for the 1027.

Thanks in advance, for any info...

1441. Re: Is my 800XL dead already?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 16:16:30 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <h9a870lstlqiar0g2tdsmlk8en4r7er13d@4ax.com>
Source record: 16398

On Tue, 06 Apr 2004 21:52:47 -0700, Christopher Drum
<nobody@nothing.zero> wrote:

>I posted yesterday about the pin-out on the monitor plug for the 800XL.
>So, today I plug it in noting that the C64 and Atari800XL both use the
>same pin-out for composite video and audio out. BINGO! I shouted, and
>plugged it all in and got nothing on screen. Just blackness. Switched to
>the RF plug and the SAME THING happens... just blackness. I've only ever
>turned this computer on one time before and it worked fine, if perhaps a
>little touchy on the semicolon key. Could my new baby be dead ALREADY?
>
>Is this a known or common problem with this system, as time goes on? Any
>suggestions for something to look at as far as fixing it? It's getting
>power, because the power light is on. I guess it's trying to send SOME
>kind of signal to the TV, because I don't get static there, just
>absolute perfect blackness.
>
>Help! Any suggestions?
>
>Christopher

open computer, press firmly on the various chips that are not surface
mounted.

kvn

1442. Re: Is my 800XL dead already?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 16:38:40 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <q8Wcc.327$BR1.48@okepread03>
Source record: 16399

I've used those din type cables before and I actually had to swap the wires around for sounds and video to get it to work right. In other words, the colors didn't match on the cable to what they went to on the monitor/screen.

Thomas

"Christopher Drum" <nobody@nothing.zero> wrote in message news:nobody-329C0A.21524706042004@comcast.ash.giganews.com...
> I posted yesterday about the pin-out on the monitor plug for the 800XL.
> So, today I plug it in noting that the C64 and Atari800XL both use the
> same pin-out for composite video and audio out. BINGO! I shouted, and
> plugged it all in and got nothing on screen. Just blackness. Switched to
> the RF plug and the SAME THING happens... just blackness. I've only ever
> turned this computer on one time before and it worked fine, if perhaps a
> little touchy on the semicolon key. Could my new baby be dead ALREADY?
>
> Is this a known or common problem with this system, as time goes on? Any
> suggestions for something to look at as far as fixing it? It's getting
> power, because the power light is on. I guess it's trying to send SOME
> kind of signal to the TV, because I don't get static there, just
> absolute perfect blackness.
>
> Help! Any suggestions?
>
> Christopher

1443. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 18:43:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40744BEB.4B610140@students.uni-mainz.de>
Source record: 16400

Hmmm,
a full-motion video with a guy walking down the street ?!? Think I do
not know this video - ar was it the Bill-Pie-Demo ?!? You know, that
kind of movie (also availablefor Amiga, ST and PC I guess) which was
ripped from the tv, where Bill Gates gets a pie/cake thrown into his
face... If you mean a different demo let me know. Maybe I really do not
have your mentioned fdemo in my collection...

Regarding the two movies, I tested both movie-demos on my real atari
(via SIO2PC, since my floppy disks were not big enough). the 16MB demo
did not work at all (no Directory under MyDOS or Sparta, when booted it
gave a "Boot Error" message). Therefore the 1,2 MB demo (featuring the
Yars Revenge advert) worked fine. Allthough I did not use a harddisk, I
could load the Yars Revenge movie from floppy disk image (extremely
slow) and from Ramdisk (very fast, but also very short, since I merly
have a 512kbyte Ramdisk)... greetings, Andreas.

"|
>
> On Fri, 02 Apr 2004 18:08:28 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Well,
> >for many months (if not years) we had discussions here, if realtime
> >videos are possible on the A8 or not. Ok, I have found a webpage with
> >some huge converted videos, though they are not in the original format,
> >but still great looking... URL: http://mr-atari.com/docs/
> >Download the ATR and ZIP files and view/test them on your Atari emulator
> >- or if you have a real A8, copy them to your harddisk (most if not all
> >of these videos require more than 4 Megabytes free space) and try them
> >out... not sure, what will happen, if you view the videos via a slow
> >floppy I/O connection (19,2000 Baud or such), maybe the videos are
> >extremely slow then, maybe they will even crash... you have to find out
> >yourself... anyway - enjoy ! -Andreas.
> >
> >P.S.: The videos should work fine with any A8 harddisk connection
> >(My-IDE, Black Box, etc.)... not sure what happens on the emulator...
>
> it's funny you should bring this up. I lost track of the atari 8bit
> world in the early 90's when I moved on to the Amiga, but recently
> realised that while the 8bit was pretty much dead in the US over in
> europe they kept going. I recently tried out some demo's from the
> early 90's and some of them really blew me away. One was a full
> motion video of a guy walking down the street and another one had
> realtime 3d generated first person perspective anim (like wolfenstein)

> it's amazing what can be squeezed out of the 1970's technology!
>
> kvn

1444. Re: cruncher 5 (magnus) and super packer 1.0 (bewe soft) and bin. files

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 19:30:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <407456D6.973CDEA1@students.uni-mainz.de>
Source record: 16401

Well,
about Atari XL packers, I normally dislike to give away info, just to avoid that everyone packs his Atari programs. But alright, there are dozens of good and not so good Atari XL/XE packers out there. So lets start a long info-part here...:

1) A packer that is very similar to the Magnus Cruncher is the "Code Cruncher 3.0" (or Code3 Cruncher) by Adam Bienias. It also packs programs with init adresses - but it requires a minimum of 128k RAM and quite some patience. First you have to load in the program, then choose a packing sequence (ranging from 1-9, alas nowhere is explained what that means) and when packing is done (you see a rainbow screen), reload the program and then choose the linker to link the packed data. For me the packing sequences or keys 3, 4 and 5 worked best. You should know, that while packing a program the packer requires extra RAM / Ramdisk (not sure if the program itself has a RD driver, I always use the DOS RD driver). But when re-loading the program to link the packed data one must not (!) format the RD or use a RD driver again, otherwise the packed data will be lost... This packer can pack very big files. Alas, sometimes the packed program does not work and thus one has to test all 9 packing sequences/possibilities which can be quite annoying and time-connsuming...

2) Another good and very fast packer for short files without init adresses is the Flash PAcker by tight. It packs programs with a length of up to 30-31 kbytes. For the packed data you have to use some normally unused memory space (e.g. if the program uses memory 2000-5fff, then you can use 6000-BFFF for the packed program). The fine thing about this program is, that it packs very fast and it uses only one data (+ one init) segment, even if the original program had had dozens of segments. As said before, it does not like init adresses or programs that are longer than 31kbytes. but if the program has only one init adress, remove it first and save it separately. finally append it again to the packed program...
You can also use adresses in the lowmem/DOS area (0700-1E00), if you want the program to work with a Gamedos only...

3) Powerpacker and Packer+Linker by Thorsten Karwoth: These 2 packers can be found on the Macro-Assembler 4.32 and 2.1 disks (both assemblers and packers are programed by T.K.). They can pack programs with a length of up to 36-37kbytes and also accept init adresses. They pack very fast, alas the packing efficiency is extremely low (the worst of all the packers I use). Thus, I do not use them very often. They always load the whole program with all segments, so programs longer than 36-37kbytes will fail... These packers always use page 4 for depacking...

4) Fast Packer 1.0: The fastest packer of all (and only the 2nd worst; yep, the packing efficiency is better than with Powerpacker and Packer-Linker). It uses page 4 for depacking and it loads + packs/depacks single segments, thus the whole program can have almost any length. The program can also split segments that are longer than 32kbytes and still make them work/depack fine (it uses memory area C0-CF for splitted segments). So, I often use it to split big programs and/or programs with big segments into smaller programs/segments. Meaning, if a program is too big for the Superpacker or the DJ-Packer, I use the Fastpacker first to shorten the program and then use the Superpacker or DJ-Packer to get a better packing rate... As said before, the packer is very fast, but not very good in packing...

5) DJ-Packer: Along with the Code3-Cruncher, one of the best - if not the best packer. two versions exist: One that uses Pages 1+4 for de/packing (I call it DJ14Pack) and one that uses pages 5+6 for de/packing (I call it DJ56Pack). Both packers have the same packing rate, their only difference is the memory area used for de/packing. The DJ packer loads single segments of a program, thus the whole program can be very long (but on the other hand, every single segments gets packed/depacked). Alas, no segment should be longer than approx. 36kbytes, otherwise the DJ-Packer will crash (try to use the Fastpacker and then the DJ56packer). The DJ assumes you are having two drives or 1 drive + Ramdisk. Simply load/start the packer from a drive *other than drive 1*. Insert your program disk into drive 1 and it will read and display the directory. Chosse a file to pack and press return. The packer uses the same disk for the packed file, so make sure, there is enough room for both the unpacked and the packed file. It packs programs with RUN and Init adresses, but the depacker area is fixed. So if a program already uses page 4, you have to use the DJ56packer; if a program uses page 4 and 6 (or ...), both packers will fail...

6) Superpacker 1.0: A good DOS program packer by Bewesoft. It packs a whole program (with all segments) with a length of up to 30kbytes and max. 64 segments. It does not allow any program to use the DOS area (0700-1E00),so only DOS compatible programs (with RUN and/or Init adresses) can be packed here. Therefore one can choose the packing method(s), as well as the depacking area and other nice things...

Well, these are the most common packers I use. I have not tested any packers under SpartaDOS, but I am quite sure most of them will not work there. the same is true for all those *ugly* (here in Germany absolutely uncommon) british menus, like Multiboot, Jon C., Elton C., Rob W., Howfen-DOS, transdisk 4 / 5, alphaload and such. thats because most of these menus have their directories located elsewhere. One would have to patch the packers, so they can read a directory of these british menus... Anyway, if you are interested in any of the mentioned packers, simply send me an e-mail (amp#abbuc*de). I also have lots of old archiver programs (arc/unarc, shrink, mash, squish, etc.) and some "newer" ones (like UNLZH and UNZIP)... greetings, Andreas.

carmel schrieb:
>
> I am using cruncher 5 and superpacker 1.0 to pack my game binary files
> that i created using omnimon/ultimon, howfen dos and superdos 5.0
>
> I notice that both cruncher 5 and superpacker whilst excellent at what
> they do, I noticed a couple of limitations
>
> cruncher 5 can only pack files with a start addr. of $C00h, and i am
> reliably informed that it cant pack files that use the d301/bank
> switch techniques, and also it cant pack file that have init addr. you
> have to modify the file with an editor and change 2e0/e1 to 2e2/3
>
> Superpacker 1.0 can pack very lomem files (as low as $480h) however
> using most dos's (mainly superdos/spartados) you can only pack files
> of up to $7a00/7f00 bytes in lenght
>
> Is there a binary file packer, with the capabilities of cruncher 5 and
> superpacker, that can pack files over 255 sectors and pack files with
> a low load addr. like 0480h or 0600h
>
> Additionally, is there a program that will convert super
> packer/cruncher 5 packed binary files back to boot tape (for
> conversion to boot menu like rob c/howfendos), the ones that i have
> fail miserably because of the complex file structure of
> superpacker/cruncher 5 packed files
>
> Also is there a utility out there that converts trandisk 4 files to
> howfendos, or a utility like cruncher 5/suyperpacker for packing
> howfendos or transdisc 45 files
>
> any help is greatly apprec..
>
> Carmel A

1445. Re: cruncher 5 (magnus) and super packer 1.0 (bewe soft) and bin. files

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 19:35:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40745811.C60EA96E@students.uni-mainz.de>
Source record: 16402

Well,
if you want to convert packed programs to boot tape you mostly have to unpack them again. Only some packers can be used for boot tape programs also (like the Flashpacker by Tight and probably others)... Alas, I do not know of any de-packing or unpacking utility yet, meaning you have to unpack the packed programs by hand and then save them again in the unpacked version (e.g. try to remove the RUN or Init adress of the program, so it cannot start after depacking, then save the depacked program; since I am not a programmer nor a hacker, I do not know how to find the original *unpacked* program start+end adresses)... anyway, good luck, you will need it !! -Andreas.

carmel schrieb:
> I am using cruncher 5 and superpacker 1.0 to pack my game binary files
> that i created using omnimon/ultimon, howfen dos and superdos 5.0
>
> I notice that both cruncher 5 and superpacker whilst excellent at what
> they do, I noticed a couple of limitations
>
> cruncher 5 can only pack files with a start addr. of $C00h, and i am
> reliably informed that it cant pack files that use the d301/bank
> switch techniques, and also it cant pack file that have init addr. you
> have to modify the file with an editor and change 2e0/e1 to 2e2/3
>
> Superpacker 1.0 can pack very lomem files (as low as $480h) however
> using most dos's (mainly superdos/spartados) you can only pack files
> of up to $7a00/7f00 bytes in lenght
>
> Is there a binary file packer, with the capabilities of cruncher 5 and
> superpacker, that can pack files over 255 sectors and pack files with
> a low load addr. like 0480h or 0600h
>
> Additionally, is there a program that will convert super
> packer/cruncher 5 packed binary files back to boot tape (for
> conversion to boot menu like rob c/howfendos), the ones that i have
> fail miserably because of the complex file structure of
> superpacker/cruncher 5 packed files
>
> Also is there a utility out there that converts trandisk 4 files to
> howfendos, or a utility like cruncher 5/suyperpacker for packing
> howfendos or transdisc 45 files
>
> any help is greatly apprec..

>
> Carmel A

1446. Re: Action! Club

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 19:41:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4074596F.A6C3443F@students.uni-mainz.de>
Source record: 16403

Well,
there were actually two clubs. One came from Abbuc and thats where to find their disks - in the ABBUC PD library. The other club came from Luebeck and their disks are not available at ABBUC yet. But: Luckily I have "all" their disks in my collection (they use german language of course). Alas, the disks from the guys from Luebeck used medium/enhanced density and I got some of these disks in Single density (the original owner also had them only in SD). Thus there are quite some files/programs missing there... Anyway, e-mail me if you are interested in these disks... -Andreas.

LarryWhite schrieb:
>
> IIRC, there was a German Action! Club. I believe they had a disk magazine for
> a couple of years. (?)
>
> Are the disks archived somewhere?
>
> Thanks,
> Larry

1447. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 20:05:25 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <lgn870di2b042if68f0urlqkfdghhs3tj2@4ax.com>
Source record: 16404

On Wed, 07 Apr 2004 20:43:55 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hmmm,
>a full-motion video with a guy walking down the street ?!? Think I do
>not know this video - ar was it the Bill-Pie-Demo ?!? You know, that
>kind of movie (also availablefor Amiga, ST and PC I guess) which was
>ripped from the tv, where Bill Gates gets a pie/cake thrown into his
>face... If you mean a different demo let me know. Maybe I really do not
>have your mentioned fdemo in my collection...

well the full motion was the same video from a famous amiga eurodemo
by a group called fairlight where a kid is walking down the street and
trippy things are flashing on the screen meanwhile he walks into a
store and walks up to a monitor that says 242 (the name of the demo)
that is if Im remembering it right. The demo on the 8bit is just a
like 10 seconds of the kid walking down the street with no sound
(still pretty impressive on the 8bit).

kvn

1448. Re: *PING* Mo

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-07 23:07:43 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <3R%cc.643$Qt6.187@fe2.texas.rr.com>
Source record: 16405

"*ProteanThread*" <abuse@yahoo.com> wrote in message
news:FLLcc.85965$K91.191250@attbi_s02...
>
> were you able to locate Ron Hamilton ?
>
>
> --------
> Woodzy
> http://rtdos.com/forum
>
> rtdos MSN Discussion Group
> http://groups.msn.com/rtdos
>
>

I honestly keep forgetting. You?
I have a feeling that there is a very good reason we haven't heard from him
and I'm not really looking forward to finding that out. Maybe I'll get the
nerve up in the next day or two.
Mo

1449. Re: *PING* Mo

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 00:21:57 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <FW0dc.209399$1p.2392002@attbi_s54>
Source record: 16406

```
"momo" <quality_us@yahoo.com> wrote in message
news:3R%cc.643$Qt6.187@fe2.texas.rr.com...
> "*ProteanThread*" <abuse@yahoo.com> wrote in message
> news:FLLcc.85965$K91.191250@attbi_s02...
> >
> > were you able to locate Ron Hamilton ?
> >
> >
> > --------
> > Woodzy
> > http://rtdos.com/forum
> >
> > rtdos MSN Discussion Group
> > http://groups.msn.com/rtdos
> >
> >
>
> I honestly keep forgetting. You?
> I have a feeling that there is a very good reason we haven't heard from
him
> and I'm not really looking forward to finding that out. Maybe I'll get the
> nerve up in the next day or two.
> Mo
>
>
>

No, I have not. Just wondering about my disks is all. sent him several
emails and snail mails. so far nothing has come back.
```

1450. Re: I went to the classic game convention.

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 07:28:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ka7dc.4535$Fo4.49230@typhoon.sonic.net>
Source record: 16407

```
just another john <hajjej@aol.com> wrote:
> If you want Atari 8 bit stuff, I suggest going to the Classic Gaming
> expo in San Jose, CA. The past few years its been in Vegas, but this
> year it moves to CA to accomodate more of the vintage computer/console
> gaming legends that live there.

NO WAY! SWEEEEEET!

I will BE THERE! :^)

(Hell, I'll be living right near San Jose in a matter of weeks. ;^) )

-bill!
```

1451. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 10:16:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404080306530.7116-100000@onyx.spiritone.com>
Source record: 16408
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Get Catalogs while Atari Lasts at http://BensCatalogs.Atari.org Got Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

http://www.aracnet.com/~atari/catalogs.html Atari Catalogs Area!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1452. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 10:22:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404080318480.7116-100000@onyx.spiritone.com>
Source record: 16409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1453. Re: Does anyone know how good the 820 print quality is?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 11:59:51 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040408075951.13937.00000002@mb-m05.aol.com>
Source record: 16410

Hi John-

Here is a link with a small picture (the link to the larger photo appears to be broken) note -- two line link:
http://www.atarimuseum.com/computers/8BITS/400800/820/820.html

There are many great photos of Atari items at the Atari Historical Society:
http://www.atari-history.com/

I *may* still have an 820 in my garage. If you are interested in it for the shipping expense, *email* me. I have not used it in years. It is similar in size to an 810 drive, but definitely taller.

The print quality is just OK. It is 40 columns, and pretty noisy.

Larry

1454. Anyone need "Mapping the Atari"?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 15:35:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94C56BCE2D601slorcomcastnet@130.133.1.4>
Source record: 16411

I have a spare copy of this book (1st edition) in really good condition.
$5.00 + postage, if anyone is interested.

--
Slor

1455. Re: ADV:More Than Games..A/V break out boxes and BJL

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 15:37:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94C56C0DB9F21slorcomcastnet@130.133.1.4>
Source record: 16412

Despite all prevention efforts, "Rick D." <sysop2004@a8maestro.com> wrote
in news:406CF90B.922B46CC@a8maestro.com:

> For the Atari 8 bit computers:
> an audio/video breakout box using the monitor jack($25.00):
> http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm.
>

FYI - I bought one of these a while back, and I finally hooked it up to a
130XE yesterday. That s-video is outstanding.

--
Slor

1456. Newbie game help

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 16:23:48 UTC
From: graeg@hotmail.com
Message-ID: <8a2697cf.0404080823.245ac3df@posting.google.com>
Source record: 16413

I am new to this message board. I am trying to find a copy of a game that I used to play on my Atari 1200XL. I am not certain of the name, but I think it was something similar to "American Adventure". It came on a 5.25" floppy and the object of the game was to go from state to state on the map and correctly put the states in order by their entrance into the union. The game came in a plastic fold case and had a picture of Mount Rushmore on the front. Anybody have any thoughts as to what this game might actually be called and where I could find it? I have been to http://www.fatmangames.com and browsed the list of games for the 8-bit Atari's, but none of them ring a bell. Thanks,
--G

1457. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-08 22:52:55 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <bJkdc.4474$jR6.4343@fe2.texas.rr.com>
Source record: 16414

I'm hanging on to mine in the hopes that someone (hint,hint) will come up
with a replacement printhead and ink roller. Wishful thinking huh?
Mo

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.04.07.13.53.49.475043@here.com...
> If the wheels can't be obtained, I was wondering if anyone
> has done any hacking, using the circuitry for the 1027.
>
> Thanks in advance, for any info...

1458. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-09 04:15:49 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.09.04.15.48.368188@here.com>
Source record: 16415

> I'm hanging on to mine in the hopes that someone (hint,hint) will come up
> with a replacement printhead and ink roller. Wishful thinking huh?

Well, I soaked the ink roller with stap pad ink, prior to turning
on and witnessing the demise of the print wheel. So, I suspect,
the ink roller is not much of an issue.

It would be reall cool, if someone did persue making a mold using
a good print wheel, and could create new ones. I've never done
anything like that, nor do I have a good print wheel to use as
a casting sample.

1459. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-09 11:34:35 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <fTvdc.4224$LL6.2190@fe1.texas.rr.com>
Source record: 16416

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.04.09.04.15.48.368188@here.com...
> > I'm hanging on to mine in the hopes that someone (hint,hint) will come
up
> > with a replacement printhead and ink roller. Wishful thinking huh?
>
> Well, I soaked the ink roller with stap pad ink, prior to turning
> on and witnessing the demise of the print wheel. So, I suspect,
> the ink roller is not much of an issue.
>
> It would be reall cool, if someone did persue making a mold using
> a good print wheel, and could create new ones. I've never done
> anything like that, nor do I have a good print wheel to use as
> a casting sample.

I think its carbonized rubber, do you realize the stink that would make?
Your neighbors would think you were running a meth-lab!
8-)
Mo

1460. Re: XEP80 Overscan?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-09 20:32:55 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4077087c$0$138$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16417

Howdy Larry

> The vertical overscan of the XEP80 continues be an unresolved issue (with me,
> at least). The best I can do is 23-1/2 lines. The 25th line is a Status Line,
> so it might or might not be too important.

After you asked me this in an email you got me thinking. Have you tried looking for "vertical height" on your monitor? On my monitors I have to adjust this when I go from XEP80 to non-XEP80 or vice versa.

CU Mathy van Nisselroy

--
Emailaddress has been scrambled. Swap the word that starts like something you can hear with the word that doesn't look like it has anything to do with the sea.

1461. TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-09 20:50:17 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40770c8c$0$140$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16418

Howdy folks

A while ago, somebody asked for the sourcecode to Turbo BASIC.

My questions:
Did you find it?
Are you planning to get rid of the bugs?

CU Mathy van Nisselroy

1462. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-09 23:45:52 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <PAGdc.1745$rg5.6711@attbi_s52>
Source record: 16419

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:40770c8c$0$140$3a628fcd@reader1.nntp.hccnet.nl...
> Howdy folks
>
> A while ago, somebody asked for the sourcecode to Turbo BASIC.
>
> My questions:
> Did you find it?
> Are you planning to get rid of the bugs?
>
> CU Mathy van Nisselroy
>
>
>

Has it been posted anywhere ?

1463. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-10 06:24:53 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <on4f709vmt67j78p2qsc2nlmmridi4v2sq@4ax.com>
Source record: 16420

On Fri, 9 Apr 2004 22:50:17 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>A while ago, somebody asked for the sourcecode to Turbo BASIC.
>
>My questions:
>Did you find it?
>Are you planning to get rid of the bugs?
>
>CU Mathy van Nisselroy
>
>
So, Mathy.... you finally got Internet access again? Welcome back!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

1464. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-10 10:41:48 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <c58j1c$8rf$1@news5.tilbu1.nb.home.nl>
Source record: 16421

<snip original question>

>
> I asked about it here. Unfortunately never found it. Did however track
> down someone who claimed to be the author of GFA-Basic, which would be
> the same guy. I passed the address onto someone else, who then wrote
> asking about turbo basic. He got no reply at all. :(
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>

Hi,

Turbo Basic was published as a data-type-in-listing in a German magazine,
the way Compute! for example published their machine language programs.

I have never seen the source anywhere.

On account of Gfa-basic, I seem to remember that both languages were
designed (and probably implemented) by someone called Frank Ostrowski
(sp?).

I have used both languages in the past, and both were a remarkable
improvement over the BASIC's that Atari published. When I switched
over from the XL to the ST I quickly picked up Gfa, partially because
of the similarities between that and TB.

I had a disassembly of Turbo Basic in those days, but as I couldn't
program in machine language then I lost track of it in the twenty-
something years in between.

Just my $0.02.

Regards,
Wef

1465. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-10 12:12:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1081599080@rtfm.mit.edu>
Source record: 16422
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1466. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-11 01:40:49 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <c5a7jq0209i@news4.newsguy.com>
Source record: 16423

> A while ago, somebody asked for the sourcecode to Turbo BASIC.
>
> My questions:
> Did you find it?
> Are you planning to get rid of the bugs?

I made a modification to the compiler and runtime package to allow a compiled program to be placed at a specific address. This could be done in the non-compiled form in a program (to load machine language routines lower in memory than the tokenized Basic program code). With the minor modification to the compiler it would allow placing the compiled code at a specific address. The modification to the runtime would make it sensitive to whether the compiled program had a custom load address or not and act accordingly.

I don't know about fixing any "bugs" though.

Demivec

1467. Mint Atari 7800 Prosystem System with expansion port

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-11 05:06:12 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <lj4ec.8141$7k4.8084@newssvr23.news.prodigy.com>
Source record: 16424

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=3089750031

1468. Re: Newbie game help

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-11 21:16:53 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <4079B5C5.D08894D1@nospam.seznam.nospam.cz>
Source record: 16425

G wrote:
>
> I am new to this message board. I am trying to find a copy of a game
> that I used to play on my Atari 1200XL. I am not certain of the name,
> but I think it was something similar to "American Adventure". It came
> on a 5.25" floppy and the object of the game was to go from state to
> state on the map and correctly put the states in order by their
> entrance into the union. The game came in a plastic fold case and had
> a picture of Mount Rushmore on the front.

Not sure if it's the game you are talking about, but there is
United States Adventure by Jerry White, (c) 1984 First Star Software. 1
SD floppy.

It's available for download at http://www.atarimania.com

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

1469. need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-11 23:08:11 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <cqjj70pnoadgvh8k5j4gr2efvi721er7q0@4ax.com>
Source record: 16426

I have this Atari 400 with b-key keyboard and 48k ram. I've had it for 25 years and it sort of holds a nostalgic place in my heart. I was thinking if I could hack it some way so that output was something better than RF then attach a SIO cable I could use it to play a couple old games once in while. Anyone know of a good hack/upgrade for the video output of the A400???

kvn

1470. Re: XEP80 Overscan?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 05:33:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040412013352.22158.00000214@mb-m06.aol.com>
Source record: 16427

Hi Mathy-

Thanks for the suggestion, but I use a "flat panel" display, and I've not seen one with a vertical height adjustments.

I also have to use a "up-convertor" to allow composite/S-video on the VGA display, and I think any adjustment would have to be done inside it. I will ask the mfg. if there is any adjustment that can be made.

Larry

1471. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 05:43:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040412014335.22158.00000215@mb-m06.aol.com>
Source record: 16428

IIRC, Analog published an article on adding a monitor output in one of their fairly-early issues. The video section of a 400 is (nearly) the same as an 800 -- looked pretty easy to pull off the lines to get composite and S- video (again, from memory -- 20 years+.)
Larry

1472. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 13:44:54 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <407A9D56.8020900@math.tu-berlin.de>
Source record: 16429

ProteanThread wrote:

>>My questions:
>>Did you find it?

I afraid that's lost forever.

>>Are you planning to get rid of the bugs?

Hmm. There's one bug I remember, namely that a ^U at the end of the line in a PRINT command caused the basic to ignore the following linefeed improberly. And I also remember that this was the result of using the old Rev A Atari BASIC kernel for TurboBasic which had the same bug. I also remember something about the flood fill method, but I don't know what. Yes, I've version here that fixes these, though not in source. I rather "hacked" these in.

Every other known bugs? Sorry, that's just too long ago for me.

So long,
Thomas

1473. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 17:48:36 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0404120948.7a32467d@posting.google.com>
Source record: 16430

Thomas Richter <thor@math.tu-berlin.de> wrote in message
news:<407A9D56.8020900@math.tu-berlin.de>...
> *ProteanThread* wrote:
>
> >>My questions:
> >>Did you find it?
>
> I afraid that's lost forever.
>
> >>Are you planning to get rid of the bugs?
>
> Hmm. There's one bug I remember, namely that a ^U at the end of the
> line in a PRINT command caused the basic to ignore the following
> linefeed improberly. And I also remember that this was the result of
> using the old Rev A Atari BASIC kernel for TurboBasic which had the same
> bug. I also remember something about the flood fill method, but I don't
> know what. Yes, I've version here that fixes these, though not in
> source. I rather "hacked" these in.
>
> Every other known bugs? Sorry, that's just too long ago for me.
>
> So long,
> Thomas

Are there any 6502 Cross-Dis-Assemblers out there ? Wonder if one
could be used to "reverse" engineer it or dis-assemble it or hack it
some how ? someone has to have the source code don't they ? of
course thats just me rambling off with the mouth. :-)

1474. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 20:22:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <RTCec.6454$k05.5138@newsread2.news.pas.earthlink.net>
Source record: 16431

* ProteanThread * wrote:

<snip>
> Are there any 6502 Cross-Dis-Assemblers out there ? Wonder if one
> could be used to "reverse" engineer it or dis-assemble it or hack it
> some how ? someone has to have the source code don't they ? of
> course thats just me rambling off with the mouth. :-)

It would be mildly interesting of course.

But to what end? I mean to look at the source code for educational purposes?

My take on it is even with the source code there aren't but a handful of people around that could understand it and modify it. Big question is: What would it need to be modified for? The original was relatively bug free and easy to use. Even if was improved/modified, I don't think there has been a lot of turbo basic programs that have come out in the last 5 years or so.

1475. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 23:27:35 UTC
From: "|<evin" <nospam@nospam.org>
Message-ID: <9b9m70puakvk6qcq1hegiiikjs0t9q3orr@4ax.com>
Source record: 16432

On 12 Apr 2004 05:43:35 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>IIRC, Analog published an article on adding a monitor output in one of their
>fairly-early issues. The video section of a 400 is (nearly) the same as an 800
>-- looked pretty easy to pull off the lines to get composite and S- video
>(again, from memory -- 20 years+.)

Iwould like to find this issue. Lately I have been thinking about
those early days and looking at my frankenstein 400 and wondering how
to upgrade the video. I've always wanted to get a 1200xl and do some
modding on that beast too, that is my all time favorite 8bit.

Thanx for the info, I know all the antics are online, but I dont think
the analogs are, if noone else knows, maybe I can get someone to scan
that article.

kvn

1476. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-12 23:44:16 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <kRFec.116356$gA5.1484935@attbi_s03>
Source record: 16433

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:RTCec.6454$k05.5138@newsread2.news.pas.earthlink.net...
> * ProteanThread * wrote:
>
> <snip>
> > Are there any 6502 Cross-Dis-Assemblers out there ? Wonder if one
> > could be used to "reverse" engineer it or dis-assemble it or hack it
> > some how ? someone has to have the source code don't they ? of
> > course thats just me rambling off with the mouth. :-)
>
> It would be mildly interesting of course.
>
> But to what end? I mean to look at the source code for educational
purposes?
>
> My take on it is even with the source code there aren't but a handful of
> people around that could understand it and modify it. Big question is:
> What would it need to be modified for? The original was relatively bug
> free and easy to use. Even if was improved/modified, I don't think there
> has been a lot of turbo basic programs that have come out in the last 5
years or so.

I've not touched TB in at least 10. :-)

but it'd be interesting to say the least just to look at the source code (if
not modify for esp. emulators to to take full advantage of 256k+ systems?)

1477. rtdos alt os dev status info *ignore*

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 00:38:36 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <gEGec.123624$K91.338284@attbi_s02>
Source record: 16434

test

i am currently trying different methods to announce rtdos updates so i setup an auto responder for status at rtdos dot info. sending a blank email to status at rtdos dot info or replying to this message will give you status on the development of rtdos (auto responder only); all emails i recieve thru this account get automatically deleted. i'm just testing to see if the auto responder works.

--

Woodzy
http://rtdos.com/forum

Classic Emulators MSN Discussion Group
http://groups.msn.com/classicemulators

1478. Re: rtdos alt os dev status info *ignore*

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 01:56:40 UTC
From: *ProteanThread* <abuse@yahoo.com>
Message-ID: <sNHec.23717$_K3.59661@attbi_s53>
Source record: 16435

Further, I'll first post to this group but additional details will be posted
thru status at rtdos dot info.

1479. FS/FT : Large qts. of XEGS carts, new & boxed

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 06:11:54 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0404122211.50553a0f@posting.google.com>
Source record: 16436

Hi,

I still have many boxed+new ATARI 800 XL/XE cartridges which I want to sell or trade.

The games are NTSC versions with English instructions.The games work on PAL machines, too, although Lode Runner & Midnight Magic will be without colors on PAL machines (no artifacting on PAL systems).

I have :

Archon (picture : www.vectrex.de/c/archon.jpg)
Ballblazer (picture : www.vectrex.de/c/ballblaz.jpg)
Crossbow (picture : www.vectrex.de/c/crossbow.jpg)
Final Legacy (picture : www.vectrex.de/c/finleg.jpg)
Gato (picture : www.vectrex.de/c/gato.jpg)
Hardball (picture : www.vectrex.de/c/hardball.jpg)
Joust (picture : www.vectrex.de/c/joust.jpg)
Millipede (picture : www.vectrex.de/c/millikl.jpg)
One on One Basketball (picture : www.vectrex.de/c/oneonone.jpg)
Pole Position (picture : www.vectrex.de/c/polexl.jpg)
Star Raiders 2 (picture : www.vectrex.de/c/starrai2.jpg)
Tennis (picture : www.vectrex.de/c/tennisxl.jpg)
Thunderfox (picture : www.vectrex.de/c/tfox.jpg)

and Mickey in the Great Outdoors on disk (picture : www.vectrex.de/c/mickey.jpg)

All these games are new and boxed and sealed.

I may sell the games or trade for ATARI 2600/7800, ATARI 400/800 XL/XE, ATARI ST, AMIGA, C64, Genesis, SNES, MS DOS PC, Windows PC, Odyssey 2, ATARI Lynx, ATARI Jaguar, Colecovision, Intellivision ... games.

Iï¿½m in Germany, Europe and some games that may be common in the USA, Canada or Australie will be interesting for me, because some games were not released in Europe.So you may send lists, I may trade boxed games 1:1 and used games 1 new : 2 used if the games are common.

I have many copies of "Gato", this is a 128K cartridge, should be interesting for homebrewers who want to modify existing XEGS carts and put new games on them.

I also sell these XEGS/XL cartridges , but no large qts. available :

Ace of Aces (picture : www.vectrex.de/c/aceofaces.jpg)
Airball (picture : www.vectrex.de/c/airball.jpg)

Crime Buster (picture : www.vectrex.de/c/crimebu.jpg)
Davidï¿½s Midnight Magic (picture : www.vectrex.de/c/davidmm.jpg)
Desert Falcon (picture : www.vectrex.de/c/desertxl.jpg)
Eastern Front 1941 (picture : www.vectrex.de/c/eastern.jpg)
Lode Runner (picture : www.vectrex.de/c/loderun.jpg)
Moon Patrol (picture : www.vectrex.de/c/moonxl.jpg)
Rescue on Fractalus (picture : www.vectrex.de/c/rescue.jpg)
RealSports Football (picture : www.vectrex.de/c/rsfoot.jpg)

I may ship worldwide, shipping depends on the final weight - you only have to pay shipping if you buy games, not if we do a trade.

If youï¿½re interested, please write an email to me.

My email-address is webmaster@klassische-videospiele.de

Thimo Graef

1480. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 08:05:43 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c5g70nhmi1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16437

Hi,

> I have studied disassembles of his gfa-basic for the ST and if the code
> is anything like that, it's a rough ride. It's sloppy in spots, brilliant
> in others, and downright impossible to figure out in other areas. He uses
> every trick in the book to squeeze out all available speed. Of course if
> that is what you interested in, it's a gold mine! ;-)

It's a gold mine in incompatibility. There's also a GFA basic for the
Amiga which I bought ages ago, mainly because of the author's good
reputation and because I knew Turbo Basic. GFA had a big couple of
incompatiblities, broke almost every good programming style (self
modifying code, for example, won't work on 68030 and up) and was
almost unaware of any good programming practise and Os usage of the
Amiga Os. I ended up writing page-long bug reports and phoning to
GFA, and I ended up fixing the bugs myself so GFA would be at least
half-usable. Sooner or later, I gave up and learned C.

So long,
Thomas

1481. Re: Newbie game help

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 14:52:46 UTC
From: graeg@hotmail.com
Message-ID: <8a2697cf.0404130652.724d9ab1@posting.google.com>
Source record: 16438

Jindroush <jindroush@nospam.seznam.nospam.cz> wrote in message
news:<4079B5C5.D08894D1@nospam.seznam.nospam.cz>...
> G wrote:
> >
> > I am new to this message board. I am trying to find a copy of a game
> > that I used to play on my Atari 1200XL. I am not certain of the name,
> > but I think it was something similar to "American Adventure". It came
> > on a 5.25" floppy and the object of the game was to go from state to
> > state on the map and correctly put the states in order by their
> > entrance into the union. The game came in a plastic fold case and had
> > a picture of Mount Rushmore on the front.
>
> Not sure if it's the game you are talking about, but there is
> United States Adventure by Jerry White, (c) 1984 First Star Software. 1
> SD floppy.
>
> It's available for download at http://www.atarimania.com

That's It! Thanks so much for your help!

1482. Retro Gamer magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 17:15:59 UTC
From: ramlink666@aol.com
Message-ID: <20040413131559.08108.00000335@mb-m11.aol.com>
Source record: 16439

Greetings all,

From May I will be working on the publication Retro Gamer as a staff writer and my first job will be to write the news pages. I've already penned in some of the new games (and other such software) that is underway as we speak. I've been asked to cover emulation and remakes as well, something that until recently I have not spent too much time on, so anyway if you have any news you think would be relevant for Retro Gamer (Remakes, emulation or whatever) please don't hesitate to email me. Of course, I'll be looking at good sites such as raww.org, atariage.com and these news groups.

Cheers,

Shaun.

1483. Re: Action! Club

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-13 21:11:21 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0404131311.2a3fd0f@posting.google.com>
Source record: 16440

Hi,

I've emailed you and still I have no answer at all.
perhaps you could upload those disks in some free webhosting.

cheers,

German

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<4074596F.A6C3443F@students.uni-mainz.de>...
> Well,
> there were actually two clubs. One came from Abbuc and thats where to
> find their disks - in the ABBUC PD library. The other club came from
> Luebeck and their disks are not available at ABBUC yet. But: Luckily I
> have "all" their disks in my collection (they use german language of
> course). Alas, the disks from the guys from Luebeck used medium/enhanced
> density and I got some of these disks in Single density (the original
> owner also had them only in SD). Thus there are quite some
> files/programs missing there... Anyway, e-mail me if you are interested
> in these disks... -Andreas.
>
>
>
> LarryWhite schrieb:
> >
> > IIRC, there was a German Action! Club. I believe they had a disk magazine for
> > a couple of years. (?)
> >
> > Are the disks archived somewhere?
> >
> > Thanks,
> > Larry

1484. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 03:47:37 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <107pctq8onhbp43@news.supernews.com>
Source record: 16441

On Wed, 07 Apr 2004 06:53:49 -0700, John Miskinis wrote:

> If the wheels can't be obtained, I was wondering if anyone has done any
> hacking, using the circuitry for the 1027.
>
> Thanks in advance, for any info...

I don't know what the rules are as far as posting ebay auctions, but if you do a search for Atari 1027, you'll find there is an auction going on right now that includes one. This is for a 130XE, hard drive, printer, etc. - but it would seem to indicate that they do show up on ebay.

I had a 1027 back in the early 80's - it was nice, but the alignment was off, and I ended up getting something that interfaced to an Olivetti typewriter.

Terry Ross | qnr | <terry@aliboom.com> | http://linux.aliboom.com
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

1485. Re: Retro Gamer magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 10:00:30 UTC
From: pockets@pockets.cix.co.uk
Message-ID: <2ab27848.0404140200.283a923@posting.google.com>
Source record: 16442

ramlink666@aol.com (Ramlink666) wrote in message
news:<20040413131559.08108.00000335@mb-m11.aol.com>...
> Greetings all,
>
> From May I will be working on the publication Retro Gamer as a staff writer and
> my first job will be to write the news pages. I've already penned in some of
> the new games (and other such software) that is underway as we speak. I've been
> asked to cover emulation and remakes as well, something that until recently I
> have not spent too much time on, so anyway if you have any news you think would
> be relevant for Retro Gamer (Remakes, emulation or whatever) please don't
> hesitate to email me. Of course, I'll be looking at good sites such as
> raww.org, atariage.com and these news groups.
>
> Cheers,
>
> Shaun.

As a subscriber/reader i welcome you, and hope to see those machines
that are not a specturm/C=64/Sega/Snes getting the nod recogition
they deserve :)

1486. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 10:46:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1081939561@rtfm.mit.edu>
Source record: 16443
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 31, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2004.03.31 Computer Games Plus updated
2004.03.31 Dale Wooster entry deleted (thanks Mario Robbins)
2004.03.27 added Sascha Springer, developer of A8E emulator for MS-Win
2004.03.27 Introduction section updated with new info on IRCs
2004.03.24 Video Game Advantage entry deleted (thanks Paul)
2004.03.24 added Pixels Past
2004.03.16 Classic Video Games deleted (at vendor request)
2004.03.13 added VintageFunWorld.Com
2004.02.27 Radek Sterba update, Raster Music Tracker (RMT) 1.16
2004.02.19 added The Atari Times
2004.02.19 Classic Video Games udpated (personal name deleted as requested)
2004.02.08 Mirage added
2004.02.07 Video Magic updated, name changed/moved to Classic Video Games

------------------------------

Subject: Introduction
```

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. UNVERIFIED
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) UNVERIFIED
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
Vendor: new and used hardware and software

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Annual Compendium (paper book)

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG UNVERIFIED
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Ullrich von Bassewitz 1/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.0 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 3/00
See: Steve Birmanns

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/

Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Black Moon Systems / Moonsoft (BJ Martnick) UNVERIFIED
PO Box 152
Wind Gap PA 18091-0152
USA
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic

Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,

Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica) UNVERIFIED
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

---

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari
arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins) UNVERIFIED
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit

JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Evangelo's Wares (Angelo Vahatouras) UNVERIFIED
Elizabeth NJ 07208
USA
tel: (908) 558-0383
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC; the source format is backward compatible with Quick Assembler), X-BOOT 5.0 (converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints headers of an Atari executable file), X-LOAD 1.1 (loads an executable file to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 11/03
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone:+44-(0)-7905-916138
Fax: +44-(0)-870-133-9745
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; DGS Atari 8-bit PC CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 11/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.6.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. UNVERIFIED
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER UNVERIFIED
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]

Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd UNVERIFIED
330 1st St NE
Mason City IA 50401-3408
USA
Developer: dedicated weather station

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy UNVERIFIED
72 rue des landes
78400 Chatou
France
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Mirage Interactive Sp. z o.o. 2/04
Obroncow 2c
03-933 Warszawa

Poland
phone: +48 22 616 1551, 616 1555
fax: +48 22 617 9321
http://www.mirage.com.pl/
Developer: over 100 games, including: Alchemia, Around the Planet, Atomia, Axilox, Bank Bang, Beryx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abbys, Duch, Dziedzic, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocessor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, Zbir

Moonsoft UNVERIFIED
See: Black Moon Systems

David Moore UNVERIFIED
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
Repair Shop.

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek UNVERIFIED
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

---

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber

Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Phoenix UNVERIFIED
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface)

Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List
Of High Scores (demo), File Designer (convert from cassette to disk),
Disk Wizard II (modified form the original), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use

with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

---

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Matthias 'Hias' Reichl (HiassofT) 7/03
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE, atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density

ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Linux, Solaris, Irix) - Stable Release 1.25, CVS Snapshot 1.28, atari++ 1.28 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo), 3D tunnel with texturemapping (demo), 1MB RAM (SIMM) expansion (second version), XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow) UNVERIFIED
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina II BBS v2.7. Good collection of info here:
http://jybolac.virtualave.net/carina/

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 1/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.2 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 2/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.16 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.01 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex

Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2, Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge, Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge, MIDI Maze cartridge

Super Products 6/03
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB, Binary load+ (for TURBO 2000 Operating system V4.1), Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak, Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.

also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 10/03
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.05.0 program zip archive (manual contained)

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 1/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.7 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash

Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface

---

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Valdez Computer Service UNVERIFIED
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bumpers!,
Checkers, The Clash of Kings, Concentration, Cosmos (pinball), Crystal Raider,
Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Dungeonlords,
Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game),
Jailbreak, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze,
Monopoly, Montana Solitaire (card game), Mr. Robot, MyDOS 4.5, Paddle Pack
(Pong), Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw
puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Sharp
Shooter, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot

(pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Twilight World,
Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker
(card game), Video Slots, Whomper Stomper, Zybex.
Newer releases: Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
S.A.G.A. Adventureland 1, Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Vintage Micro-Computers (Jon Lucas) UNVERIFIED
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

```
================================================================
End of atari-8-bit/vendev
================================================================
```

1487. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 16:42:55 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.14.16.42.54.900690@here.com>
Source record: 16444

On Tue, 13 Apr 2004 20:47:37 -0700, qnr wrote:

> I don't know what the rules are as far as posting ebay auctions, but if
> you do a search for Atari 1027, you'll find there is an auction going on
> right now that includes one. This is for a 130XE, hard drive, printer,

Hi,

Yeh, they come and on ebay. There is no telling what condition
they will be in after trying to print a few pages!

It seems the design has a flaw, concerning deterioration of the
print wheel. Both of mine became soft, mushy, and pieces are
distributed inside of printer assembly.

John

1488. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 17:17:16 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <107qsbprih5m121@news.supernews.com>
Source record: 16445

On Wed, 14 Apr 2004 09:42:55 -0700, John Miskinis wrote:

[snipped]
> Hi,
>
> Yeh, they come and on ebay. There is no telling what condition they
> will be in after trying to print a few pages!
>
> It seems the design has a flaw, concerning deterioration of the print
> wheel. Both of mine became soft, mushy, and pieces are distributed
> inside of printer assembly.
>
> John

Hiya,

Actually, when I put the link up, I was thinking along the lines of
"Hmmm, this could be a source of an original head if someone wanted to
try to make a mold." - since buying the whole package for one print wheel
seemed out of the question.

Terry

1489. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 20:21:32 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <407d9d48$0$119$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16446

Howdy Marco

> So, Mathy.... you finally got Internet access again? Welcome back!

I'm borrowing my brothers account untill I get my own email address.

CU Mathy van Nisselroy

--
Emailaddress has been scrambled. Swap the word that starts like something
you can hear with the word that doesn't look like it has anything to do with
the sea.

1490. Re: Any cool use for 1027 printers with shattered/dead print wheels?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-14 20:36:09 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.14.20.36.08.796604@here.com>
Source record: 16297

> Actually, when I put the link up, I was thinking along the lines of
> "Hmmm, this could be a source of an original head if someone wanted to
> try to make a mold." - since buying the whole package for one print wheel
> seemed out of the question.

Very thoughtful of you, thanks!

John

1491. Atari Classics Disk Numbering

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-15 04:14:47 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040415001447.15359.00000355@mb-m02.aol.com>
Source record: 16298

Wow! I've been a subscriber to AC for over 10 years! ;-)

In my disk set, the 4th disk issued was for Volume 2 No.6 *and*
Volume 3 No.1

Then, the next disk that I have is Volume 3 No.3 *and*
Volume 4 No.1

Was there a Volume 3 No.2 ? I did find a magazine for Volume 3 No.2, but no
disk. Was there a disk, or an anomaly in the disk numbering?

Thanks,
Larry

1492. ADV: 20% off Atari! 2600/7800! New stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 00:39:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404151734130.1896-100000@onyx.spiritone.com>
Source record: 16300
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

04-15-2004: I've just updated 5 Catalogs with New Games & stuff & Created a New Catalog for 2600/7800 Games! Goto http://BensCatalogs.Atari.org

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1493. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 00:46:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404151743260.1896-100000@onyx.spiritone.com>
Source record: 16299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1494. REQ: Scram instructions

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 03:17:03 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <eaadnUPW76E7zeLd4p2dnA@adelphia.com>
Source record: 16301

I've searched quite a bit for the instructions for Scram and haven't been
able to turn up anything. I did find some old postings from Larry
Richardson about it being posted to his site, but the site seems to be dead.

Any pointers?

thanks,
~brian

--
.---,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ |
|-------------------------. bsturk<AT>adelphia.net | Python |
| http://www.telengard.com `------------------------`-------|
| Telengard Technologies Inc. - NT/*nix UI & device drivers |
`---'

1495. Re: Atari Classics Disk Numbering

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 03:25:02 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404151925.468b0645@posting.google.com>
Source record: 16302

Were this disks ever archived on anyone's website?
I have some of the magazines,but no disks.

1496. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 13:09:08 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c5oltk01js@news1.newsguy.com>
Source record: 16303

"|<evin" <nospam@nospam.org> wrote:
> On 12 Apr 2004 05:43:35 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> >IIRC, Analog published an article on adding a monitor output in one of their
> >fairly-early issues. The video section of a 400 is (nearly) the same as an 800
> >-- looked pretty easy to pull off the lines to get composite and S- video
> >(again, from memory -- 20 years+.)
>
>
> Iwould like to find this issue. Lately I have been thinking about
> those early days and looking at my frankenstein 400 and wondering how
> to upgrade the video. I've always wanted to get a 1200xl and do some
> modding on that beast too, that is my all time favorite 8bit.
>
> Thanx for the info, I know all the antics are online, but I dont think
> the analogs are, if noone else knows, maybe I can get someone to scan
> that article.

I think I have a copy around here somewhere, let me see if I can find it and
I'll scan it in and put it on the web.

--
Ryan 'Gozar' Collins

1497. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 13:49:16 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <72pv70lbrjbfn5u0spdf1e1dpllb79bd4m@4ax.com>
Source record: 16304

On 16 Apr 2004 13:09:08 GMT, gozarcollins@SPAMTRAPhotmail.com wrote:

>I think I have a copy around here somewhere, let me see if I can find it and
>I'll scan it in and put it on the web.
>
>--
>Ryan 'Gozar' Collins

thanks I am looking forward to it... I've been looking everywhere.

kvn

1498. Ms. Pac Man on the 8bit vs. other consoles

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 14:05:16 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <c3pv705s9llsr21cl7nnvr5fgqmssjat3m@4ax.com>
Source record: 16305

Yesterday I was working in one of those beach communities they have in new england where there are cottages lots of restaraunts etc... I went to a Dairy Queen fast food rest for lunch and it was like walking into a timewarp. In the back "dining area" was a mini arcade that had games from the 80's golden era and there was even Genesis playing on their radio... anyway, I inserted a quarter and played MS. PAC MAN for the first time in years. I forgot how fun this game is. It's amazing how the old abstract videogames can make you zone out for a few minutes unlike many of todays games that require you to emmerse yourself into another world for hours.

So when I came home I decided to play MS. PAC MAN on my PC. I downloaded a copy for all the different emulators (except mame, which I didnt have time to set up) so I played sega master system, nintendo, genesis, snes and of course atari 800 version which I grew up playing. The Genesis version seems the best, it has some cool features and the graphics are done well, but there is something about the 800 version that sets it apart. It is fast as hell! The atari version is by far the most challenging version. Somehow they got it right on this system, despite the blocky graphics. I think there is something to be said about the gamplay of many of these old games. It's like a blind person will develope better hearing well the 8bits were limited in gfx/sound so a good game required a big fun factor and creativity.

One thing I noticed is that every ms. pac man aside from the 8bit version had a vertical scrolling screen to perserve the aspect of the arcade game. The atari had hardware scrolling right? Did that include horiz and vert? Would it have been possible with all the AI/sprites/etc.. in MS PAC to maintain the speed and still incorporate verticle scrolling (I think I remember jr. pac which had horiz scrolling)

kvn

1499. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 15:10:21 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <107vtn2qbm7lo77@news.supernews.com>
Source record: 16306

On Mon, 12 Apr 2004 16:27:35 -0700, |<evin wrote:

> On 12 Apr 2004 05:43:35 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>

[snipped]
> Thanx for the info, I know all the antics are online, but I dont think
> the analogs are, if noone else knows, maybe I can get someone to scan
> that article.
> [snipped]

Don't forget "The Digital ANALOG Project" at http://www.cyberroach.com/analog/

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

1500. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 15:16:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <407FF8CD.46DC8A57@students.uni-mainz.de>
Source record: 16307

Oh,
so I do not have that demo in my collection. Can you send me a copy
please ?!?
Use this e-mail or the smaller adress: amp#abbuc*de (where # is @ and
* is .) greetings, Andreas.

"|
>
> On Wed, 07 Apr 2004 20:43:55 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Hmmm,
> >a full-motion video with a guy walking down the street ?!? Think I do
> >not know this video - ar was it the Bill-Pie-Demo ?!? You know, that
> >kind of movie (also availablefor Amiga, ST and PC I guess) which was
> >ripped from the tv, where Bill Gates gets a pie/cake thrown into his
> >face... If you mean a different demo let me know. Maybe I really do not
> >have your mentioned fdemo in my collection...
>
> well the full motion was the same video from a famous amiga eurodemo
> by a group called fairlight where a kid is walking down the street and
> trippy things are flashing on the screen meanwhile he walks into a
> store and walks up to a monitor that says 242 (the name of the demo)
> that is if Im remembering it right. The demo on the 8bit is just a
> like 10 seconds of the kid walking down the street with no sound
> (still pretty impressive on the 8bit).
>
> kvn

1501. Re: TurboBASIC source code

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 15:24:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <407FFA94.9A87C740@students.uni-mainz.de>
Source record: 16308

Oh,
maybe not a bug, but dozens of TB statements (or TB code) do (does) not
compile at all or behave "strange" when compiled and loaded with the
Runtime... -Andreas.

Thomas Richter schrieb:
>
> *ProteanThread* wrote:
>
> >>My questions:
> >>Did you find it?
>
> I afraid that's lost forever.
>
> >>Are you planning to get rid of the bugs?
>
> Hmm. There's one bug I remember, namely that a ^U at the end of the
> line in a PRINT command caused the basic to ignore the following
> linefeed improberly. And I also remember that this was the result of
> using the old Rev A Atari BASIC kernel for TurboBasic which had the same
> bug. I also remember something about the flood fill method, but I don't
> know what. Yes, I've version here that fixes these, though not in
> source. I rather "hacked" these in.
>
> Every other known bugs? Sorry, that's just too long ago for me.
>
> So long,
> Thomas

1502. Re: Action! Club

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 15:28:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <407FFBA0.EAC00683@students.uni-mainz.de>
Source record: 16309

Oh,
be patient ! I do not have internet access at home - only here at the
university. And from time to time I have other things to do or I just
forget to bring the disk-images with me. Thats the case right now. so, I
will send the images next week - ok ?!? -Andreas.

German Gonzalez schrieb:
>
> Hi,
>
> I've emailed you and still I have no answer at all.
> perhaps you could upload those disks in some free webhosting.
>
> cheers,
>
> German
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<4074596F.A6C3443F@students.uni-mainz.de>...
> > Well,
> > there were actually two clubs. One came from Abbuc and thats where to
> > find their disks - in the ABBUC PD library. The other club came from
> > Luebeck and their disks are not available at ABBUC yet. But: Luckily I
> > have "all" their disks in my collection (they use german language of
> > course). Alas, the disks from the guys from Luebeck used medium/enhanced
> > density and I got some of these disks in Single density (the original
> > owner also had them only in SD). Thus there are quite some
> > files/programs missing there... Anyway, e-mail me if you are interested
> > in these disks... -Andreas.
> >
> >
> >
> > LarryWhite schrieb:
> > >
> > > IIRC, there was a German Action! Club. I believe they had a disk magazine for
> > > a couple of years. (?)
> > >
> > > Are the disks archived somewhere?
> > >
> > > Thanks,
> > > Larry

1503. Re: Retro Gamer magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 16:17:59 UTC
From: ramlink666@aol.com
Message-ID: <20040416121759.20852.00000348@mb-m21.aol.com>
Source record: 16310

>As a subscriber/reader i welcome you, and hope to see those machines
>that are not a specturm/C=64/Sega/Snes getting the nod recogition
>they deserve :)

Of course!

Shaun.

1504. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 16:59:20 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c5p3d8keo1@terabinaries.xmission.com>
Source record: 16311

Stephen J. Carden <sjcarden@bellsouth.net> wrote:
> Inside the 8-bit bbs is now online. It is running BBS Express
> Professional with a few mod's a mux and two slaves at the moment.. I
> am going to put two more slaves online.

> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889

Is this still online? Just tried both ports with no success.

1505. FS: Activision Pastfinder for Atari 800 XL XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 19:37:03 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1080devo5tacgf7@corp.supernews.com>
Source record: 16312

If anyone is interested I have a nice shape original Activision Pastfinder Cartridge for the Atari 800 XL XE.

Highest offer takes it.

Tim

1506. Re: Inside the 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 20:45:59 UTC
From: Rory McMahon <rorymcmahon@yahoo.com>
Message-ID: <g8h080l1ta4b28pdbbkccb3jomue7doi0r@4ax.com>
Source record: 16313

Here is a script to do a quick connect

```
#!/bin/sh
telnet -K expresspro.dyndns.org 8889
exit
```

I named the file ExpressPro.sh

Make sure you have executable rights on the file using chmod...
At the terminal type ./ExpressPro.sh

Rory

On Mon, 05 Apr 2004 08:30:08 -0400, "John Miskinis" <nospam@here.com>
wrote:

>>> You can setup a hyperterm session tcpip 216.78.136.26:8888 or 8889
>
>Hi,
>
>On LINUX, I tried to connect via telnet, with no luck...
>
>Is the BBS down at times? Or do I need to do something other than:
>
>~ $ telnet 216.78.136.26 8889
>Trying 216.78.136.26...
>
>telnet: connect to address 216.78.136.26: Connection timed out
>~ $

1507. SpeedScript book and source code online

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 22:24:47 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-48C668.15244716042004@news.west.cox.net>
Source record: 16314
Cross-posted to: comp.sys.atari.8bit,comp.lang.asm

The folks at AtariArchives.org are proud to announce that the full text and source code from the book SpeedScript ♦ The Word Processor for Atari Computers is now available online.

Published in 1985, the book includes the complete, commented assembly language source code for the popular Atari word processor, as well as instructions for using the program. You can also download the source (ready to assemble in Mac/65) and ready-to-run binary for use on your Atari or an emulator.

You can read the book and download the program from
http://www.atariarchives.org/speedscript/

AtariArchives.org is always looking for volunteers. If you would like to help make classic computing books available online, contact us at
http://www.atariarchives.org/contact/

-Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

1508. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 23:39:58 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1080rmg9227lbb2@corp.supernews.com>
Source record: 16315

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:407FF8CD.46DC8A57@students.uni-mainz.de...
> Oh,
> so I do not have that demo in my collection. Can you send me a copy
> please ?!?
> Use this e-mail or the smaller adress: amp#abbuc*de (where # is @ and
> * is .) greetings, Andreas.
>
YES can you tell me where I can get a copy?

Tim

1509. Re: Ms. Pac Man on the 8bit vs. other consoles

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-16 23:56:35 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <To_fc.9246$Hf7.3442@fe2.texas.rr.com>
Source record: 16316

"|<evin" <nospam@nospam.com> wrote in message
news:c3pv705s9llsr21cl7nnvr5fgqmssjat3m@4ax.com...
>
> Yesterday I was working in one of those beach communities they have in
> new england where there are cottages lots of restaraunts etc... I went
> to a Dairy Queen fast food rest for lunch and it was like walking into
> a timewarp. In the back "dining area" was a mini arcade that had
> games from the 80's golden era

Oh well you'd love the company I work at. In our front lobby/office we have
an original Ms. Pacman (1981) , Galaxian, NeoGeo with Metal Slug2 loaded,
and an Adams Family Pinball. They break down often but always repaired
promptly. 8-)
As for the 80's music, everyone I've talked to in my age group agrees that
the 80's were the peak of pop music. Down here in Houston, we have an all
80's channel 106.9 -nothing but the 80's. 8-)
Mo

1510. Pooldisk Too?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 01:48:17 UTC
From: spaz@wiltecinc.com
Message-ID: <16a5f0f.0404161748.614779d6@posting.google.com>
Source record: 16317

Does anyone know if it is still possible to purchase/download the Pooldisk Too CD-ROMs? Searching on google has led to very old information, or more recent posts (only 2-3 years old) of people also looking but without any responses.

So far I have been unsuccessful making contact with Ernest Schreurs (to the e-mail address on the list 5-6 years old). Other attempts to get more information on how to get a copy, such as from www.atarimax.com who has the CD-ROMs on-line, have gone unanswered. Perhaps they are no longer in business?

Any help would be very appreciated! Thanks,

- Tom

1511. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 05:37:25 UTC
From: spamless@spamless.net
Message-ID: <c5qfs0$2q3p$1@news.f.de.plusline.net>
Source record: 16318

"|<evin" <nospam@nospam.org> wrote:
>
>
>I have this Atari 400 with b-key keyboard and 48k ram. I've had it
>for 25 years and it sort of holds a nostalgic place in my heart. I
>was thinking if I could hack it some way so that output was something
>better than RF then attach a SIO cable I could use it to play a couple
>old games once in while. Anyone know of a good hack/upgrade for the
>video output of the A400???
>
>
>kvn

ANTIC VOL. 3, NO. 1 / APRIL 1984 / PAGE 67

LITTLE BROTHER GROWS UP

An audio/visual output mod for the 400
by DICK SLAVENS and JIM LEE

SYNOPSIS
This article explains how to adapt an Atari 400 for audio and video output. The project involves wiring and building a circuit board, so you should be faily experienced with electronics before undertaking it.

If you've installed 48K and a good keyboard in you Atari 400, you know that it's as capable a computer as its big brother, the 800--with one exception. The 400 does not provide a DIN jack for audio and video output.

If you attach a high-quality color monitor to your 400, this will improve its graphics so much that you'll practically be able to "see the whites of your enemy's eyes." Similarly, if you connect the 400's audio output to a stereo, you'll be able to hear the "crash thunder" as you destroy him. This article explains how to accomplish both of these goals for $20 and a few hours of work with a soldering gun.

http://www.atarimagazines.com/v3n1/littlebrother.html

ANTIC VOL. 3, NO. 3 / JULY 1984 / PAGE 8

HELP! [Column]

RESISTOR TROUBLE

There are several errors in the list of resistors on page 68 of "Little Brother Grows Up" (Antic, April 1984), which describes how to add monitor and audio output to an Atari 400. However, the labels for the resistors in Figure 2, the schematic on page 106 are correct as published.

http://www.atarimagazines.com/v3n3/help.html

1512. Re: Pooldisk Too?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 17:32:44 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <jhq280la712ggnfblra9oslm6b7iogou8h@4ax.com>
Source record: 16319

On 16 Apr 2004 18:48:17 -0700, spaz@wiltecinc.com (Tom Martin) wrote:

>Does anyone know if it is still possible to purchase/download the
>Pooldisk Too CD-ROMs? Searching on google has led to very old
>information, or more recent posts (only 2-3 years old) of people also
>looking but without any responses.
>
>So far I have been unsuccessful making contact with Ernest Schreurs
>(to the e-mail address on the list 5-6 years old). Other attempts to
>get more information on how to get a copy, such as from
>www.atarimax.com who has the CD-ROMs on-line, have gone unanswered.
>Perhaps they are no longer in business?
>
>Any help would be very appreciated! Thanks,
>
>- Tom

I have not posted a message here for some time, but I am still lurking
here. Also, I always answer E-mail messages. The address to use for
asking me any questions is ernest@wxs.nl and my old one also still
works, and I have another one that also ends up in the same mail box,
and all three of them are known to all these dreaded spammers, so I am
getting all the spam messages three times. Just now I retrieved my
mail and got 550 messages, yours being the only one not spam.
And I retrieved my mail yesterday too.
So bear with me if I do not respond, it probably means your message
was accidentally mistaken as spam. Anyone sending me mail please make
sure your subject line mentions Atari or other stuff that will make me
know this is not just one of these spam messages.

About the Pooldisk Too, occasionally someone orders one, and we do
still send these around the world from time to time. Regular Pooldisk
Too is still $20 and a cheap spindle CD-R version is $5, priority mail
one dollar extra, anyone interested mail me for details. Bo suggested
we should create a DVD version maybe, but we simply do not have
sufficient new material for a third Pooldisk. Like if someone could
give us a few hundred megs of new stuf, then maybe. But there is just
not that much new stuff available. Also, things have changed since
1995/1998, and more people have broadband Internet access these days,
and CD-writers are standard issue with PC nowadays. We paid $2000 for
our writer and we were dialing into the Internet at 28K8 in those
days. Anyone that has the files can write a CD-R with most of this
fun stuff for a few dollars now. There are some files on the Pooldisk
that are not freely distributable. Like the Mapping the Atari stuff.
Some of that is available on other websites legally now. Anyway, we

cannot allow people to make verbatim copies of the Pooldisks.
Whatever shareware etc. is on it can be copied freely as per the usual rules for that of course, so if Steve still has them online, feel free to download from that site, burn them onto a CD-R or whatever. We expressly reserve the right to the name Pooldisk though, so anyone selling stuff on CD calling it Pooldisk is abusing this name, unless they are selling their own original Pooldisks they bought from us or Abbuc.

About our websites, we have little time for stuff like this and other hobbies since our mother past away in 2000. She did the shipping back then, but most importantly, she provided the enviroment in which we had te time to do things like this. Unfortunately, this is now all different. And not only this. Anyway, the information is still valid. The information in the vendors/developers list is accurate. If I missed your previous messages or anyone elses mesages I apologize. I can only say that I hope that someone will make these individuals responsible for all the spam read spam themselves for eternity when their time comes.

Keep those XL's/XE's humming.
Ernest.

1513. Re: OMG Hilary Duff locker Room at school 2151

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 18:47:55 UTC
From: Bob Stone <oneoldbob@earthlink.net>
Message-ID: <vZegc.14887$k05.12313@newsread2.news.pas.earthlink.net>
Source record: 16320

OK, I guess this is off topic, but I wouldn't mind seeing her in a
shower....

1514. Re: need help with upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 20:11:18 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <tp3380luc6egv5t03il5v9ckdp99ubj1r0@4ax.com>
Source record: 16321

On Sat, 17 Apr 2004 01:37:25 -0400, spamless@spamless.net wrote:

>"|<evin" <nospam@nospam.org> wrote:
>>
>>
>>I have this Atari 400 with b-key keyboard and 48k ram. I've had it
>>for 25 years and it sort of holds a nostalgic place in my heart. I
>>was thinking if I could hack it some way so that output was something
>>better than RF then attach a SIO cable I could use it to play a couple
>>old games once in while. Anyone know of a good hack/upgrade for the
>>video output of the A400???
>>
>>
>>kvn
>
>ANTIC VOL. 3, NO. 1 / APRIL 1984 / PAGE 67
>
>LITTLE BROTHER GROWS UP
>
>An audio/visual output mod for the 400
>by DICK SLAVENS and JIM LEE
>
>SYNOPSIS
>This article explains how to adapt an Atari 400 for audio and video output.
>The project involves wiring and building a circuit board, so you should be
>faily experienced with electronics before undertaking it.
>
>If you've installed 48K and a good keyboard in you Atari 400, you know that
>it's as capable a computer as its big brother, the 800--with one exception.
>The 400 does not provide a DIN jack for audio and video output.
>
>If you attach a high-quality color monitor to your 400, this will improve
>its graphics so much that you'll practically be able to "see the whites of
>your enemy's eyes." Similarly, if you connect the 400's audio output to a
>stereo, you'll be able to hear the "crash thunder" as you destroy him. This
>article explains how to accomplish both of these goals for $20 and a few
>hours of work with a soldering gun.
>
>http://www.atarimagazines.com/v3n1/littlebrother.html
>
>
>ANTIC VOL. 3, NO. 3 / JULY 1984 / PAGE 8
>
>HELP! [Column]

>
>RESISTOR TROUBLE
>
>There are several errors in the list of resistors on page 68 of "Little
>Brother Grows Up" (Antic, April 1984), which describes how to add monitor
>and audio output to an Atari 400. However, the labels for the resistors in
>Figure 2, the schematic on page 106 are correct as published.
>
>http://www.atarimagazines.com/v3n3/help.html

thank you very much for pointing my nose in the right direction.

kvn

1515. Re: Pooldisk Too?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 21:31:35 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Wmhgc.527$%w3.505@newssvr16.news.prodigy.com>
Source record: 16322

Hi, Ernest.
This was covered in some previous posts.
You might disguise your e-mail 'from' address when posting to usenet.
If you look at my address, it should be obvious what I've done to keep my
address from spammers, or so I hope.
Russg

1516. Call for an Impeachment Inquiry of Bush and Cheney

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-17 21:35:41 UTC
From: JLplsSS <jlplsss@aol.com>
Message-ID: <73dfabce.e1b54408@host-69-48-73-244.roc.choiceone.net>
Source record: 16323
Cross-posted to: comp.os.os2.setup.video,comp.sys.atari.8bit,comp.emulators.ms-windows.wine,alt.jks.computing,comp.os.ms-windows.programmer.ole

Call for an Impeachment Inquiry of Bush and Cheney,
Get Congress to Take Action

Sign our online Petition and read below for more information:

http://www.votenader.org/get_involved/impeach.php

HEY DUDE WHERE'S MY BUDDY!!!???
COME BACK HOME MICHAEL!!!

Ok Michael, you've had your realpolitik fling with ex-General Wesley Clark. Your endorsed Presidential candidate in the Democratic Primaries has withdrawn. It is time for you to come home, to join your buddies and resume your only genuine role which is that of defiance and resistance. Compliance and assistance with the Democrats does not accord with your past, your character, your bold writings and, most memorably, your long corrosive assaults on the Party that betrayed the working classes and plunged our country into corporate globalization. Remember, Michael, you're the flinty man from Flint, Michigan. You've never forgotten your roots. The heady Hollywood, Manhattan scene with the celebrities and Academy Awards have never gotten to your head but rather have gotten into your deserving pockets. How we all recall your standing before one billion people in Los Angeles at the televised Academy Awards in 2003 and, breaking the customary cant of the awardees, throwing the gauntlet down to George W. Bush and his "fictitious" war mongering.

Now the War has become a quagmire, with both Republicans and Democrats complicit (check the votes in Congress). The Draft may be on the way. So what are you doing going on the Al Franken Show very nearly breaking down when Al Gore (he of the pro NAFTA/GATT, anti-worker, regime-change, Iraq-bombing, lethal sanctions on half a million children Administration) called and thought you were apologizing. You have nothing to apologize for, Michael. Gore has a lot to apologize for-blowing the election he won in Florida and the country as a whole and for blowing, with Bill Clinton, the many opportunities the rich-booming Nineties and the collapse of the Soviet Union gave this country to turn a peace dividend into a pro-worker, pro-environment, pro-consumer and anti-poverty resurgence.

Come back and join our Presidential campaign, Michael. Talk to those "Reagan Democrats"-those 35% of union members who still vote Republican and against their own interests-as only you can. Michael, if you go pumping for the Democratic Party this year, just what are you going to say to the unemployed steelworkers near Sparrows Point in Maryland? To

the megathousands of laid off textile and furniture workers in North and South Carolina? To the abandoned auto workers waiting and waiting near their empty factories that went to repressive countries? To the millions of blue-collar workers, who fought our wars, only to learn that the two parties won't fight for their company pensions and health insurance? Are you going to tell them how the Democratic Party pushed through the WTO, let their pensions erode or disappear, were too busy collecting checks from the corporate bosses to pay attention to the corporate crime wave that looted and drained trillions of dollars from millions of workers, their retirement and small investments? Will you tell them that the cowardly Democrats, who couldn't win the fewer elections they are now not losing without the labor vote, won't even mount a determined drive to repeal the notorious, union-blocking Taft Hartley Act?

How can you be free to be what you are, or to depress Bush's vote, to jolt into consciousness the moribund Democratic Party?

Hey Dude, join your real buddies! The ones you may be thinking about just don't fit either your message, your vision, or our website VoteNader.org.

Come back home Michael. The workers and the youth of America are looking for you.

Best regards,
Ralph Nader

P.S. Will you put this invitation on your website and see how your fans react to Michael Moore returning to the Nader 2004 presidential campaign? Patti Smith will reserve a big singing spot, for you, on the stage for the customary finale, PEOPLE HAVE THE POWER.

Wednesday April 14, 2004

Join the Call for an Impeachment Inquiry of Bush and Cheney
Help us Get Congress to Take Action

You can help the call for an impeachment inquiry of President Bush and Vice President Dick Cheney. Sign our online Petition.

http://www.votenader.org/get_involved/impeach.php

George W. Bush and Dick Cheney should be impeached for two reasons:

They led the United States into an illegal, unconstitutional war in Iraq.
They misled the Congress and the American people with five falsehoods that led to war.

All it takes is one Member of the House of Representatives to call for an Impeachment Inquiry to start the process to investigate the two grounds. If the House then votes by a simple majority for Articles of Impeachment, the Senate would then undertake a trial of the President and Vice President. They would only be convicted, and impeached, if two-thirds of the Senate agrees.

--

pro-Castro speech in 1996,
commemorating the 75th anniversary of the Communist Party USA. Marilyn Clement is a co-organizer of the WILPF's Sister-to-Sister Cuba project. The WILPF also issued a condemnation of Clinton's Cuba policy in 1998. Bernstein was also quoted as saying she believes Cuba is the paradigm of democracy.

IFCO does not limit its activity to pro-Castro factions, though. Its management maintains relationships with extremist Islamist groups as well. Walker travels frequently to Iraq, usually alongside Ramsey Clark. IFCO is a member of ANSWER Steering Committee.) Bernstein is a member of the American Muslim Council's campaign against the use of secret evidence. Clement met with Palestinians during a WILPF "solidarity" conference in May 2002. IFCO is also a fiscal sponsor of the National Coalition to Protect Political Freedom (NCPPF). The co-founder of NCPPF was the recently indicted terrorist financier Sami Al-Arian.

However, NION's links with Muslim terrorists are not just indirect, through IFCO. NION invited both Sami Al-Arian and Lyn

1517. Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 02:17:59 UTC
From: Nick Miller <nick@computer-history.org>
Message-ID: <1083pajgsmnsvce@corp.supernews.com>
Source record: 16324
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

I thought I would pass on a contraption I put together over the last few weeks. I call it the Vintage Gaming System v1.0. I took an ugly but functional TV stand and turned it into an ugly but functional Vintage Gaming System. Six computers presently reside in the VGS. They are the Commodore 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and Commodore Amiga 2000. I decided to put the system together after getting tired of the hassle of setting up a system to tinker with. The VGS lets me get one of the 6 systems up and running in just seconds. Flip a switch or two on the power strip, select the video signal and turn on the monitor, pretty simple. It's on wheels so I can keep it one step ahead of my wife's wrath. Check it out and let me know what you think. Any ideas for the VGS v2.0?

Here it is:

http://www.computer-history.org/Vintage-Gaming-System-1.0.htm

Nick Miller
www.computer-history.org

1518. Re: Call for an Impeachment Inquiry of Bush and Cheney

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 02:42:25 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404171842.37743341@posting.google.com>
Source record: 16325

This political opinion has no place here,as we discuss hardware
and programming.

1519. WTB Happy Drive and etc....

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 04:00:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SZmgc.33606$ux4.9863@bignews5.bellsouth.net>
Source record: 16326

Hi Folks,

I am looking to buy a good Happy 1050 Disk Drive for an Atari 8-Bit.
Must be in very good working condition. I'd prefer one with the CONTROLLER
option installed, but it
isn't necessary as long as the Happy Drive works correctly.

Also, I am interested in Stock Atari 1050 Disk Drives, and 1050's with the
US Doubler installed.
These must be in very good working condition.

And a nice Stock Atari 800XL and 130XE with REV C. if possible. Must be
Clean and in good working order.
Upgraded 800XL's and 130XE's maybe considered.

Also in need of a SpartaDOS X Cartridge, would prefer version 4.19, but any
version would be good.

At the moment the above is what I'm most interested in, However I would
consider just about any type
of Atari 8-Bit Hardware. Hard to find items and common ones.

E-Mail a good description of your items with price to me at:
phantomm@bellsouth.net
I'm located in the USA

Thanks,
Phantom

1520. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 09:04:27 UTC
From: Jan Vanden Bossche <jan80trs@yahoo.com>
Message-ID: <c5tgfr$58a$1@reader13.wxs.nl>
Source record: 16327
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Hallo

"Nick Miller" <nick@computer-history.org> wrote in message
news:1083pajgsmnsvce@corp.supernews.com...
> I call it the Vintage Gaming System v1.0.
> Six computers presently reside in the VGS. They are the Commodore
> 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and Commodore
> Amiga 2000.
> Check it out and let me know what you think.

If it works for you, great setup. I would set the Tandy Color computer 3 or
the Atari 800XL on top. Because the Coco3 has side loading game cartridges,
and the ones for the Atari are on top. As they are placed now, it's
difficult to reach in.

> Here it is:
>
> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm

Neat.

> Nick Miller

Greetings from the TyRannoSaurus
Jan-80

1521. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 10:46:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <40825CDF.E4700B69@swbell.net>
Source record: 16328
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Nick Miller writes ...
>
> I thought I would pass on a contraption I put together over the last few
> weeks. I call it the Vintage Gaming System v1.0. I took an ugly but
> functional TV stand and turned it into an ugly but functional Vintage Gaming
> System. Six computers presently reside in the VGS. They are the Commodore
> 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and Commodore
> Amiga 2000. I decided to put the system together after getting tired of the
> hassle of setting up a system to tinker with. The VGS lets me get one of
> the 6 systems up and running in just seconds. Flip a switch or two on the
> power strip, select the video signal and turn on the monitor, pretty simple.
> It's on wheels so I can keep it one step ahead of my wife's wrath. Check it
> out and let me know what you think. Any ideas for the VGS v2.0?
>
> Here it is:
>
> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
>
> Nick Miller
> www.computer-history.org

Good going. Hard to beat the direct approach. Screen shot looks like
"Omega Race"-- played hours of that on our VIC-20.

Rubywand

1522. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 12:54:41 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1082292761@rtfm.mit.edu>
Source record: 16329
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1523. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 12:59:43 UTC
From: John Van Winkle <appleiieman@charter.net>
Message-ID: <1084uu31cc49k38@corp.supernews.com>
Source record: 16330
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

I think its cool. I understand about the "one step ahead of the wife's wrath". I like the idea of all those systems in such a small area. Great way to demostrate to the kids/grandkids about the early systems and what they could do before they get hooked on the latest and greatest. Keep up the ideas!

--
John Van Winkle
appleiieman@charter.net
Home of the 2 Enhanced
Apple IIe's
"Nick Miller" <nick@computer-history.org> wrote in message
news:1083pajgsmnsvce@corp.supernews.com...
> I thought I would pass on a contraption I put together over the last few
> weeks. I call it the Vintage Gaming System v1.0. I took an ugly but
> functional TV stand and turned it into an ugly but functional Vintage
Gaming
> System. Six computers presently reside in the VGS. They are the
Commodore
> 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and Commodore
> Amiga 2000. I decided to put the system together after getting tired of
the
> hassle of setting up a system to tinker with. The VGS lets me get one of
> the 6 systems up and running in just seconds. Flip a switch or two on the
> power strip, select the video signal and turn on the monitor, pretty
simple.
> It's on wheels so I can keep it one step ahead of my wife's wrath. Check
it
> out and let me know what you think. Any ideas for the VGS v2.0?
>
> Here it is:
>
> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
>
>
> Nick Miller
> www.computer-history.org
>
>

1524. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 14:03:02 UTC
From: Nick Miller <nick@computer-history.org>
Message-ID: <10852kci4sp3e03@corp.supernews.com>
Source record: 16331
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Thanks for the comments. Each of the computers has enough slack in the
video, power and drive cables to allow pulling out the computer and placing
it on the top of the stand. I wanted to make sure I could get at the
keyboard and also plug in any accessories I felt like tinkering with.

Nick

"Jan Vanden Bossche" <jan80trs@yahoo.com> wrote in message
news:c5tgfr$58a$1@reader13.wxs.nl...
> Hallo
>
> "Nick Miller" <nick@computer-history.org> wrote in message
> news:1083pajgsmnsvce@corp.supernews.com...
> > I call it the Vintage Gaming System v1.0.
> > Six computers presently reside in the VGS. They are the Commodore
> > 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and
Commodore
> > Amiga 2000.
> > Check it out and let me know what you think.
>
> If it works for you, great setup. I would set the Tandy Color computer 3
or
> the Atari 800XL on top. Because the Coco3 has side loading game
cartridges,
> and the ones for the Atari are on top. As they are placed now, it's
> difficult to reach in.
>
> > Here it is:
> >
> > http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
>
> Neat.
>
> > Nick Miller
>
> Greetings from the TyRannoSaurus
> Jan-80
>

1525. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 14:41:05 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <5swgc.6590$V17.4290@fe2.texas.rr.com>
Source record: 16332
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

My wife saw me looking at your picture and jumped all over me. She thought I
was bidding on something on Ebay again! Nice going!
Mo

"Nick Miller" <nick@computer-history.org> wrote in message
news:10852kci4sp3e03@corp.supernews.com...
> Thanks for the comments. Each of the computers has enough slack in the
> video, power and drive cables to allow pulling out the computer and
placing
> it on the top of the stand. I wanted to make sure I could get at the
> keyboard and also plug in any accessories I felt like tinkering with.
>
> Nick
>
>
> "Jan Vanden Bossche" <jan80trs@yahoo.com> wrote in message
> news:c5tgfr$58a$1@reader13.wxs.nl...
> > Hallo
> >
> > "Nick Miller" <nick@computer-history.org> wrote in message
> > news:1083pajgsmnsvce@corp.supernews.com...
> > > I call it the Vintage Gaming System v1.0.
> > > Six computers presently reside in the VGS. They are the Commodore
> > > 64, Apple IIc, Tandy Color Computer 3, Atari 800XL, TI-99/4A and
> Commodore
> > > Amiga 2000.
> > > Check it out and let me know what you think.
> >
> > If it works for you, great setup. I would set the Tandy Color computer 3
> or
> > the Atari 800XL on top. Because the Coco3 has side loading game
> cartridges,
> > and the ones for the Atari are on top. As they are placed now, it's
> > difficult to reach in.
> >
> > > Here it is:
> > >
> > > http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
> >
> > Neat.
> >
> > > Nick Miller
> >

> > Greetings from the TyRannoSaurus
> > Jan-80
> >
>
>

1526. Re: WTB Happy Drive and etc....

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 16:14:02 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <4082a91b.2382531@news.charter.net>
Source record: 16333

What is desirable about version 4.19 of SDX as opposed to later
revisions?

On Sun, 18 Apr 2004 00:00:26 -0400, "Phantom" <phantomm@bellsouth.net>
wrote:

>Hi Folks,
>
>
>I am looking to buy a good Happy 1050 Disk Drive for an Atari 8-Bit.
>Must be in very good working condition. I'd prefer one with the CONTROLLER
>option installed, but it
>isn't necessary as long as the Happy Drive works correctly.
>
>Also, I am interested in Stock Atari 1050 Disk Drives, and 1050's with the
>US Doubler installed.
>These must be in very good working condition.
>
>And a nice Stock Atari 800XL and 130XE with REV C. if possible. Must be
>Clean and in good working order.
>Upgraded 800XL's and 130XE's maybe considered.
>
>Also in need of a SpartaDOS X Cartridge, would prefer version 4.19, but any
>version would be good.
>
>At the moment the above is what I'm most interested in, However I would
>consider just about any type
>of Atari 8-Bit Hardware. Hard to find items and common ones.
>
>
>E-Mail a good description of your items with price to me at:
>phantomm@bellsouth.net
>I'm located in the USA
>
>Thanks,
>Phantom
>
>
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1527. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 18:04:04 UTC
From: realbacon@hotmail.com
Message-ID: <e22cbe5c.0404181004.44f014a3@posting.google.com>
Source record: 16334
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

"Nick Miller" <nick@computer-history.org> wrote in message
news:<1083pajgsmnsvce@corp.supernews.com>...
> I thought I would pass on a contraption I put together over the last few
> weeks. I call it the Vintage Gaming System v1.0. I took an ugly but
[snip]

Nice setup! But if I were you, I wouldn't keep that TI-99/4a on top of
the 1541, at least not when the drive is turned on. You risk killing
all the chips inside with the heat it generates.

/Niklas Ramsberg
aka
< .
(:) Bacon
< .

1528. Re: Pooldisk Too?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 19:13:26 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <bqk580d1n57r1nih68ighctfpogs9bm4hr@4ax.com>
Source record: 16335

On Sat, 17 Apr 2004 21:31:35 GMT, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote:

>Hi, Ernest.
>This was covered in some previous posts.
>You might disguise your e-mail 'from' address when posting to usenet.
>If you look at my address, it should be obvious what I've done to keep my
>address from spammers, or so I hope.
>Russg
>

Thanks for the advice Russ.
However, I refuse to let these spammers take away my right to express
my views and opinions. I will not foil my E-mail address because of
these morons. Anyone that wants to respond to my message should be
able to do so without the need to do things imposed by those spammers.
All countries should make laws prohibiting spamming. Until that time,
we should all ignore them. The problem is that some folks actually do
respond to their spam and spend money on them, thereby making it
profitable. If they no longer make a profit, they will stop doing it.
Also, they already have my address, so there is no point in applying
any of these techniques. The pi.net address I have not used for years
on usenet. My provider changed their name before 2000. Still I am
getting spam on that domain name. Now they changed their name to
planet.nl and I never used that address myself. Still I am getting
spam on it. I certainly never posted with it on usenet. I am
assuming they guessed that E-mail address based on my home page
address. With most providers, the homepage name is the same as the
E-mail address, sort of. The pi.net, wxs.nl and planet.nl all result
in the same mailbox. If they want to spam me, well, so be it.
It is the price I pay for freedom of speech. My provider offers a
free spam filter, that I may have to activate.

Keep those XL's/XE's humming.
Ernest.

1529. Wanted: Computer Gaming World issues 2.2, 2.4, 4.1

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 20:53:24 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <3VBgc.3204$Gp4.171005@news20.bellglobal.com>
Source record: 16336

Good day,

I am looking for the following issues of Computer Gaming World magazine:

2.2, 2.4 (1982)
4.1 (1984)

I'm willing to purchase or trade... thanks for your help!

Steph

--
cgw.vintagegaming.org
The Computer Gaming World Museum

1530. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 21:35:10 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <26qdnW7TWb-saR_dRVn-sQ@adelphia.com>
Source record: 16337
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

> It's on wheels so I can keep it one step ahead of my wife's wrath. Check
it
> out and let me know what you think. Any ideas for the VGS v2.0?
>
> Here it is:
>
> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm

Very cool, I have something similar I've set up in my computer room. I'm glad I'm not alone in wanting to do something like this. Not sure if it will give you any ideas since yours seems pretty good to me. Is that Omega Race on the monitor? :)

http://users.adelphia.net/~bsturk/8bit/shrine.html

~brian

1531. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 21:39:26 UTC
From: Nick Miller <nick@computer-history.org>
Message-ID: <1085tc6c9l4u9f4@corp.supernews.com>
Source record: 16338
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Brian,

Yea, that's Omega Race. I have hundreds of games for the C64 but Omega Race
was the first and for a long time the only game I could afford while going
to college.

Nick

"Brian Sturk" <bsturk@adelphia.net> wrote in message
news:26qdnW7TWb-saR_dRVn-sQ@adelphia.com...
> > It's on wheels so I can keep it one step ahead of my wife's wrath.
Check
> it
> > out and let me know what you think. Any ideas for the VGS v2.0?
> >
> > Here it is:
> >
> > http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
>
> Very cool, I have something similar I've set up in my computer room. I'm
> glad I'm not alone in wanting to do something like this. Not sure if it
> will give you any ideas since yours seems pretty good to me. Is that
Omega
> Race on the monitor? :)
>
> http://users.adelphia.net/~bsturk/8bit/shrine.html
>
> ~brian
>
>
>
>
>
>

1532. Brand New Atari 2600 NTSC Xenophobe carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 21:59:29 UTC
From: fairziff@aol.com
Message-ID: <b2899ba4.0404181359.7775950c@posting.google.com>
Source record: 16339

www.UKretro.co.uk currently have limited quantities of Brand New
Sealed Atari 2600 NTSC copies of Xenophobe for sale.

http://www.ukretro.co.uk/cpstorefront22/candypress/Scripts/prodView.asp?idproduct=1111

1533. Re: SpeedScript book and source code online

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-18 23:52:11 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <40832F4C.6CA3E082@comcast.net>
Source record: 16340
Cross-posted to: comp.sys.atari.8bit,comp.lang.asm

```
Kevin Savetz wrote:
>
> The folks at AtariArchives.org are proud to announce that the full text and
> source code from the book SpeedScript ï¿½ The Word Processor for Atari Computers
> is now available online.
>
> Published in 1985, the book includes the complete, commented assembly language
> source code for the popular Atari word processor, as well as instructions for
> using the program. You can also download the source (ready to assemble in
> Mac/65) and ready-to-run binary for use on your Atari or an emulator.
>
Speedscript was available for the C64 also, and it would *not*
surprise me if it was available for the Apple II and other 6502
computers. Back in the 1980's, I typed in Speedscript for the C64
in *hex*.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1534. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 00:12:49 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <t9qdnYTrZL9nix7d4p2dnA@comcast.com>
Source record: 16341
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

"Brian Sturk" <bsturk@adelphia.net> wrote in message
news:26qdnW7TWb-saR_dRVn-sQ@adelphia.com...
> Very cool, I have something similar I've set up in my computer room. I'm
> glad I'm not alone in wanting to do something like this. Not sure if it
> will give you any ideas since yours seems pretty good to me. Is that
Omega
> Race on the monitor? :)
>
> http://users.adelphia.net/~bsturk/8bit/shrine.html
>
> ~brian

Yeah, I should have thought of something like that. Now, I just have some
tables with 3 computers on each. I have enough composite monitors now.
Before, I shared a TV with a TI-99/4A, C64, Atari 800, and a Timex Sinclair
1000, but things were a little too cramped.

-Greg

1535. Re: WTB Happy Drive and etc....

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 02:09:13 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ptGgc.42915$951.1803@bignews3.bellsouth.net>
Source record: 16342

For most users its not a big deal, But I use to run hard drives on my 8-bit
and when using SDX v 4.19, I could run certain programs
like First Excellent Word Processor and then exit back to the command
prompt. With some versions on SDX certain programs NOT ALL
will cause a lock up or system reset. Which isn't a big deal if your not
running a BBS or Hard Drive.
This lockup or reset problem occured with some programs that worked well on
a Hard Drive with SDX version 4.21 IIRC. And this
problem didn't occur with version 4.19. BTW, my hard drive was setup with
the Disk Based version of Sparta. I didn't have to use
the SDX cart. But there were some benefits that I personally enjoyed when
using it.

I ended up selling my SDX carts and some other 8-bit items. But kept my ICD
1meg MIO and hard drive stuff and tons of 8-bit
software. And would like to get some of these things back to enjoy again.
I guess you could say that I'm an Atari collector, I've have lots of Atari
ST,STE,FALCON hardware/software. But I've negelected the
8-bit for awhile and would like to get a nice 8-bit setup again.

phantomm@bellsouth.net

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:4082a91b.2382531@news.charter.net...
> What is desirable about version 4.19 of SDX as opposed to later
> revisions?
>
>
> On Sun, 18 Apr 2004 00:00:26 -0400, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
> >Hi Folks,
> >
> >
> >I am looking to buy a good Happy 1050 Disk Drive for an Atari 8-Bit.
> >Must be in very good working condition. I'd prefer one with the
CONTROLLER
> >option installed, but it
> >isn't necessary as long as the Happy Drive works correctly.
> >
> >Also, I am interested in Stock Atari 1050 Disk Drives, and 1050's with
the
> >US Doubler installed.
> >These must be in very good working condition.
> >

> >And a nice Stock Atari 800XL and 130XE with REV C. if possible. Must be
> >Clean and in good working order.
> >Upgraded 800XL's and 130XE's maybe considered.
> >
> >Also in need of a SpartaDOS X Cartridge, would prefer version 4.19, but
any
> >version would be good.
> >
> >At the moment the above is what I'm most interested in, However I would
> >consider just about any type
> >of Atari 8-Bit Hardware. Hard to find items and common ones.
> >
> >
> >E-Mail a good description of your items with price to me at:
> >phantomm@bellsouth.net
> >I'm located in the USA
> >
> >Thanks,
> >Phantom
> >
> >
> >
> >
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

1536. RARE ATARI 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 02:34:41 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <sPGgc.35120$ux4.20343@bignews5.bellsouth.net>
Source record: 16343

Hey Folks,

Is there any Web Sites or maybe a list of Rare Atari 8-Bit Items?

Also are there any sources in the USA for new/used 8-bit hardware and
software?

Thanks,
phantomm@bellsouth.net

1537. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 10:21:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4083A815.4D26B7AA@students.uni-mainz.de>
Source record: 16344

Oh well,
I thought you have a copy... -Andreas.

Tim schrieb:
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:407FF8CD.46DC8A57@students.uni-mainz.de...
> > Oh,
> > so I do not have that demo in my collection. Can you send me a copy
> > please ?!?
> > Use this e-mail or the smaller adress: amp#abbuc*de (where # is @ and
> > * is .) greetings, Andreas.
> >
> YES can you tell me where I can get a copy?
>
> Tim

1538. Re: Pooldisk Too?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 10:23:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4083A8B0.58248767@students.uni-mainz.de>
Source record: 16345

Well,
if you want to buy the original CD-ROMs, you can do so at the
ABBUC-shop. Just visit www.abbuc.de and then enter the shop...
Otherwise, if you are only searching for the content of the Pooldisk
Too, there are several mirrors available (think I have seen one by CTH /
Tom Hunt)... greetings, Andreas.

Tom Martin schrieb:
>
> Does anyone know if it is still possible to purchase/download the
> Pooldisk Too CD-ROMs? Searching on google has led to very old
> information, or more recent posts (only 2-3 years old) of people also
> looking but without any responses.
>
> So far I have been unsuccessful making contact with Ernest Schreurs
> (to the e-mail address on the list 5-6 years old). Other attempts to
> get more information on how to get a copy, such as from
> www.atarimax.com who has the CD-ROMs on-line, have gone unanswered.
> Perhaps they are no longer in business?
>
> Any help would be very appreciated! Thanks,
>
> - Tom

1539. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 15:38:25 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <his7805749h8gapk6b0lmrdvij9af86i0l@4ax.com>
Source record: 16346

is this the one where the guy is walking down the street? I have that
one.

kvn

On Mon, 19 Apr 2004 12:21:09 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Oh well,
>I thought you have a copy... -Andreas.
>
>
>Tim schrieb:
>>
>> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
>> news:407FF8CD.46DC8A57@students.uni-mainz.de...
>> > Oh,
>> > so I do not have that demo in my collection. Can you send me a copy
>> > please ?!?
>> > Use this e-mail or the smaller adress: amp#abbuc*de (where # is @ and
>> > * is .) greetings, Andreas.
>> >
>> YES can you tell me where I can get a copy?
>>
>> Tim

1540. Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 15:53:44 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <nCSgc.27190$bl.17444@okepread03>
Source record: 16197

Still look for the PBI adaptor for the 130xe/MIO

Thanks!

Thomas

1541. Re: REQ: Scram instructions

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 19:07:43 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1040419150636.20639A-100000@bfn.org>
Source record: 16199

Hi! Brian, I may have that Scram game, I blieve I can make a copy of the instructions. Let me check! E-mail me at:danesteg@juno.com. Thanks!

Danne Stegman
On Thu, 15 Apr 2004, Brian Sturk wrote:

> I've searched quite a bit for the instructions for Scram and haven't been
> able to turn up anything. I did find some old postings from Larry
> Richardson about it being posted to his site, but the site seems to be dead.
>
> Any pointers?
>
> thanks,
> ~brian
>
> --
> .---,--------.
> | Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ |
> |-------------------------. bsturk<AT>adelphia.net | Python |
> | http://www.telengard.com `-----------------------`-------|
> | Telengard Technologies Inc. - NT/*nix UI & device drivers |
> `---'
>
>
>
>

1542. Re: Action! Club

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 19:10:54 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0404191110.5a4a8724@posting.google.com>
Source record: 16198

oops, sorry for the hurry, I just wanted to have them,
thanks for them again.

German

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<407FFBA0.EAC00683@students.uni-mainz.de>...
> Oh,
> be patient ! I do not have internet access at home - only here at the
> university. And from time to time I have other things to do or I just
> forget to bring the disk-images with me. Thats the case right now. so, I
> will send the images next week - ok ?!? -Andreas.
>
>
>
> German Gonzalez schrieb:
> >
> > Hi,
> >
> > I've emailed you and still I have no answer at all.
> > perhaps you could upload those disks in some free webhosting.
> >
> > cheers,
> >
> > German
> >
> > Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<4074596F.A6C3443F@students.uni-mainz.de>...
> > > Well,
> > > there were actually two clubs. One came from Abbuc and thats where to
> > > find their disks - in the ABBUC PD library. The other club came from
> > > Luebeck and their disks are not available at ABBUC yet. But: Luckily I
> > > have "all" their disks in my collection (they use german language of
> > > course). Alas, the disks from the guys from Luebeck used medium/enhanced
> > > density and I got some of these disks in Single density (the original
> > > owner also had them only in SD). Thus there are quite some
> > > files/programs missing there... Anyway, e-mail me if you are interested
> > > in these disks... -Andreas.
> > >
> > >
> > >
> > > LarryWhite schrieb:
> > > >
> > > > IIRC, there was a German Action! Club. I believe they had a disk magazine for
> > > > a couple of years. (?)

> > > >
> > > > Are the disks archived somewhere?
> > > >
> > > > Thanks,
> > > > Larry

1543. FA: Atari 400 with full stroke keyobard, many accessories and games

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 19:47:17 UTC
From: john.stringer1@ntlworld.com
Message-ID: <5fa1946f.0404191147.1d7d7cf4@posting.google.com>
Source record: 16200

Hi

I'm currently auctioning a large collection of Atari 400 goods. Check
out my sellers page below for more information on the auction:

http://members.ebay.co.uk/aboutme/j0nstringer/

Thanks
John

1544. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 22:34:45 UTC
From: Todd Aiken <taiken@myrealbox.com>
Message-ID: <Xns94D0BCE6E948Btaikenmyrealboxcom@206.167.113.5>
Source record: 16201
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

"Nick Miller" <nick@computer-history.org> wrote in
news:1083pajgsmnsvce@corp.supernews.com:

> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm

Am I the only one having problems getting to this site? I cannot get DNS
to resolve it. If I do an nslookup and use a DNS server off of my site,
sometimes I get SERVFAIL (which is what I get with my DNS server) and
sometimes I get a response of the address 216.67.246.207, but if I try
putting this into my web browser, I get a page saying "There is no web site
configured at this address", and if I tack on the rest of the link after
the IP address, I get 404'd.

1545. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-19 23:11:06 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1088n00e3al5582@news.supernews.com>
Source record: 16202

On Mon, 19 Apr 2004 15:34:45 -0700, Todd Aiken wrote:

> "Nick Miller" <nick@computer-history.org> wrote in
> news:1083pajgsmnsvce@corp.supernews.com:
>
>> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm
>
> Am I the only one having problems getting to this site? I cannot get
> DNS to resolve it. If I do an nslookup and use a DNS server off of my
> site, sometimes I get SERVFAIL (which is what I get with my DNS server)
> and sometimes I get a response of the address 216.67.246.207, but if I
> try putting this into my web browser, I get a page saying "There is no
> web site configured at this address", and if I tack on the rest of the
> link after the IP address, I get 404'd.

I have no problem accessing it. Hopefully Nick won't mind this, but in
order to let you see his system, I offer these:

http://linux.aliboom.com/VGSv1-0.ps
http://linux.aliboom.com/VGSv1-0.pdf

Terry

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

1546. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 02:29:11 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404191829.600a361c@posting.google.com>
Source record: 16203

"Docrotcod" <rahbart@cox.net> wrote in message news:<nCSgc.27190$bl.17444@okepread03>...
> Still look for the PBI adaptor for the 130xe/MIO
>
> Thanks!
>
> Thomas

Re: Connecting to the Internet. You need:

a. A copy of OmniComm (for VT100 emulation and 80 columns)

b. At least a 2400bps modem and a modem interface (850,Rverter,P:R:
connection.)
c. Call 1.410.494.1199 (Baltimore Public Library Sailor program)
This number gives you a Linux shell,running Lynx.
This will enable you to connect to the web,using a text browser.
You then can surf,receive and send E-mails,and download files,
using the Kermit protocol.

I know that,for most people,this is a long distance call,but using
10-10-987,it is only 39ï¿½ a call and 3ï¿½ a minute.

(Want to see my phone bills from the early 80's? Around $250 a
month @ 300bps!)
This is the way I have used the Internet,with a 130XE,since 1993!

Good Luck!
Ed

1547. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 02:38:30 UTC
From: Mike Leavitt <ac998@lafn.org>
Message-ID: <40842AB6.MD-1.4.15.ac998@lafn.org>
Source record: 16205
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Hello John Van Winkle
> I think its cool. I understand about the "one step ahead of the wife's
> wrath". I like the idea of all those systems in such a small area. Great
> way to demostrate to the kids/grandkids about the early systems and what
> they could do before they get hooked on the latest and greatest. Keep up
> the ideas!

Would have been more difficult to do with the TI if you had included
the old fire box, as big as an IBM or Amiga 2000 (almost).
--
Mike Leavitt

1548. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 02:54:52 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <bi0hc.28981$bl.25988@okepread03>
Source record: 16204

Huh? I appreciate the info but i'm not wanting to connect my 130xe to the Internet, I want to connect my MIO to my 130xe to utilize it's ramdisk.

Thomas

"Ed Shepherd" <dinosaur@corner.net> wrote in message news:7a61c6b3.0404191829.600a361c@posting.google.com...
> "Docrotcod" <rahbart@cox.net> wrote in message news:<nCSgc.27190$bl.17444@okepread03>...
> > Still look for the PBI adaptor for the 130xe/MIO
> >
> > Thanks!
> >
> > Thomas
>
> Re: Connecting to the Internet. You need:
>
> a. A copy of OmniComm (for VT100 emulation and 80 columns)
>
> b. At least a 2400bps modem and a modem interface (850,Rverter,P:R:
> connection.)
> c. Call 1.410.494.1199 (Baltimore Public Library Sailor program)
> This number gives you a Linux shell,running Lynx.
> This will enable you to connect to the web,using a text browser.
> You then can surf,receive and send E-mails,and download files,
> using the Kermit protocol.
>
> I know that,for most people,this is a long distance call,but using
> 10-10-987,it is only 39¢ a call and 3¢ a minute.
>
> (Want to see my phone bills from the early 80's? Around $250 a
> month @ 300bps!)
> This is the way I have used the Internet,with a 130XE,since 1993!
>
> Good Luck!
> Ed

1549. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 07:58:07 UTC
From: dunxuk@aol.commercial
Message-ID: <20040420035807.10255.00000006@mb-m05.aol.com>
Source record: 16206

Aren't you worried that when you're out of the house they'll fight...?

1550. Re: RARE ATARI 8-BIT Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 08:42:04 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <c62nosofr02$1@news.t-online.com>
Source record: 16207

Hi,

> Is there any Web Sites or maybe a list of Rare Atari 8-Bit Items?

take a look at www.atarimania.com - has the biggest database of Atari
8-bit related stuff worldwide.

Andre

1551. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 12:38:08 UTC
From: Ruud.Baltissen@abp.nl
Message-ID: <8b0a868e.0404200438.179fcc12@posting.google.com>
Source record: 16208
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

> Am I the only one having problems getting to this site?

Apperently not as I have been able to visit it as well.

--

```
___
/ __|__
/ / |_/ Groetjes, Ruud
\ \__|_\
\___| URL: Ruud.C64.org
```

1552. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 15:05:47 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <81fa809dhk86rua32tqeqigblu317nfotl@4ax.com>
Source record: 16209

On 19 Apr 2004 19:29:11 -0700, dinosaur@corner.net (Ed Shepherd)
wrote:

> Re: Connecting to the Internet. You need:
>
> a. A copy of OmniComm (for VT100 emulation and 80 columns)
>
> b. At least a 2400bps modem and a modem interface (850,Rverter,P:R:
> connection.)
> c. Call 1.410.494.1199 (Baltimore Public Library Sailor program)
> This number gives you a Linux shell,running Lynx.
> This will enable you to connect to the web,using a text browser.
> You then can surf,receive and send E-mails,and download files,
> using the Kermit protocol.
>
> I know that,for most people,this is a long distance call,but using
> 10-10-987,it is only 39ï¿½ a call and 3ï¿½ a minute.
>
> (Want to see my phone bills from the early 80's? Around $250 a
> month @ 300bps!)
> This is the way I have used the Internet,with a 130XE,since 1993!
>
> Good Luck!
> Ed

are connected to the internet at 2400 baud shell connection thru your
130xe now?

kvn

1553. Castle Crisis [mini review, I guess!]

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 21:10:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <mlghc.7257$Fo4.87978@typhoon.sonic.net>
Source record: 16210

So, I ordered a copy of Castle Crisis from AtariAge.com, and it arrived yesterday.

I must say, this is a VERY well-done game! It's pretty much Warlords, from the arcade! (My first knowledge of Warlords was from the Atari 2600. I thought it looked pretty, and seemed like a neat idea, but it wasn't until years later that I realized it was based on an arcade game. I have one of the Atari/Midway discs for my Playstation, and therefore now have an emulated version of the original.)

While I didn't exactly compare Castle Crisis side-by-side with the arcade Warlords (yet ;^)), I have to say that it's probably as close as you can get on the Atari 8-bit! It's got a dragon; it's got multiple fireballs flying around the screen; it's got reasonably difficult AI (they kicked my ass a few times); and, of course, it's a 4-player paddle game!

I'm quite impressed! Now... when're we gonna get an XL port of Adventure 2, the homebrew 5200 game, eh!?!?

-bill!
bill@newbreedsoftware.com | Milhouse, you ready to imitate that Jackass show?
newbreedsoftware.com/bill | All those disclaimers made me want to do it more!

1554. Stelladapter

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 21:15:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <Jpghc.7258$Fo4.87811@typhoon.sonic.net>
Source record: 16211

Along with Castle Crisis, I bought a "Stelladapter" from AtariAge.com,
which also arrived yesterday. (It's an Atari 2600 controller -to-> USB
adapter.)

I tried it out VERY briefly. Unfortunately, I didn't have much luck with
it yet.

My setup was Atari800 under Windows XP (bleh!).

I tried my Sega Genesis controllers (my preferred controllers for Atari'ing
for the past 10 years :^)), and they didn't seem to work right.
I'm guessing the Stelladapter was kind of confused by it, so I need to try
it out with whatever /normal/ Atari joysticks I have hiding in the closet.

I then tried my paddles (had them out for Castle Crisis!), and they were
recognized and seemed to work right... except that Windows was obviously
reporting them as joystick axis, so Atari800 was reading them as STICK()
not PADDLE(). D'oh!

(That's probably something that we'll need to add as a configuration in
Atari800... e.g., "See analog joystick as a pair of paddles")

I have yet to try it out on my Linux box (never done USB joystick on it),
or try it with Stella. (I'm fairly sure the paddle issue won't occur
there, since Stella comes with instructions on making a device that reads
Atari paddles and gets read on the PC end as a joystick; a friend was
helping me put one together once upon a time, so I could get my
Kaboom! clone (Mad Bomber) and Circus Atari! clone (Circus Linux!)
working with REAL paddles under Linux and Windows :^))

-bill!
bill@newbreedsoftware.com | Milhouse, you ready to imitate that Jackass show?
newbreedsoftware.com/bill | All those disclaimers made me want to do it more!

1555. Manuals Archive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 22:21:03 UTC
From: spaz@wiltecinc.com
Message-ID: <16a5f0f.0404201421.4918c01@posting.google.com>
Source record: 16212

Does anyone know of a manual archive for Atari 8-bit software?

I've searched around and found the following links:
- http://homepages.ihug.co.nz/~aaronat/atari.html (404 Not Found)
- http://209.4.22.21/atari/games/Archive/... (404 Not Found)
- http://homepages.paradise.net.nz/atari/atari.html (Content pulled)
- http://www.best.com/~morbid/manuals/ (Referral, 404 Not Found)

Thanks!

1556. Manuals Archive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-20 22:21:20 UTC
From: spaz@wiltecinc.com
Message-ID: <16a5f0f.0404201421.722377b2@posting.google.com>
Source record: 16213

Does anyone know of a manual archive for Atari 8-bit software?

I've searched around and found the following links:
- http://homepages.ihug.co.nz/~aaronat/atari.html (404 Not Found)
- http://209.4.22.21/atari/games/Archive/... (404 Not Found)
- http://homepages.paradise.net.nz/atari/atari.html (Content pulled)
- http://www.best.com/~morbid/manuals/ (Referral, 404 Not Found)

Thanks!

1557. Re: Castle Crisis [mini review, I guess!]

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 00:07:59 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <cneb80ts801kkfkd3ijfvivo26rml2dprf@4ax.com>
Source record: 16214

On Tue, 20 Apr 2004 21:10:42 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>I'm quite impressed! Now... when're we gonna get an XL port of Adventure 2,
>the homebrew 5200 game, eh!?!?

I've tried this game (to be fair the demo) and while it looks nice compared to the 2600 version. I found it somewhat boring and the controls sluggish.

Try Galahad and the holy grail, the graphics are bit more spartan (although the character sprite is more defined than a cursor!) but it is far better and is the real Adventure game for the 8-bits.

kvn

1558. Master Memory Map for the Atari book online

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 02:18:18 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-BDA0D2.19181820042004@news.west.cox.net>
Source record: 16215

The full text of the book The Master Memory Map for the Atari is now available at AtariArchives.org.

Published in 1984 by Educational Software, the book is a thorough introduction to the Atari 8-bit's memory architecture. Beginning programmers can use it to learn the basics of PEEKs and POKEs. Advanced programmers can learn the purpose of hundreds of memory locations, and how to access the Atari's built-in ROM routines.

You can read the book at
http://www.atariarchives.org/mmm/

This is the 28th classic computing book to be made available at AtariArchives.org. We are always looking for volunteers. If you would like to help make classic computing books available online, contact us at http://www.atariarchives.org/contact/
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

1559. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 04:00:43 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c64rlb$mf3$1@terabinaries.xmission.com>
Source record: 16216

Docrotcod <rahbart@cox.net> wrote:
> Still look for the PBI adaptor for the 130xe/MIO

I have one.. Would prefer to trade for it.

1560. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 04:03:12 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c64rq0$mf3$2@terabinaries.xmission.com>
Source record: 16217

"|<evin" <nospam@nospam.com> wrote:
> On 19 Apr 2004 19:29:11 -0700, dinosaur@corner.net (Ed Shepherd)
> wrote:

>> Re: Connecting to the Internet. You need:

Not necessarily. I use my 8bit 576k XE, serially connecting (via MUX, MIO, etc) to a Windows NT
server running a product called Seattle LABS Terminal Server. This in turn provides a telnet
based access to the 8bit to the Internet.

Works flawlessly - been using for years. I believe the product has been discontinued though,
but other simliar products I'm sure are available, including RS232->ethernet adapters (Lantronix, etc.)

1561. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 04:07:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ismhc.35677$bl.29570@okepread03>
Source record: 16218

What are you looking for to trade?

Thomas

"James E. King" <jamesk@deuce.xmission.com> wrote in message
news:c64rlb$mf3$1@terabinaries.xmission.com...
> Docrotcod <rahbart@cox.net> wrote:
> > Still look for the PBI adaptor for the 130xe/MIO
>
> I have one.. Would prefer to trade for it.
>
>
>

1562. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 05:45:58 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404202145.5b2b0368@posting.google.com>
Source record: 16219

>
>
> are connected to the internet at 2400 baud shell connection thru your
> 130xe now?
>
>
>
>
> kvn

No.For the sake of speed,I am using a PC,to read the Usegroup.
I used to connect to DejaNews,with the A8,to read the posts,but
I can't find dejanews.com any more.

I really think the fun of the Atari 8bit,at this time,will be
TelNetable BBSs.

I am retired and when I learn more, plan to set up a telnetable BBS
of my own. That being said,the combination I listed will get you
connected to the InterNet with the A8.
It blows people's minds to receive E-mail from an Atari 8bit computer!

Atari Forever!
Ed

1563. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 06:01:50 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404202201.532e32b5@posting.google.com>
Source record: 16220

As an addendum,I am now the proud owner of an XEP-80!
I understand that BobTerm (a GREAT terminal program!)will
now run in 80 columns,with a handler for the XEP-80.

If anyone can help me here,please post,as I do not know where
to find the handler,and the Baltimore County Sailor program only
supports Kermit or Z-Modem transfers.My copy of BobTerm has neither
of these protocols. Any help will be appreciated!

Ed

1564. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 09:46:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <sprhc.7357$Fo4.89871@typhoon.sonic.net>
Source record: 16221
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

In comp.sys.atari.8bit Nick Miller <nick@computer-history.org> wrote:
> Here it is:
>
> http://www.computer-history.org/Vintage-Gaming-System-1.0.htm

I need something KINDA similar for my countless video game systems.
I'd like to bring one downstairs to play on the 'big TV' now and then,
but it's a pain to unhook a system and all its countless cables, and
then set it up downstairs.

I kind of need some modular hook-up that all my systems and 'plug into'
(as if the game system itself were a cartridge, of sorts ;^)).
I guess it'd be kind of like a laptop docking bay, except instead of
a laptop, I have an NES, SNES, Jaguar, Dreamcast, 2600, 800XL, etc. :^)

(The PS2 gets to be on the big TV cuz it doubles as a DVD player, and
looks kinda like a TV component to begin with ;^))

-bill!
bill@newbreedsoftware.com | Milhouse, you ready to imitate that Jackass show?
newbreedsoftware.com/bill | All those disclaimers made me want to do it more!

1565. Atari XE/XL and PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 13:35:33 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040421152153.818.0@mbox.troja.mff.cuni.cz>
Source record: 16222

Hello,

I wanna try to build some adapter for connecting an Atari to a PC
(CGA or VGA) monitor, but I cannot find any schematics on
the Internet.

I have found some information about selling an adapter to a VGA
monitor but I have not found its schematics.

I have found the page

http://www.geocities.com/atarimods/8bit-ttl1.html

about interface to a TTL monitor, but there is only 1st page working and
schematics is placed on some other.

Author's (Bob Wooley) mail adress "atarimods@sog.com" does not work. And I
cannot find he's homepage. Does he live?

Can someone help me, please?

Vladimir Tichy, S.D.Q.

1566. FS: a few books / manuals

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 19:07:01 UTC
From: classic-videogames@mail.com
Message-ID: <4a57dee9.0404211107.6587b18@posting.google.com>
Source record: 16223

For sale:

Your Atari Computer: A Guide to the Atari 400/800 Personal Computers, Lon Poole with Martin McNiff and Steven Cook, Osborne (McGraw-Hill), 1982. 458pp softcover book. $5

Atari 800 Home Computer Owner's Guide, CO60057 Rev. 1, 1981. $1

BASIC Computing Language (Atari) CXL4002 cartridge with Atari 400/800 BASIC Reference Manual, CO15307 Rev. 1, 1980, contained in 3-ring binder CO14722. $1

Atari 400 Computer System: The Programmer Owner's Guide, CO17966 Rev. 1, 1981. $1

All items are used and most have some minor wear. Buyer to pay for media mail postage.

Email me if interested.

1567. Check out data CD's on your Atari using TurboBASIC and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 21:23:56 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4086e6dc$0$140$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16224

Howdy folks

I finally got my CD data reader for the 8 bit Atari to show me all of a directory. And it's quite fast since Freddy told me how to improve the speed of it. Unfortunately you can't copy a file to (hard)disk yet. If ytou want a copy, I can send the beta version to you.

CU Mathy van Nisselroy

PS you need TurboBASIC and (untill somebody write an ASPI manager for a different interface), a BlackBox.

1568. Re: Check out data CD's on your Atari using TurboBASIC and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-21 23:09:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040421190957.24592.00000182@mb-m03.aol.com>
Source record: 16225

Hi Mathy-

> I finally got my CD data reader for the 8 bit Atari to show me all of a directory. <

Congratulations! Can you read any sector now? I presume this is Dos-independent (and in effect, you provide your own "Dos" via your Turbo Basic program. (?))

Larry

1569. Re: Castle Crisis [mini review, I guess!]

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 01:22:54 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c676pe0pf8@news4.newsguy.com>
Source record: 16226

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> So, I ordered a copy of Castle Crisis from AtariAge.com, and it arrived
> yesterday.
>
> I must say, this is a VERY well-done game! It's pretty much Warlords,
> from the arcade! (My first knowledge of Warlords was from the Atari 2600.
> I thought it looked pretty, and seemed like a neat idea, but it wasn't
> until years later that I realized it was based on an arcade game.
> I have one of the Atari/Midway discs for my Playstation, and therefore
> now have an emulated version of the original.)

I second that. In fact, it's replaced the 2600 version at parties. The rounds go so much faster, and I like the penalty you get when you are holding onto the fireball.

Run and pick up a copy today! (It's well worth $25, and this coming from a guy who balks at paying more then $20 for a Gamecube!)

--
Ryan 'Gozar' Collins

1570. Re: Atari XE/XL and PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 01:29:34 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c6775u02ban@news2.newsguy.com>
Source record: 16227

Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz> wrote:
> I wanna try to build some adapter for connecting an Atari to a PC
> (CGA or VGA) monitor, but I cannot find any schematics on
> the Internet.

I think people have had luck with this Jam device:
http://www.streettech.com/archives_hardware/jam.html

--
Ryan 'Gozar' Collins

1571. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 02:24:22 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c67acm$o0f$1@terabinaries.xmission.com>
Source record: 16228

Docrotcod <rahbart@cox.net> wrote:
> What are you looking for to trade?

I don't know.. What do you have that's reasonable? I have most everything for the 8bit and PC.. but I'm open to suggestions. Otherwise, provide me with your mailing address (& Email address)

1572. Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 03:21:48 UTC
From: Jetware <res0wvwzat@verizon.net>
Message-ID: <gTGhc.30466$G_.13312@nwrddc02.gnilink.net>
Source record: 16229

Has anyone been able to get both a Percom drive and a SIO2PC cable to work with an Atari system at the same time? I want to transfer all of my games and files to my PC, but when I plug both the Percom and the SIO2PC cable in at the same time the system won't boot. The system boots fine from each one separately, but I can't get them to play well together. From APE I can see the SIO requests coming in to APE through the SIO2PC cable, but if the Percom is in the daisy chain then neither the Percom nor APE respond to the boot requests.

Thanks for any help,

Jetware

1573. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 10:13:16 UTC
From: Ruud.Baltissen@abp.nl
Message-ID: <8b0a868e.0404220213.2a6bab84@posting.google.com>
Source record: 16230
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

Ruud.Baltissen@abp.nl (Ruud Baltissen) wrote in message
news:<8b0a868e.0404200438.179fcc12@posting.google.com>...
> > Am I the only one having problems getting to this site?
>
> Apperently not as I have been able to visit it as well.

Should have been "I have NOT been able to". For several days. But
today I succeeded. Strange.

Ruud.

1574. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 10:36:54 UTC
From: Bob Stone <oneoldbob@earthlink.net>
Message-ID: <afNhc.4644$eZ5.4526@newsread1.news.pas.earthlink.net>
Source record: 16231

Make sure APE is configured to not be a boot drive when the Percom is
connected. Otherwise it's like having two boot drives in the same chain, an
Atari no-no. :)

"Jetware" <res0wvwzat@verizon.net> wrote in message
news:gTGhc.30466$G_.13312@nwrddc02.gnilink.net...
> Has anyone been able to get both a Percom drive and a SIO2PC cable to work
> with an Atari system at the same time? I want to transfer all of my games
> and files to my PC, but when I plug both the Percom and the SIO2PC cable
in
> at the same time the system won't boot. The system boots fine from each
one
> separately, but I can't get them to play well together. From APE I can
see
> the SIO requests coming in to APE through the SIO2PC cable, but if the
> Percom is in the daisy chain then neither the Percom nor APE respond to
the
> boot requests.
>
> Thanks for any help,
>
> Jetware
>
>

1575. ADV: 20% off Atari! 2600/7800! New stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 11:28:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404220423140.10170-100000@onyx.spiritone.com>
Source record: 16233
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

04-15-2004: I've just updated 5 Catalogs with New Games & stuff & Created
a New Catalog for 2600/7800 Games! Goto http://BensCatalogs.Atari.org

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for
Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax
Rebate Dollars, spending Euro's from Europe or satisfying your Yen for
Atari! We Ship anywhere the Law allows! And If your in the United States,
take advantage of the cheaper Postage for Media Mail Rate. Got Questions?
E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club News!
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1576. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 11:49:12 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040422074912.17108.00000144@mb-m13.aol.com>
Source record: 16232

> Has anyone been able to get both a Percom drive and a SIO2PC cable to work with an Atari system at the same time? <

Yes -- it's running with APE as I write this. But there can be several things awry:

What model Percom do you have? The only Percom-specific issues I can think of is that you may have one that supports slave drives, and that setting is conflicting with APE. There is also a resistor pack that is required for the correct termination on the back of (some) Percoms. This could be an issue depending on where the Percom is in your chain. Both drives aren't assigned the same drive number at the same time, are they?

Like your issue, with my very first APE/SIO2PC cable, APE would not work at all when I had a real drive in the chain. That turned out to mainly be the interface design. I reworked the interface using a 14C89 (not a 1489) and adding at least one extra capacitor, and then things worked very well. If you bought an interface, that is likely not an issue. Keep the Daisy chain to a minimum of active devices.

How fast is your PC? If too fast, you may have to reset the "Safety Margin" depending on your version of APE. Are you using Win XP? That *might* be an issue. Do you have the transfer set at 1X (regular SIO speed)? Start there.

Have you tried keeping APE *shut down* (not just "asleep"), booting from the Percom, and then opening APE and assigning its drives? What happens?

Well, I'm out of ideas -- hopefully something here will help.
Larry

1577. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 11:50:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404220447140.10170-100000@onyx.spiritone.com>
Source record: 16234
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1578. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 14:48:20 UTC
From: Jetware <res0wvwzat@verizon.net>
Message-ID: <UWQhc.32043$G_.17422@nwrddc02.gnilink.net>
Source record: 16235

Thanks, that gives me hope, and some things to try. I'm using Windows XP on a 1 GHz Pentium III. The Percom is the model AT88-SPD, which supports slave drives. I am missing the resistor pack, so I'll start there.

Thanks again.

Jetware

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040422074912.17108.00000144@mb-m13.aol.com...
>> Has anyone been able to get both a Percom drive and a SIO2PC cable to
>> work
> with an Atari system at the same time? <
>
> Yes -- it's running with APE as I write this. But there can be several
> things
> awry:
>
> What model Percom do you have? The only Percom-specific issues I can
> think of
> is that you may have one that supports slave drives, and that setting is
> conflicting with APE. There is also a resistor pack that is required for
> the
> correct termination on the back of (some) Percoms. This could be an issue
> depending on where the Percom is in your chain. Both drives aren't
> assigned
> the same drive number at the same time, are they?
>
> Like your issue, with my very first APE/SIO2PC cable, APE would not work
> at all
> when I had a real drive in the chain. That turned out to mainly be the
> interface design. I reworked the interface using a 14C89 (not a 1489) and
> adding at least one extra capacitor, and then things worked very well. If
> you
> bought an interface, that is likely not an issue. Keep the Daisy chain to
> a
> minimum of active devices.
>
> How fast is your PC? If too fast, you may have to reset the "Safety
> Margin"
> depending on your version of APE. Are you using Win XP? That *might* be
> an
> issue. Do you have the transfer set at 1X (regular SIO speed)? Start
> there.
>

> Have you tried keeping APE *shut down* (not just "asleep"), booting from
> the
> Percom, and then opening APE and assigning its drives? What happens?
>
> Well, I'm out of ideas -- hopefully something here will help.
> Larry
>
>

1579. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 14:49:39 UTC
From: Jetware <res0wvwzat@verizon.net>
Message-ID: <7YQhc.32044$G_.448@nwrddc02.gnilink.net>
Source record: 16236

Does that just mean not having an image assigned to drive 1, or is there
more than that?

Thanks for your help,

Jetware

"Bob Stone" <oneoldbob@earthlink.net> wrote in message
news:afNhc.4644$eZ5.4526@newsread1.news.pas.earthlink.net...
> Make sure APE is configured to not be a boot drive when the Percom is
> connected. Otherwise it's like having two boot drives in the same chain,
> an
> Atari no-no. :)
>
> "Jetware" <res0wvwzat@verizon.net> wrote in message
> news:gTGhc.30466$G_.13312@nwrddc02.gnilink.net...
>> Has anyone been able to get both a Percom drive and a SIO2PC cable to
>> work
>> with an Atari system at the same time? I want to transfer all of my
>> games
>> and files to my PC, but when I plug both the Percom and the SIO2PC cable
> in
>> at the same time the system won't boot. The system boots fine from each
> one
>> separately, but I can't get them to play well together. From APE I can
> see
>> the SIO requests coming in to APE through the SIO2PC cable, but if the
>> Percom is in the daisy chain then neither the Percom nor APE respond to
> the
>> boot requests.
>>
>> Thanks for any help,
>>
>> Jetware
>>
>>
>
>

1580. Re: Who Needs MAME? ... Introducing the Vintage Gaming System v1.0

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 15:57:04 UTC
From: Neil <a@b.c>
Message-ID: <kXRhc.3297$mP2.2781@edtnps89>
Source record: 16237
Cross-posted to: comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

"Ruud Baltissen" <Ruud.Baltissen@abp.nl> wrote in message
news:8b0a868e.0404220213.2a6bab84@posting.google.com...
> Ruud.Baltissen@abp.nl (Ruud Baltissen) wrote in message
news:<8b0a868e.0404200438.179fcc12@posting.google.com>...
> > > Am I the only one having problems getting to this site?
> >
> > Apperently not as I have been able to visit it as well.
>
> Should have been "I have NOT been able to". For several days. But
> today I succeeded. Strange.

Sometimes funny things happen with DNS

N

1581. New Atart version available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 20:12:28 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040422220230.21E.0@mbox.troja.mff.cuni.cz>
Source record: 16238

Atart is a tool for making Atari XE/XL casette archives on the PC and for
their loading into the Atari XE/XL computer.

Atart can also work as .CAS archives editor and as an Atari casette
recorder emulator.

Now its new version 1.07.0 is available!

Main new features:
- possibility of using under Microsoft Windows
- file length limit in unregistered version extended from 8KB to 16KB
- finished ability of using ATASCII characters

see
----
http://sdq.webpark.cz/atari/projects/atart/index.html
----

enjoy!

Vladimir Tichy

1582. Re: Manuals Archive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 20:53:34 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <c69bcf$hi2$07$2@news.t-online.com>
Source record: 16239

Hi,

> Does anyone know of a manual archive for Atari 8-bit software?

try

www.atarimania.com

for some manuals.

1583. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-22 21:43:58 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <B0Xhc.43842$bl.26088@okepread03>
Source record: 16240

Well I went to clear my storage building out and actually found the adaptor.
I will let everyone know when my board is back online. Thanks for the offer
anyways!

Thomas

"James E. King" <jamesk@deuce.xmission.com> wrote in message
news:c67acm$o0f$1@terabinaries.xmission.com...
> Docrotcod <rahbart@cox.net> wrote:
> > What are you looking for to trade?
>
> I don't know.. What do you have that's reasonable? I have most everything
> for the 8bit and PC.. but I'm open to suggestions. Otherwise, provide me
> with your mailing address (& Email address)
>
>
>

1584. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 01:59:22 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <408977f1.24886953@news.charter.net>
Source record: 16241

I think it is included in the Bobterm program archive if memory
serves. I know I used to use it. It was soooo cool to use my 800XL
on GEnie at 80 colums. I still have my Bobterm disk around somewhere
with the setup I think. The way it worked was the Bobterm menu was on
the regular monitor and the terminal screen was on the XEP80 monitor.
Have you checked the docs in the Bobterm archive?

On 20 Apr 2004 23:01:50 -0700, dinosaur@corner.net (Ed Shepherd)
wrote:

>As an addendum,I am now the proud owner of an XEP-80!
> I understand that BobTerm (a GREAT terminal program!)will
> now run in 80 columns,with a handler for the XEP-80.
>
> If anyone can help me here,please post,as I do not know where
> to find the handler,and the Baltimore County Sailor program only
> supports Kermit or Z-Modem transfers.My copy of BobTerm has neither
> of these protocols. Any help will be appreciated!
>
> Ed

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1585. ADV:Jaguar BJL Mod kit...eprom only

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 02:18:49 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <40887D09.A6E5E40E@a8maestro.com>
Source record: 16242

Hi,

After chatting last sunday, I have put up info on making the eprom only available for the Jaguar BJL mod.

Since I can burn these, I will now burn them for those that do not have acces to a burner...$5.00 for the 1st eprom, .50 for each additional, plus shipping and tax as needed. This is burning ONLY. Using your eproms. I can provide eproms too, but the price depends on what I have in stock or need to buy at the time of the order.

I hope this helps many others get BJL running on their Jaguars.

www.a8maestro.com/sites/mtgcat/mtgcat.htm

Rick D.

1586. posting messages to csa8 thru email

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 21:23:23 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0404231323.60ebc328@posting.google.com>
Source record: 16243

http://news2mail.com/comp/sys/atari/8bit.html

compliments the email list out of poland nicely.

1587. Trade for MIO?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 21:28:56 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040423172856.21796.00000141@mb-m15.aol.com>
Source record: 16244

I have a couple of 256K MIO's that have been gathering dust since I got my Black Box setup. I probably won't sell one, but might trade one for an Atari "something". If interested, send an email. I do have a Seagate MFM drive and an Adaptec controller to go with it.

Hey, maybe someone with one of those $3000 or so 2600 carts might be interested. :-)))

Larry

1588. Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 21:35:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040423173511.21796.00000142@mb-m15.aol.com>
Source record: 16245

Spring Cleaning! I have way too many 5-1/4" floppies since I have archived most of my stuff to ZIP carts and CD's. If anyone is interested in some of those, email me. Postage and maybe $1 for a box to ship a hundred or so in is all is all I'll be looking for. These are for the most part excellent disks, mostly with Tyvec sleeves. I've thrown away the junkers.
Larry

1589. Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-23 23:59:43 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0404231559.a5e00cc@posting.google.com>
Source record: 16246

Real.arc is up on my TCPIP Express board right now.
If there is a lot of calls I will set up an emulated bbs on port 53
<telnet>

Welcome to the REALDOS beta Test Version 1.0a

This Version of REAL.DOS is Shareware.

Written by Stephen J. Carden ,Ken Ames, and Tom Hunt

Inside the 8-bit bbs ExpressPro.dyndns.org Port 8888 or 8889

or send letter's / comments to

Stephen J. Carden

sjcarden@bellsouth.net

NOTE NOTE NOTE NOTE:

This DOS is shareware.
Except for Lance Rinquest or any one or company affilated with him
for
the purpose of bussness. At which time Lance Rinquest will pay
$5000.00
a copy to distribute it with out compensation of the end user.

Real.dos can be sent by any means as long as this file, Sparta.com and
Real.dos
are all sent together. With out any changes to these files.

Real.doc This help file
sparta.com toggle swap the id bytes need by some program
real.dos Disk OS SYSTEM

This computer program is distributed on an "as is" basis without
warranty
of any kind.

This version of RealDos contains both the mux sio and the none mux
sio
and a high speed sio for the Atari Emulators.
This dos will relize how it is being called and will load the proper
siov
handler for your need's. By configuring the DOS this way, allows the
US Doubler 1050 disk drives to function in hi-speed mode again.

This version of RealDOS Was written to fully utilize the BLACK Box
and

the Multiplexer as well as Atari800Win. While this version of the DOS
was
written for these devices they ARE NOT necessary to use, An MIO will
work
just fine with the dos. This dos was primely designed for Ken and I,
and
Harddrive system as well as other Other Power Users systems.

If we have done this correctly then this is the only CLI dos you will
need
for any of you Atari Needs.

Ok enough of this junk. here are a list of the changes;

Added OS detection to load the proper siov routeen for Multiplexer,
Emulator, or
USDoubler. Auto Detection of hardware including Blackbox, MIO, and
KPI. Auto detection
of R and P Handler. Detects R Time-8 cart. Here is the real big on.
Auto Detect of
NTSC or PAL machine and set's the Clock timer to 50 or 60 hz in the
dos.

removed "ainit" function
added md for makeing directory
added mkdir for makeing directory
added rd for remove directory
added rmdir for removing a directory
added chdir for changing a directory
added cd for changing a directory
added cls for clearing the screen
added ver for version of the dos
added cold for cold start of computer
added echo for turning the screen on and off
added case insentivity (lower case ok to use)
added mux compatable cio handler
added Emulator cio handler
added drive 9 support GREAT to set a ramdisk up on

Note: That all the classic SpartaDos command are STILL valid
except
for the ainit.

Define: md or mkdir
Syntax for use:
md dx:>stuff make a dir call stuff
md dx:\stuff make a dir call stuff
mkdir dx:>stuff make a dir call stuff
mkdir dx:\stuff make a dir call stuff

Define: rd or rmdir
Syntax for use:

rd dx:>stuff removes a dir call stuff
rd dx:\stuff removes a dir call stuff
rmdir dx:>stuff removes a dir call stuff
rmdir dx:\stuff removes a dir call stuff

Define: cd or chdir
Syntax for use:
cd dx:>stuff Change director to stuff
cd dx:\stuff Change director to stuff
chdir dx:>stuff Change director to stuff
chdir dx:\stuff Change director to stuff
cd \ change to root dir
cd .. carries you back on directory
chdir \ change to root dir
chdir .. carries you back on directory
cd ..\.. carries you back two directory
chdir ..\.. carries you back two directory

Define: cls
Syntax for use:
cls clears the screen

Define: ver
Syntax for use:
ver Displays the current version of Real.DOS

Define: cold
Syntax for use:

please note that this command doesn't function
with the mux operating system use run e477

cold cold starts the computer

Define: echo
Syntax for use:
echo on turns the screen on
echo off turns the screen off

very usefull when copying a large amount of file(s) to a
ramdisk.

Well, I guess that is all of it. I Had fun making these mods, and
if you
like it at least drop me a note. Steve

1590. atari 2600 adventure clone (AWESOME!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 02:13:15 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <oIGdnUvfyMCsUBTdRVn-tA@bresnan.com>
Source record: 16247

http://www.naildrivin5.com/adventure/index.html

--

Woodzy
http://rtdos.com/forum

1591. Re: Trade for MIO?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 05:12:33 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404232112.3213dcde@posting.google.com>
Source record: 16248

Hello Larry,

Would you swap one for a SWP ATR8000?

Thanks,
Ed Shepherd

1592. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 05:24:35 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404232124.12a52fa0@posting.google.com>
Source record: 16249

foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in message news:<408977f1.24886953@news.charter.net>...
> I think it is included in the Bobterm program archive if memory
> serves. I know I used to use it. It was soooo cool to use my 800XL
> on GEnie at 80 colums. I still have my Bobterm disk around somewhere
> with the setup I think. The way it worked was the Bobterm menu was on
> the regular monitor and the terminal screen was on the XEP80 monitor.
> Have you checked the docs in the Bobterm archive?
>
>
>I am ashamed to answer.No,because I have not used BobTerm since my BBS days.loved the program,but it did not support Kermit nor Z-Modem D/Ls. Has it ever been patched to include one (or both) of these protocols?

Thanks
Ed

1593. Re: Please help!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 17:00:15 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <408a9ce6.165428843@news.charter.net>
Source record: 16250

I think it mite do Kermit transfers but not Zmodem. However, it will
do Y-modem batch, which is almost as good as z-modem.

On 23 Apr 2004 22:24:35 -0700, dinosaur@corner.net (Ed Shepherd)
wrote:

>foolspicedham_melbo_jon@hotmail.com (SgtSilicon) wrote in message
news:<408977f1.24886953@news.charter.net>...
>> I think it is included in the Bobterm program archive if memory
>> serves. I know I used to use it. It was soooo cool to use my 800XL
>> on GEnie at 80 colums. I still have my Bobterm disk around somewhere
>> with the setup I think. The way it worked was the Bobterm menu was on
>> the regular monitor and the terminal screen was on the XEP80 monitor.
>> Have you checked the docs in the Bobterm archive?
>>
>>
>>I am ashamed to answer.No,because I have not used BobTerm since my
> BBS days.loved the program,but it did not support Kermit nor Z-Modem
> D/Ls. Has it ever been patched to include one (or both) of these
> protocols?
>
> Thanks
> Ed

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1594. Re: Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 17:06:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040424130622.02666.00000087@mb-m24.aol.com>
Source record: 16251

I've had a really great response to my "too many floppies!" post. Sorry, but I need to close it off now. The price must have been right! :-)
Larry

1595. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 18:34:54 UTC
From: Jetware <res0wvwzAt@verizon.net>
Message-ID: <iryic.37507$G_.3307@nwrddc02.gnilink.net>
Source record: 16252

My cable uses the 14C89 with just a diode. Where did you add the extra
caps? Do you know if the AT88 can be configured to not be the boot device?

Thanks,

Jetware

"Jetware" <res0wvwzat@verizon.net> wrote in message
news:UWQhc.32043$G_.17422@nwrddc02.gnilink.net...
> Thanks, that gives me hope, and some things to try. I'm using Windows XP
> on a 1 GHz Pentium III. The Percom is the model AT88-SPD, which supports
> slave drives. I am missing the resistor pack, so I'll start there.
>
> Thanks again.
>
> Jetware
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20040422074912.17108.00000144@mb-m13.aol.com...
>>> Has anyone been able to get both a Percom drive and a SIO2PC cable to
>>> work
>> with an Atari system at the same time?
>>
>> Yes -- it's running with APE as I write this. But there can be several
>> things awry:
>>
>> What model Percom do you have? The only Percom-specific issues I can
>> think of
>> is that you may have one that supports slave drives, and that setting is
>> conflicting with APE. There is also a resistor pack that is required for
>> the
>> correct termination on the back of (some) Percoms. This could be an
>> issue
>> depending on where the Percom is in your chain. Both drives aren't
>> assigned
>> the same drive number at the same time, are they?
>>
>> Like your issue, with my very first APE/SIO2PC cable, APE would not work
>> at all
>> when I had a real drive in the chain. That turned out to mainly be the
>> interface design. I reworked the interface using a 14C89 (not a 1489)
>> and
>> adding at least one extra capacitor, and then things worked very well.
>> If you
>> bought an interface, that is likely not an issue. Keep the Daisy chain

>> to a
>> minimum of active devices.
>>
>> How fast is your PC? If too fast, you may have to reset the "Safety
>> Margin"
>> depending on your version of APE. Are you using Win XP? That *might* be
>> an
>> issue. Do you have the transfer set at 1X (regular SIO speed)? Start
>> there.
>>
>> Have you tried keeping APE *shut down* (not just "asleep"), booting from
>> the
>> Percom, and then opening APE and assigning its drives? What happens?
>>
>> Well, I'm out of ideas -- hopefully something here will help.
>> Larry
>>
>>
>
>

1596. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 18:36:38 UTC
From: Jetware <res0wvwzAt@verizon.net>
Message-ID: <Wsyic.37511$G_.751@nwrddc02.gnilink.net>
Source record: 16253

Bob, how do I configure APE to not be the boot drive? Is that just not
assigning an image to drive 1?

Thanks,

Jetware

"Bob Stone" <oneoldbob@earthlink.net> wrote in message
news:afNhc.4644$eZ5.4526@newsread1.news.pas.earthlink.net...
> Make sure APE is configured to not be a boot drive when the Percom is
> connected. Otherwise it's like having two boot drives in the same chain,
> an
> Atari no-no. :)
>
> "Jetware" <res0wvwzat@verizon.net> wrote in message
> news:gTGhc.30466$G_.13312@nwrddc02.gnilink.net...
>> Has anyone been able to get both a Percom drive and a SIO2PC cable to
>> work
>> with an Atari system at the same time? I want to transfer all of my
>> games
>> and files to my PC, but when I plug both the Percom and the SIO2PC cable
> in
>> at the same time the system won't boot. The system boots fine from each
> one
>> separately, but I can't get them to play well together. From APE I can
> see
>> the SIO requests coming in to APE through the SIO2PC cable, but if the
>> Percom is in the daisy chain then neither the Percom nor APE respond to
> the
>> boot requests.
>>
>> Thanks for any help,
>>
>> Jetware
>>
>>
>
>

1597. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 18:49:25 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <VEyic.4$UJ.2@newssvr15.news.prodigy.com>
Source record: 16254

Jetware wrote:
> My cable uses the 14C89 with just a diode. Where did you add the extra
> caps? Do you know if the AT88 can be configured to not be the boot device?

The most likely culprit is that the 1489 chip used has an input resistance
that is too low. Some of these chips drive the SIO bus voltage down to 1.5v or
less. Works, but barely. Some peripherals like the Percom dont work right.

A work around used is to put strong pull-up resistors on the data line, but
that might not work either, depends on the design of the percoms data interface.
This will also cause Pokey to sink more current than normal while operating
the bus,
which is not a good thing but is unlikely to cause the chip to fail, at least
right away.

Steve

1598. XEP80 software (driver)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 19:07:56 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <408abb0c$1@news.inet.com.pl>
Source record: 16255

Hi group,

I recently acquired a nice XEP80 box but without the soft. I checked the faq and googled around for a while with no results. Does anyone know where can I find the diskette (image) that originally came with the interface?

Thanks in advance.

1599. Re: XEP80 software (driver)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 19:41:17 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <xpzic.11701$Ab.9175@newssvr31.news.prodigy.com>
Source record: 16256

```
silverdr wrote:
> Hi group,
>
> I recently acquired a nice XEP80 box but without the soft. I checked the
> faq and googled around for a while with no results. Does anyone know
> where can I find the diskette (image) that originally came with the
> interface?
>
> Thanks in advance.

Is this it?

http://ape.dyndns.org:8083/THUNDER/DOSUTIL/XEP80DSK.ATR

Steve
```

1600. Re: Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 19:55:52 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0404241155.772d2532@posting.google.com>
Source record: 16257

> Spring Cleaning! I have way too many 5-1/4" floppies since I have archived
> most of my stuff to ZIP carts and CD's.

Wow, you have a Zip drive connected to an 8-bit Atari! How did you do it?

1601. Re: XEP80 software (driver)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 20:37:17 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <408acffe@news.inet.com.pl>
Source record: 16258

Steven J Tucker wrote:

>> I recently acquired a nice XEP80 box but without the soft. I checked
>> the faq and googled around for a while with no results. Does anyone
>> know where can I find the diskette (image) that originally came with
>> the interface?
[...]
>
> Is this it?
>
> http://ape.dyndns.org:8083/THUNDER/DOSUTIL/XEP80DSK.ATR

Huh, that was quick ;-) Thanks a lot!

1602. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 23:43:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040424194322.15479.00000245@mb-m05.aol.com>
Source record: 16259

Hi Jetware-

http://www.geocities.com/atarimods/

http://www.geocities.com/atarimods/sio2pc1.html

The first link is to Clarence Dyson's mods.
The second is to the SIO2PC/APE cable. I built this cable after my initial cable didn't work with a real drive in the chain. (Note: the little "add-on" circuit at the bottom of the page has never worked for me.) You will get differences of opinion, but I believe that the shown capacitor *is important*.

(Again) if you do not start APE, but with the cable connected, will your Percom boot? Then (assuming that the Percom booted), start APE and assign a drive to it (not D1:). Does it work? It still might be the Percom, but I lean to the cable.

Good luck,
Larry

1603. FA:Many boxed+new XEGS cartridges & ATARI 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-24 23:46:21 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0404241546.67106606@posting.google.com>
Source record: 16260

I offer many boxed and new ATARI 2600 and XL/XE cartridge games.

XEGS carts are NTSC , but work on PAL machines, too.

I have many classics - Rescue on Fractalus, Archon, Ballblazer, Star Raiders 2, Moon Patrol, Robotron 2084, Joust, Lode Runner ... and the XEGS releases like Airball, Thunderfox or Crime Buster for good prices.

I can ship worldwide, the auctions are on ebay.ch (Swiss ebay), but shipping is possible worldwide, I accept paypal.

Look at :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-konsolen&sort=2&rows=25&since=-1&rd=1

(European ebay)

or

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-konsolen&sort=3&rows=25&since=-1&rd=1

ebay.com

Please ask if you need and English description.

Thimo

1604. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-25 00:53:54 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040424205354.15266.00000203@mb-m22.aol.com>
Source record: 16261

Sorry -- forgot to answer your other question. Yes, the Percom can be D1 - D4.
But -- Percom had several variations. Do you have a Percom manual for your
drive? Look at:
http://www.atariland.com/members/oldatarian/prcmprm1.htm

There is some good Percom info at that site mostly from Ben Poehland's Atari
Classics articles. It includes changing the drive ID's.

Larry

1605. Re: Trade for MIO?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-25 01:40:14 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c6f4tusot1@terabinaries.xmission.com>
Source record: 16262

LarryWhite <llppwhite@aol.comnsp> wrote:
> I have a couple of 256K MIO's that have been gathering dust since I got my
> Black Box setup. I probably won't sell one, but might trade one for an Atari

I'm interested.. Need any hard drives (SCSI, MFM or RLL?) I have a good
collection of HD's here (including 3.5 for laptop, etc.)

If not, how about a Microsoft Racing Wheel (w/pedals)? It only used the
old style game connector (not USB).

1606. Re: Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-25 06:48:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <5bJic.8018$Fo4.101399@typhoon.sonic.net>
Source record: 16263

Leon Howell <puritan_2076@yahoo.com> wrote:
>> Spring Cleaning! I have way too many 5-1/4" floppies since I have archived
>> most of my stuff to ZIP carts and CD's.

> Wow, you have a Zip drive connected to an 8-bit Atari! How did you do it?

Well, he could be using ZIP disk and CD on a PC, and then using either
an emulator, or an SIO2PC style setup...

Or, something like BlackBox or some IDE HD connector for the 8-bit would
work. (MyDOS and SpartaDOS can both handle it, among others.)

-bill!
bill@newbreedsoftware.com | Milhouse, you ready to imitate that Jackass show?
newbreedsoftware.com/bill | All those disclaimers made me want to do it more!

1607. Re: Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-25 10:29:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040425062921.07015.00000363@mb-m24.aol.com>
Source record: 16264

> ...you have a Zip drive connected to an 8-bit Atari! How did you do it? <

I use a ZIP-100 internal SCSI with my Black Box setup. I am told that the external ZIP-100 (250?) SCSI drives can also be used, but with an adapter since the external drives use 25 pin connectors.
Internal ZIP SCSI drives are not common. If it weren't for the Mac folks, they probably never would have existed. External drives are much easier to find.

But since my Archive is now mainly in ATR images, all those are stored via APE to (PC) ZIP-750 carts which then move easily to CD-Roms.

1608. Req: Music Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-25 17:47:21 UTC
From: Jonathan <jobreton@videotron.ca>
Message-ID: <YOSic.8506$2V6.166442@wagner.videotron.net>
Source record: 16265

I search the 8-bit rom of Music Construction Set in atr.

Can someone can direct me where I can search it.

Thanks in advance

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.668 / Virus Database: 430 - Release Date: 04-04-24

1609. SIO Interference

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 04:38:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040426003853.18981.00000315@mb-m13.aol.com>
Source record: 16266

I recently put a CSS-upgraded XF551 that I rarely use into service.
Interestingly, with my normal system setup, it produced obvious SIO errors.
(skipped sectors and an occasional "squwaking" or "garbled" SIO sound rather
than the normal, crisp SIO "chirp." I started trying to isolate the reason for
this and found that if I unplugged the SIO2PC interface the strange sound went
away and the SIO was normal again. This is a purchased interface that I have
used for several months. Next I unplugged that drive and plugged in the 1050
that I normally use. No "interference" with or without the SIO2PC interface
plugged in. I don't ever recalll having this happen before. Any thoughts as
to a possible root cause?
Thanks,
Larry

1610. Re: SIO Interference

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 05:18:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <qY0jc.51590$bl.5096@okepread03>
Source record: 16267

Is this a 130xe?

Thomas

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040426003853.18981.00000315@mb-m13.aol.com...
> I recently put a CSS-upgraded XF551 that I rarely use into service.
> Interestingly, with my normal system setup, it produced obvious SIO
errors.
> (skipped sectors and an occasional "squwaking" or "garbled" SIO sound
rather
> than the normal, crisp SIO "chirp." I started trying to isolate the
reason for
> this and found that if I unplugged the SIO2PC interface the strange sound
went
> away and the SIO was normal again. This is a purchased interface that I
have
> used for several months. Next I unplugged that drive and plugged in the
1050
> that I normally use. No "interference" with or without the SIO2PC
interface
> plugged in. I don't ever recalll having this happen before. Any thoughts
as
> to a possible root cause?
> Thanks,
> Larry

1611. Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 05:19:51 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <1_0jc.51591$bl.22560@okepread03>
Source record: 16269

I have an MIO and 20 meg hard drive that is starting to give me fits.
It seems to be only in a certain subdirectory. At any rate, I want to back
it up and reformat it. However, I was told to use the hardback program.
Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d. How
in the world am I supposed to do this when this program is a boot disk? I'm
confused!

Thomas

1612. Please help with hard drive blues

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 05:28:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <O51jc.51595$bl.32180@okepread03>
Source record: 16270

I have an MIO and 20 meg hard drive that is starting to give me fits.
It seems to be only in a certain subdirectory. At any rate, I want to back
it up and reformat it. However, I was told to use the hardback program.
Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d. How
in the world am I supposed to do this when this program is a boot disk? I'm
confused!

Thomas

1613. Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 05:28:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <q61jc.51596$bl.47847@okepread03>
Source record: 16268

I have an MIO and 20 meg hard drive that is starting to give me fits.
It seems to be only in a certain subdirectory. At any rate, I want to back
it up and reformat it. However, I was told to use the hardback program.
Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d. How
in the world am I supposed to do this when this program is a boot disk? I'm
confused!

Thomas

1614. Sorry about multiple posts

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 05:38:52 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Sf1jc.51597$bl.48181@okepread03>
Source record: 16271

I sent three messages all with different headers because I thought the news server was stripping out my messages so I tried different headers. Sorry to all for the repeats.

Thomas

1615. Re: SIO Interference

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 06:31:59 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040426023159.02202.00000104@mb-m13.aol.com>
Source record: 16272

> Is this a 130xe? <

Yes, with the SIO caps cut.

Larry

1616. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 07:05:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040426030541.02202.00000105@mb-m13.aol.com>
Source record: 16273

I'm not sure I understand your question, but do you have the MIO Utilities? These give you some options for maintenance/error fixing. Also, the MIO system menu lets you swap drives (Option "S") so as to boot from a floppy. Do you have the manual?
Larry

1617. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 09:46:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1082972703@rtfm.mit.edu>
Source record: 16274
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1618. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 13:10:10 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ZS7jc.51610$bl.30206@okepread03>
Source record: 16275

Well I went into the MIO config and moved my hard disks to drives 2 and 3, and boot off the Hardback disk image (sio2pc atr file) as d1. It loads and gets the a screen and flashes very quickly I need sparta 3.2d. Then it goes to the self test memory test. How can I do anything about the DOS if it is a boot disk? You can't get a directory of it if you try and look at it. The whole reason I am doing this is my hard disk gives me a 'bad sector or write protected' when I try and write to one of my subdirectories and/or create a new subdirectory. I was going to back it up, then hdinit it. Unless you know of an easier way to fix this. I think I have the MIO utilities somewhere, not sure.

Thomas

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040426030541.02202.00000105@mb-m13.aol.com...
> I'm not sure I understand your question, but do you have the MIO Utilities?
> These give you some options for maintenance/error fixing. Also, the MIO system
> menu lets you swap drives (Option "S") so as to boot from a floppy. Do you
> have the manual?
> Larry

1619. Re: playable Videos on Atari XL...

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 13:32:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <408D0F51.884A79F4@students.uni-mainz.de>
Source record: 16276

Yep,
thats what I am searching for. Can you sent me copy of that demo please
?!?
Use this e-mail adress or simply amp#abbuc*de Thank you !! -Andreas.

"|
>
> is this the one where the guy is walking down the street? I have that
> one.
>
> kvn
>
> On Mon, 19 Apr 2004 12:21:09 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Oh well,
> >I thought you have a copy... -Andreas.
> >
> >
> >Tim schrieb:
> >>
> >> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> >> news:407FF8CD.46DC8A57@students.uni-mainz.de...
> >> > Oh,
> >> > so I do not have that demo in my collection. Can you send me a copy
> >> > please ?!?
> >> > Use this e-mail or the smaller adress: amp#abbuc*de (where # is @ and
> >> > * is .) greetings, Andreas.
> >> >
> >> YES can you tell me where I can get a copy?
> >>
> >> Tim

1620. Re: XEP80 software (driver)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 13:47:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <408D130C.6CD0F8A3@students.uni-mainz.de>
Source record: 16277

Well,
ask ABBUC or better the PD librarian of ABBUC, Walter Lojek for this
disk. He also has many other PD disks for the XEP80 available. Simply
write to:
pd#abbuc*de (where # is @ and * is .) greetings, Andreas.

silverdr schrieb:
>
> Hi group,
>
> I recently acquired a nice XEP80 box but without the soft. I checked the
> faq and googled around for a while with no results. Does anyone know
> where can I find the diskette (image) that originally came with the
> interface?
>
> Thanks in advance.

1621. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 23:18:06 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <OMgjc.43$N71.12@newssvr16.news.prodigy.com>
Source record: 16278

Docrotcod wrote:
> I have an MIO and 20 meg hard drive that is starting to give me fits.
> It seems to be only in a certain subdirectory. At any rate, I want to back
> it up and reformat it. However, I was told to use the hardback program.
> Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d. How
> in the world am I supposed to do this when this program is a boot disk? I'm
> confused!

How large are the partitions? Would it be possible to just sector copy each partition into a large disk image, then replace the hard disk and sector copy them back after re-creating the partitions on a new drive?

Steve

1622. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-26 23:47:44 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wchjc.36$5a.30@okepread03>
Source record: 16279

Well i'm not even sure the hard drive is physically damaged. It seems to be more of a fat problem or something equivalent. The first partition is 16meg and i'm afraid going of SIO would take an eternity.

Thomas

"Steven J Tucker" <classics@atarimax.com> wrote in message news:OMgjc.43$N71.12@newssvr16.news.prodigy.com...
> Docrotcod wrote:
> > I have an MIO and 20 meg hard drive that is starting to give me fits.
> > It seems to be only in a certain subdirectory. At any rate, I want to back
> > it up and reformat it. However, I was told to use the hardback program.
> > Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d. How
> > in the world am I supposed to do this when this program is a boot disk? I'm
> > confused!
>
> How large are the partitions? Would it be possible to just sector copy each
> partition into a large disk image, then replace the hard disk and sector copy
> them back after re-creating the partitions on a new drive?
>
> Steve

1623. New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 01:37:28 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <sPijc.82206$L31.33901@nwrddc01.gnilink.net>
Source record: 16280

Hey all,
I've had my Atari 400 since I was like 7... not too long ago, a friend gave me an 800XL, so I could play some "beefier" games and whatnot.

Anyways... the 800XL's keyboard isn't working... the system keys on the right hand side all work, and pressing BREAK or Shift and Z, X, C, or V will display a carriage return, but that's it.

Cartridges will load, but I can't play Star Raiders, so what's the point? Also, I wanna load up some cassettes.

Any advice? She's in pieces now.

Thanks!
Rob

1624. ◆□◆◆□◆◆◆-_-

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 01:42:26 UTC
From: ◆ꕥ◆ <smr6424-_-@hanmail.net>
Message-ID: <c6kb01$921$1@news1.kornet.net>
Source record: 16281

◆◆◆◆ű◆ ◆ļŸ◆, ◆◆ڜ◆◆櫛◆◆

by.◆□◆◆◆◆◆◆◆

1625. Re: New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 01:54:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <D3jjc.53$5a.12@okepread03>
Source record: 16282

There is a mylar sheet in the keyboard that probably needs to be replaced.
Best electronics or most Atari retailers would have it.

Thomas

"Rob Carroll" <robert.carroll30@verizon.net> wrote in message
news:sPijc.82206$L31.33901@nwrddc01.gnilink.net...
> Hey all,
> I've had my Atari 400 since I was like 7... not too long ago, a friend
gave
> me an 800XL, so I could play some "beefier" games and whatnot.
>
> Anyways... the 800XL's keyboard isn't working... the system keys on the
> right hand side all work, and pressing BREAK or Shift and Z, X, C, or V
will
> display a carriage return, but that's it.
>
> Cartridges will load, but I can't play Star Raiders, so what's the point?
> Also, I wanna load up some cassettes.
>
> Any advice? She's in pieces now.
>
> Thanks!
> Rob
>
>

1626. Re: New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 02:02:45 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <9bjjc.40891$Aq.6552@nwrddc03.gnilink.net>
Source record: 16283

You mean the sheet that shields the ribbon cable to the mobo, or something deeper?

Thanks (and see you around RGVAC, lol)
Rob

"Docrotcod" <rahbart@cox.net> wrote in message
news:D3jjc.53$5a.12@okepread03...
> There is a mylar sheet in the keyboard that probably needs to be replaced.
> Best electronics or most Atari retailers would have it.
>
> Thomas
>
> "Rob Carroll" <robert.carroll30@verizon.net> wrote in message
> news:sPijc.82206$L31.33901@nwrddc01.gnilink.net...
> > Hey all,
> > I've had my Atari 400 since I was like 7... not too long ago, a friend
> gave
> > me an 800XL, so I could play some "beefier" games and whatnot.
> >
> > Anyways... the 800XL's keyboard isn't working... the system keys on the
> > right hand side all work, and pressing BREAK or Shift and Z, X, C, or V
> will
> > display a carriage return, but that's it.
> >
> > Cartridges will load, but I can't play Star Raiders, so what's the
point?
> > Also, I wanna load up some cassettes.
> >
> > Any advice? She's in pieces now.
> >
> > Thanks!
> > Rob
> >
> >
>
>

1627. Disk drive for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 02:10:40 UTC
From: cbmeeks <cbm@signaldevREMOVE.kom>
Message-ID: <408dc0d4$1_1@127.0.0.1>
Source record: 16284

Can the XEGS use the 1050 disk drive?

Is there one that has that "XEGS look"?

I just bought an XEGS on eBay (for $21) which came with games, joystick
(no gun), etc but no storage device.

Thanks

cb

-----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

1628. Re: Disk drive for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 02:40:09 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <crhr80l99to4hmnl91oqjh4g6m9ci562n9@4ax.com>
Source record: 16285

On Mon, 26 Apr 2004 22:10:40 -0400, cbmeeks <cbm@signaldevREMOVE.kom>
wrote:

>Can the XEGS use the 1050 disk drive?
>
>Is there one that has that "XEGS look"?
>
>I just bought an XEGS on eBay (for $21) which came with games, joystick
>(no gun), etc but no storage device.

Yes you can use any of the 8bit disk drives with the XEGS (810, 1050,
rana, percom, indus gt, etc..) Infact you can use any 8bit device
that use's the SIO port.

Atari released the XF551, which matches the XE styling.

That's a good deal. Good luck.

kvn

1629. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 02:52:05 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <vRjjc.42740$Uz1.13745@bignews3.bellsouth.net>
Source record: 16286

DoN'T you have the FLASHBACK! hard drive backup program by ICD?

IIRC FlashBack is a file and isn't on a protected disk. Also I'm sure it was made for MIO users, so
it should work for you if you are using a MIO and SpartaDOS. Since it is a file you don't have to BOOT it.
Just run it from a disk. Not sure but you probably could copy it to your harddrive and run it from there.

I have the original manual here, but my disk is some where in storage.

If you don't have this program, someone may have it on a 8-bit FTP site.
I think the file was originally named "FLASHBK".

Sometimes you can straighten out a directory or subdirectory by copying the directory(s) and files
to another partition, then delete the original directory and files. Then copy or move the directory(s) and files back.
If you have the extra room on your Hard Drive.
I have copied whole partitions, a directory at a time like this and it has fixed some problems.

BTW, when I ran my MIO and hard drive setup, what I use to do was create a Folder or Folders
on the MIO RamDisk and copy all important files to these Folders. This way they will be there even
if your hard drive or system crashes since the MIO's Memory is Safe, even if ya have to reboot.

"Docrotcod" <rahbart@cox.net> wrote in message
news:q61jc.51596$bl.47847@okepread03...
> I have an MIO and 20 meg hard drive that is starting to give me fits.
> It seems to be only in a certain subdirectory. At any rate, I want to back
> it up and reformat it. However, I was told to use the hardback program.
> Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d.
How
> in the world am I supposed to do this when this program is a boot disk?
I'm
> confused!
>
> Thomas
>
>
>

1630. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 03:36:22 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Sykjc.703$5a.13@okepread03>
Source record: 16287

Thank you very much!! That was the info I was searching for. So it IS possible to get those error messages and not have anything PHYSICALLY wrong with the hard drive?

Thomas

BTW I have flashback and I will give it a go

"Phantom" <phantomm@bellsouth.net> wrote in message news:vRjjc.42740$Uz1.13745@bignews3.bellsouth.net...
>
>
> DoN'T you have the FLASHBACK! hard drive backup program by ICD?
>
> IIRC FlashBack is a file and isn't on a protected disk. Also I'm sure it was
> made for MIO users, so
> it should work for you if you are using a MIO and SpartaDOS. Since it is a
> file you don't have to BOOT it.
> Just run it from a disk. Not sure but you probably could copy it to your
> harddrive and run it from there.
>
> I have the original manual here, but my disk is some where in storage.
>
> If you don't have this program, someone may have it on a 8-bit FTP site.
> I think the file was originally named "FLASHBK".
>
> Sometimes you can straighten out a directory or subdirectory by copying the
> directory(s) and files
> to another partition, then delete the original directory and files. Then
> copy or move the directory(s) and files back.
> If you have the extra room on your Hard Drive.
> I have copied whole partitions, a directory at a time like this and it has
> fixed some problems.
>
> BTW, when I ran my MIO and hard drive setup, what I use to do was create a
> Folder or Folders
> on the MIO RamDisk and copy all important files to these Folders. This way
> they will be there even
> if your hard drive or system crashes since the MIO's Memory is Safe, even if
> ya have to reboot.
>
>

> "Docrotcod" <rahbart@cox.net> wrote in message
> news:q61jc.51596$bl.47847@okepread03...
> > I have an MIO and 20 meg hard drive that is starting to give me fits.
> > It seems to be only in a certain subdirectory. At any rate, I want to
back
> > it up and reformat it. However, I was told to use the hardback program.
> > Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d.
> How
> > in the world am I supposed to do this when this program is a boot disk?
> I'm
> > confused!
> >
> > Thomas
> >
> >
> >
>

1631. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 04:07:22 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <W%kjc.969$5a.368@okepread03>
Source record: 16288

Scratch that... Thought I had flashback. No go. Scouring the net looking
for it.

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:Sykjc.703$5a.13@okepread03...
> Thank you very much!! That was the info I was searching for. So it IS
> possible to get those error messages and not have anything PHYSICALLY
wrong
> with the hard drive?
>
> Thomas
>
> BTW I have flashback and I will give it a go
>
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:vRjjc.42740$Uz1.13745@bignews3.bellsouth.net...
> >
> >
> > DoN'T you have the FLASHBACK! hard drive backup program by ICD?
> >
> > IIRC FlashBack is a file and isn't on a protected disk. Also I'm sure it
> was
> > made for MIO users, so
> > it should work for you if you are using a MIO and SpartaDOS. Since it is
a
> > file you don't have to BOOT it.
> > Just run it from a disk. Not sure but you probably could copy it to your
> > harddrive and run it from there.
> >
> > I have the original manual here, but my disk is some where in storage.
> >
> > If you don't have this program, someone may have it on a 8-bit FTP site.
> > I think the file was originally named "FLASHBK".
> >
> > Sometimes you can straighten out a directory or subdirectory by copying
> the
> > directory(s) and files
> > to another partition, then delete the original directory and files. Then
> > copy or move the directory(s) and files back.
> > If you have the extra room on your Hard Drive.
> > I have copied whole partitions, a directory at a time like this and it
has

> > fixed some problems.
> >
> > BTW, when I ran my MIO and hard drive setup, what I use to do was create
a
> > Folder or Folders
> > on the MIO RamDisk and copy all important files to these Folders. This
way
> > they will be there even
> > if your hard drive or system crashes since the MIO's Memory is Safe,
even
> if
> > ya have to reboot.
> >
> >
> > "Docrotcod" <rahbart@cox.net> wrote in message
> > news:q61jc.51596$bl.47847@okepread03...
> > > I have an MIO and 20 meg hard drive that is starting to give me
fits.
> > > It seems to be only in a certain subdirectory. At any rate, I want to
> back
> > > it up and reformat it. However, I was told to use the hardback
program.
> > > Everytime I boot it, it flashes VERY quickly I must use SpartaDOS
3.2d.
> > How
> > > in the world am I supposed to do this when this program is a boot
disk?
> > I'm
> > > confused!
> > >
> > > Thomas
> > >
> > >
> > >
> > >
> >
>
>

1632. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 04:26:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <6eljc.43008$Uz1.19255@bignews3.bellsouth.net>
Source record: 16289

I found it on a few ftp sites using XL Search by entering (flashbk) I'm not
for sure if this is
the same program as I just downloaded it to my NoteBook. If it happens to be
it do post it so I'll know.

XL SEARCH
www.newbreedsoftware.com/xlsearch/

BTW, XL SEARCH is Really Cool!! Glad to see this for the 8-bit Ataris!

Phantom

> Scratch that... Thought I had flashback. No go. Scouring the net looking
> for it.
>
> Thomas
>
>

1633. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 06:05:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <LKmjc.1528$5a.1303@okepread03>
Source record: 16290

That was it! Thanks!

"Phantom" <phantomm@bellsouth.net> wrote in message
news:6eljc.43008$Uz1.19255@bignews3.bellsouth.net...
>
>
> I found it on a few ftp sites using XL Search by entering (flashbk) I'm
not
> for sure if this is
> the same program as I just downloaded it to my NoteBook. If it happens to
be
> it do post it so I'll know.
>
>
> XL SEARCH
> www.newbreedsoftware.com/xlsearch/
>
> BTW, XL SEARCH is Really Cool!! Glad to see this for the 8-bit Ataris!
>
> Phantom
>
> > Scratch that... Thought I had flashback. No go. Scouring the net
looking
> > for it.
> >
> > Thomas
> >
> >
>

1634. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 06:06:45 UTC
From: Jetware <res0wvwzAt@verizon.net>
Message-ID: <VLmjc.46713$G_.3335@nwrddc02.gnilink.net>
Source record: 16291

This appears to be the case. When the 14C89-based cable is plugged in to
the Percom drive, pins 5 and 7 drop from 5 volts down to 3. It sounds like
I need a cable that doesn't load down the SIO data and command lines.

Thanks for your help.

Jetware

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:VEyic.4$UJ.2@newssvr15.news.prodigy.com...
> Jetware wrote:
>> My cable uses the 14C89 with just a diode. Where did you add the extra
>> caps? Do you know if the AT88 can be configured to not be the boot
>> device?
>
> The most likely culprit is that the 1489 chip used has an input resistance
> that is too low. Some of these chips drive the SIO bus voltage down to
> 1.5v or
> less. Works, but barely. Some peripherals like the Percom dont work
> right.
>
> A work around used is to put strong pull-up resistors on the data line,
> but
> that might not work either, depends on the design of the percoms data
> interface.
> This will also cause Pokey to sink more current than normal while
> operating the bus,
> which is not a good thing but is unlikely to cause the chip to fail, at
> least right away.
>
> Steve

1635. Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 10:41:28 UTC
From: redraven@deletelibertysurf.fr
Message-ID: <c6ldcn$gi0$1@news.tiscali.fr>
Source record: 16292

Hello,
I bought a 1200XL on ebay "as is" it power up with the red light but I only have a green screen (not the standart blue one) and nothing more.
(this is not a connecting problem as my 800 NTSC work just fine on my european TV)
I've try both the rf and monitor jack connection with the same green screen...
I already open it and push all the IC strongly but no luck with this again...

Every help is more than welcome.
(please write clearly as my english is not as good as I would like ;-))))
TIA

REDRAVEN

1636. Re: Atari XE/XL and PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 13:42:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <408e0f082d2f22@comcast.net>
Source record: 16293

>Hello,
>
> I wanna try to build some adapter for connecting an Atari to a PC
>(CGA or VGA) monitor, but I cannot find any schematics on
>the Internet.
>
> I have found some information about selling an adapter to a VGA
>monitor but I have not found its schematics.
>
> I have found the page
>
>http://www.geocities.com/atarimods/8bit-ttl1.html
>
>about interface to a TTL monitor, but there is only 1st page working and
>schematics is placed on some other.
>
>Author's (Bob Wooley) mail adress "atarimods@sog.com" does not work. And I
>cannot find he's homepage. Does he live?
>
>Can someone help me, please?
>
>Vladimir Tichy, S.D.Q.

That sounds like a good idea, but if it does not pan out, all you
have to do is just get the 8-bit Commodore monitor cable and a
video converter and your all set.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1637. Re: Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 14:21:59 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <b0ujc.14684$e4.5615@newsread2.news.pas.earthlink.net>
Source record: 16294

redraven wrote:
> Hello,
> I bought a 1200XL on ebay "as is" it power up with the red light but I only
> have a green screen (not the standart blue one) and nothing more.

This is good. A green screen means that it is mostly working.

First thing I would do is leave it on overnight and then try to reboot
the next day.

If that does not work, I would swap in a known good RAM chip to each of
the 8 RAM chip locations.

Of what is left that could be going bad, possibly the 6502 or ROMs.

1638. Re: New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 14:26:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <m4ujc.14692$e4.6539@newsread2.news.pas.earthlink.net>
Source record: 16295

Rob Carroll wrote:

> Hey all,
> I've had my Atari 400 since I was like 7... not too long ago, a friend gave
> me an 800XL, so I could play some "beefier" games and whatnot.
>
> Anyways... the 800XL's keyboard isn't working... the system keys on the
> right hand side all work, and pressing BREAK or Shift and Z, X, C, or V will
> display a carriage return, but that's it.

The keyboard plastic edge connectors and conductive traces are probably
going south. If they are intact, cleaning with a pencil eraser followed
by some rubbing alcohol may work. Some people use conductive pens to
repair traces.

1639. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 14:49:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Hpujc.11579$eZ5.10697@newsread1.news.pas.earthlink.net>
Source record: 16296

Jetware wrote:

> This appears to be the case. When the 14C89-based cable is plugged in to
> the Percom drive, pins 5 and 7 drop from 5 volts down to 3. It sounds like
> I need a cable that doesn't load down the SIO data and command lines.

IMO: 3 volts should be enough for most logic so the Percoms are probably
the problem.

The fix since you are using a 14C89 would probably be to just add series
resistors on the data and command lines. IIRC: The 14C89 and 1489 both
kind of artificially load the lines more then they have too to meet the
RS232 spec. The internals are equivalent to a ~3 transistor high gain
inverting amp, so they could probably be driven with a whisper.

If you have an extra SIO cable here is what I would do.

Plug the Percom into the Atari and the extra SIO cable into the Percom.
Connect the SIO2PC cable to the SIO cable using jumpers for all the
lines other then DATA and COMMAND. For DATA and COMMAND use ~10k
resistors. Just stack the connectors on top of each other and do the
jumpers pin for pin.

1640. Re: Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 15:33:52 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <3avs8053nuafn2pvbrjpk3se2vejmtfvu2@4ax.com>
Source record: 16147

On Tue, 27 Apr 2004 10:41:28 +0000 (UTC),
redraven@deletelibertysurf.fr (redraven) wrote:

>Hello,
>I bought a 1200XL on ebay "as is" it power up with the red light but I only
>have a green screen (not the standart blue one) and nothing more.
>(this is not a connecting problem as my 800 NTSC work just fine on my
>european TV)
>I've try both the rf and monitor jack connection with the same green
>screen...
>I already open it and push all the IC strongly but no luck with this
>again...
>
>Every help is more than welcome.
>(please write clearly as my english is not as good as I would like ;-))))
>TIA
>
>REDRAVEN

it sounds like a memory problem. Try replacing the RAM.

kvn

1641. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 17:57:19 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <3axjc.12876$KL7.8348@newssvr31.news.prodigy.com>
Source record: 16148

I don't understand why booting from SpDOS 3.2d is a problem. You mention
you have a SIO2PC cable.
Just get a SpDOS .atr and boot from that,
from the SIO2PC cable, and move your hard drives from D1: using the MIO
menu.

1642. What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 18:02:04 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <wexjc.12880$aI7.8047@newssvr31.news.prodigy.com>
Source record: 16151

I play Atari for fun.
I got one of Steve Tucker's APE/PRO adapters, it really works great!
My first use of the PRO PC program, I made a PRO file of 'Shiloh, Grant's
Trial in the West'. (1 CRC, 4 Phantom)
Then I played the game off my APE118DOS with the interface. Took three days
to finish, pretty much all day.
Fun, fun.
Of course I used a stock 1050 to make the .PRO file.
Russg

1643. Re: XEP80 software (driver)

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 19:14:59 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <408eb133$1@news.inet.com.pl>
Source record: 16149

Andreas Magenheimer wrote:
> Well,
> ask ABBUC or better the PD librarian of ABBUC, Walter Lojek for this
> disk. He also has many other PD disks for the XEP80 available. Simply
> write to:
> pd#abbuc*de (where # is @ and * is .) greetings, Andreas.
>

I already got the disk but wrote to the given address in search of the
"many others PD disks for the XEP80". Danke.

1644. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 19:35:51 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <sCyjc.3889$5a.2146@okepread03>
Source record: 16150

Booting from that is not a problem - never said it was. My goal was to backup my hard drive to an atr image file using a program that would copy the entire contents automatically. I ended up using Flashback and it worked great. I ended up having to low level format the hard drive before I could write back to it. Thanks for the input!

Thomas

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:3axjc.12876$KL7.8348@newssvr31.news.prodigy.com...
> I don't understand why booting from SpDOS 3.2d is a problem. You mention
> you have a SIO2PC cable.
> Just get a SpDOS .atr and boot from that,
> from the SIO2PC cable, and move your hard drives from D1: using the MIO
> menu.
>
>
>

1645. Re: New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-27 23:24:40 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <YYBjc.90919$L31.38582@nwrddc01.gnilink.net>
Source record: 16152

Well, Best is out of the mylars, so I guess I'll be trying to fix the one
I've got.

But I can't help but wonder if that's really the problem... I guess we'll
find out. :^)

Thanks!
Rob

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:m4ujc.14692$e4.6539@newsread2.news.pas.earthlink.net...
> Rob Carroll wrote:
>
> > Hey all,
> > I've had my Atari 400 since I was like 7... not too long ago, a friend
gave
> > me an 800XL, so I could play some "beefier" games and whatnot.
> >
> > Anyways... the 800XL's keyboard isn't working... the system keys on the
> > right hand side all work, and pressing BREAK or Shift and Z, X, C, or V
will
> > display a carriage return, but that's it.
>
> The keyboard plastic edge connectors and conductive traces are probably
> going south. If they are intact, cleaning with a pencil eraser followed
> by some rubbing alcohol may work. Some people use conductive pens to
> repair traces.

1646. Re: New to group... got a question

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 02:19:17 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GwEjc.5057$5a.2453@okepread03>
Source record: 16153

Rob, I have plenty of 800xl's. I could sell you a complete keyboard
assembly if they are out of the mylars.

Thomas

"Rob Carroll" <robert.carroll30@verizon.net> wrote in message
news:YYBjc.90919$L31.38582@nwrddc01.gnilink.net...
> Well, Best is out of the mylars, so I guess I'll be trying to fix the one
> I've got.
>
> But I can't help but wonder if that's really the problem... I guess we'll
> find out. :^)
>
> Thanks!
> Rob
>
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:m4ujc.14692$e4.6539@newsread2.news.pas.earthlink.net...
> > Rob Carroll wrote:
> >
> > > Hey all,
> > > I've had my Atari 400 since I was like 7... not too long ago, a friend
> gave
> > > me an 800XL, so I could play some "beefier" games and whatnot.
> > >
> > > Anyways... the 800XL's keyboard isn't working... the system keys on
the
> > > right hand side all work, and pressing BREAK or Shift and Z, X, C, or
V
> will
> > > display a carriage return, but that's it.
> >
> > The keyboard plastic edge connectors and conductive traces are probably
> > going south. If they are intact, cleaning with a pencil eraser followed
> > by some rubbing alcohol may work. Some people use conductive pens to
> > repair traces.
>
>

1647. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 02:47:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <FWEjc.229$eH1.47737@newssvr28.news.prodigy.com>
Source record: 16154

(booting from SpDOS atr not a problem.)
I didn't follow what you said I guess.
I'm not familiar with flashback (flashbk).
The low level format you mention... which hdfmtph did you use? (I guess you used a hdfmtph. I have about 6 of them 4, 6, 8, 9 and no number and a black box one). I think I found hdfmtph6.com to be the only one that worked for me.
Russgilb

1648. Re: Help!!!! Atari hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 03:13:06 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <5jFjc.5215$5a.661@okepread03>
Source record: 16155

I used version 9. Seems to have fixed my problem as far as bad sectors go.
Time will tell. All this is to try and get my bbs back online.

Thomas

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:FWEjc.229$eH1.47737@newssvr28.news.prodigy.com...
> (booting from SpDOS atr not a problem.)
> I didn't follow what you said I guess.
> I'm not familiar with flashback (flashbk).
> The low level format you mention... which hdfmtph did you use? (I guess
you
> used a hdfmtph. I have about 6 of them 4, 6, 8, 9 and no number and a
black
> box one). I think I found hdfmtph6.com to be the only one that worked for
> me.
> Russgilb
>
>

1649. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 04:07:59 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94D8EB546248Bemuslor@130.133.1.4>
Source record: 16156

> I play Atari for fun.
> I got one of Steve Tucker's APE/PRO adapters, it really works great!
> My first use of the PRO PC program, I made a PRO file of 'Shiloh,
> Grant's Trial in the West'. (1 CRC, 4 Phantom)
> Then I played the game off my APE118DOS with the interface. Took
> three days to finish, pretty much all day.
> Fun, fun.
> Of course I used a stock 1050 to make the .PRO file.
> Russg
>

Sounds like fun. I've been doing quite a bit to my 800xl (my original computer) lately as well. I just added a Wizztronics 256K upgrade, a switchable BASIC/ASM chip, WarpOS 32-in-1 chip, and of course hooked up the chroma line so I can get some better video output. Last thing I have to do is get MyIDE hooked up. I love getting back into the 8-bit Ataris, and I'm having a great time doing the mods - especially since they've been successful. :) Thanks to the various people out there that I've been trading with and asking questions of. This is a great community!

By the way, I'm thinking of doing the MyIDE via the external cart hookup. Does anyone have a non-working XE cart or two that you wouldn't mind parting with so I can use the casing?

--
Slor

1650. Re: Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 11:50:59 UTC
From: redraven@deletelibertysurf.fr
Message-ID: <c6o5r2$5as$1@news.tiscali.fr>
Source record: 16157

In article <3avs8053nuafn2pvbrjpk3se2vejmtfvu2@4ax.com>, evin"<nospam@nospam.com says...
>
>On Tue, 27 Apr 2004 10:41:28 +0000 (UTC),
>redraven@deletelibertysurf.fr (redraven) wrote:
>
>>Hello,
>>I bought a 1200XL on ebay "as is" it power up with the red light but I only
>>have a green screen (not the standart blue one) and nothing more.
>>(this is not a connecting problem as my 800 NTSC work just fine on my
>>european TV)
>>I've try both the rf and monitor jack connection with the same green
>>screen...
>>I already open it and push all the IC strongly but no luck with this
>>again...
>>
>>Every help is more than welcome.
>>(please write clearly as my english is not as good as I would like ;-))))
>>TIA
>>
>>REDRAVEN
>
>
>it sounds like a memory problem. Try replacing the RAM.
>
>
>
>
>kvn
Thanks to you and Rick for the help...

I have 18 rams KM41256-15 (810 korea) : Can I use it to remplace the others ?
(I know that it's more than the standart one but simply don't know if they could
be use and give the "standart" total of memory needed by the 1200XL).

And, if they could "work", all I have to do is : put another one on the first and try
and so on to find the faultly one. Right ?

Thanks again

REDRAVEN

1651. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 14:14:37 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <108vf2fd2hkt84c@corp.supernews.com>
Source record: 16158

"Slor" <slor@comcast.net> wrote in message
news:Xns94D8EB546248Bemuslor@130.133.1.4...
> > I play Atari for fun.
> > I got one of Steve Tucker's APE/PRO adapters, it really works great!
> > My first use of the PRO PC program, I made a PRO file of 'Shiloh,
> > Grant's Trial in the West'. (1 CRC, 4 Phantom)
> > Then I played the game off my APE118DOS with the interface. Took
> > three days to finish, pretty much all day.
> > Fun, fun.
> > Of course I used a stock 1050 to make the .PRO file.
> > Russg
> >
>
> Sounds like fun. I've been doing quite a bit to my 800xl (my original
> computer) lately as well. I just added a Wizztronics 256K upgrade, a
> switchable BASIC/ASM chip, WarpOS 32-in-1 chip, and of course hooked up
the
> chroma line so I can get some better video output. Last thing I have to
do
> is get MyIDE hooked up. I love getting back into the 8-bit Ataris, and
I'm
> having a great time doing the mods - especially since they've been
> successful. :) Thanks to the various people out there that I've been
> trading with and asking questions of. This is a great community!
>
> By the way, I'm thinking of doing the MyIDE via the external cart hookup.
> Does anyone have a non-working XE cart or two that you wouldn't mind
> parting with so I can use the casing?
>
> --
> Slor

I bought a 1050 to PC cable from Poland and it has been alot of fun working
with protected diskettes and making PRO images.
Most any of the cartridges are usable I took the guts out of a Frogger
Cartridge to make mine. The all plastic carts without the spring loaded
opening should make a nice cart for the MyIDE. Also with the 130 Xe I used
the interface without a cartridge case for several weeks..

RoyE

1652. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 15:14:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040428111444.09060.00000487@mb-m17.aol.com>
Source record: 16159

Hello Jetware-

Well, you have lots of things to try. BTW, if the issue is the (14C89) interface, have you considered building a MAX232-type? They are a little more complicated, but not that difficult.

When you do get this working, could you please tell the group what ultimately cured the problem?

Larry

1653. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 19:41:28 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <INTjc.536$eH1.196487@newssvr28.news.prodigy.com>
Source record: 16160

(Slor put BASIC/ASMED switchable in 800XL along with Warp OS 32 in 1??)
I've found that I like to just have executable BASIC and ASMED on a disk.
It is then easy enough to just load either one, and exit with RESET. Works
on real thing or emulator.
Too bad no emulator handles PRO files. I think it is a proprietary, Tucker
format and nobody knows how it works. The Shiloh was my first experience
with .PRO, I haven't even tried the .PRO files that come with APE. 'Simple'
emulation didn't work, but '1 Mindscape' worked.
I don't see any explanation of the .PRO emulation modes, there are 10 of
them.
Russg
(oh, my web page is gone, I have a new ISP. My e-mail in postings is messed
up to foil usenet harvesting viruses. I think it is obvious what you have
to take out to mail me.)

1654. Re: Too many floppies!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 21:09:18 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40901de3$0$131$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16161

Howdy Leon

> Wow, you have a Zip drive connected to an 8-bit Atari! How did you do it?

Go to my website (I quite university over half a year ago, but my site is still up. I hope.) at http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm and download ZIP2BB.ARC. That's how I did it.
BTW I also have an 80MB harddisk and 2 CDROM players connected to it. Check out my homepage to. Unfortunately I can no longer upload files to the university computer, so I can not update my site. Latest version of DATA is 62. Still doesn't have a file viewer or copier, but it's still under developement. I can look at the directories and at the separate sectors.

CU Mathy van Nisselroy

1655. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 21:18:42 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94D9A5EEB258Cslorcomcastnet@130.133.1.4>
Source record: 16162

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in
news:INTjc.536$eH1.196487@newssvr28.news.prodigy.com:

> (Slor put BASIC/ASMED switchable in 800XL along with Warp OS 32 in
> 1??) I've found that I like to just have executable BASIC and ASMED on
> a disk. It is then easy enough to just load either one, and exit with
> RESET. Works on real thing or emulator.
>

Slor like them on EPROM with a toggle switch. :)

--
Slor

1656. Re: Check out data CD's on your Atari using TurboBASIC and BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 21:22:03 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <409026b2$0$131$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 16163

Howdy Larry

> Congratulations! Can you read any sector now? I presume this is
> Dos-independent (and in effect, you provide your own "Dos" via your Turbo
Basic
> program. (?))

Reading a sector was the first thing I could do. You have to, as that is how you detect where the directories are. Latest improvements: it's really fast, it takes up less memory, I can load the pathtable untill I either reach the end of it, of the string is full (2048bytes at the moment), even if that means I have to read more then one sector, directories are shown completely, independent of their length. But I still can brows a file or copy it to disk. And their is still this (harmless) bug that after I power it up with no CD loaded, it somehow goofs up. But after a quick unload and load of the CD, that's over.

You can use it with any DOS you want as long as it is TurboBASIC compatible. Only problem could be that the ASPI manager could be in the way. It was Matthias Belitz's intension to move the ASPI manager to BlackBox ROM (see the FlashROM upgrade on my site) (ASPI versions for different harddrive interfaces - still none exist but the BlackBox version - in different harddrive ROM's ofcourse). Unfortunately, Matthias doesn't seem to have much time anymore. I'm not sure if my software is in the same place if you use a different (version of) DOS then I am. I'm using the Beta version of MyDOS 4.55.

CU Mathy van Nisselroy

1657. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-28 22:59:12 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <mmd090l8be3gkmtqg2bv1jci4j09oh59hs@4ax.com>
Source record: 16164

On Tue, 27 Apr 2004 18:02:04 GMT, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote:

>My first use of the PRO PC program, I made a PRO file of 'Shiloh, Grant's
>Trial in the West'. (1 CRC, 4 Phantom)
>Then I played the game off my APE118DOS with the interface. Took three days
>to finish, pretty much all day.
>Fun, fun.

A vacation well spent, Russ! :)

Maybe you could do a brief review of the game for us?

1658. Re: What I did on my vacation

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 03:14:05 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <1q_jc.214$rM4.64@newssvr16.news.prodigy.com>
Source record: 16165

(Review 'Shiloh, Grant's Trial in the West').
SSI about 1987-88.
I'm leaving my computer and may not be able to post for about a month, so I'll try a quickee.
It is custom characters, graphics 1 or 2, I think.
There are 900 squares, 30 x 30. You start as either confeds or union, or two people can play or you can watch the computer play.
It is a pretty complicated game, it would take a while to figure out without good documentation (comes with a 60 page book). Has simple, intermediate and advanced levels of play. Joystick with simple only, the other two use only keyboard. You get a disk, book, map and catalog.
The disk has two sides, and you can copy second side and use two drives. Side one is copy protected.
I think this is a pretty standard format for these war games. I couldn't figure from reading when the game ends. After four real time days, I came to 6:30PM 4/7/1862, the game ended. I was confed and got clobbered. I did well at first, but after the first day, it was strictly downhill for me.
You get a graphics screen with topography (no elevation map, tho, that would have been useful to get a good firing position, especially for artillery.)
The units are infantry, calvary and artillery. You can stack up to two infantry or cavalry and one artilery on a square.
One move is 30 minutes virtual time, I think. You start about 8 AM 4/6/1862. There are cursor and access menus. Basically you move the cursor around the map, button on a unit, then access menu comes up, get unit, then action menu. There you can select FIRE and then LOS (Line of sight) and Target Square. After you've finished with all your units, you COMBAT and the computer takes over and resolves your turn. The computer first does defender artillery, then attacker artillery, then defender rifle/musket, attacker rifle/musket, then melee is done and defender, attacker. After all the shooting then retreat is done, advances are done. If a unit is ROUTED and DISRUPTED, it is lost from use, I think for the rest of the game.
My memory isn't so great.
You have to access all units on a square. The icons indicate single inf or cav, dble inf or cav, artillery by itself, or artillery with one or two cav,inf. You access one unit on a square, finish that one, and then OTHER UNIT.

It is a bit complicated as there are about 11 pages just for the beginner's game.

On a strategic level, I don't see the confeds winning this game, not very easy anyway. Confeds try to reach Pittsburg Landing on the Tennessee river, to avoid Buell's 19,000 men from re-inforcing Grant on the West side of the river. There are two Fed riverboats, that will ferry Buell's men accross during the first night. The game only lasts two computer days, at the end

of the second day, it is finished.
I'd need to really write this up proper to even give a chance of playing the game without the book.
Russg

1659. Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 03:41:05 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <8G_jc.92337$UC4.82168@bignews2.bellsouth.net>
Source record: 16166

The last I recall FTE bought the rights to the line of ICD products (MIO, SpartaDos, and etc.)

Are they still in business? And do they still sell some ICD products?

If not what happen to them and the ICD products?

Phantom
phantomm@bellsouth.net

1660. WTB: VOICE Digitiser for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 03:48:37 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <wS_jc.53362$Uz1.49984@bignews3.bellsouth.net>
Source record: 16167

Looking for a Voice Digitiser for Atari 8-bit.

I believe there were 1 or 2 hardware types developed.
Can't remember the exact names.

If ya have one for sale, working or not working then e-mail me.

phantom@bellsouth.net

1661. WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 03:51:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <TU_jc.53375$Uz1.21913@bignews3.bellsouth.net>
Source record: 16168

Need a SpartaDos X cartridge in USA.

Send asking price to me at:

phantomm@bellsouth.net

1662. CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 05:46:59 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040429014659.22633.00000466@mb-m15.aol.com>
Source record: 16169

I am curious about Atari cassettes -- I bailed out of my original 410 recorder as fast as I could find an 810 drive! (Believe it or not there was a modest shortage of 810's in '82.) But I am curious about the CAS format and if there is a convertor to create a bootable (ATR) disk or some other format. I checked the FAQ's and found some info, but I haven't found anything about the structure of a CAS file; nor have I found any conversion tools. Any info would be appreciated!
Larry

1663. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 10:20:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290317470.11101-100000@onyx.spiritone.com>
Source record: 16170
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club News!
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1664. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 10:27:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290324100.11101-100000@onyx.spiritone.com>
Source record: 16171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1665. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 10:31:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290327190.11101-100000@onyx.spiritone.com>
Source record: 16172
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club News!
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1666. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 14:00:33 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10922jvj8ims987@corp.supernews.com>
Source record: 16173

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0404231559.a5e00cc@posting.google.com...
> Real.arc is up on my TCPIP Express board right now.
> If there is a lot of calls I will set up an emulated bbs on port 53
> <telnet>
>
> Welcome to the REALDOS beta Test Version 1.0a
>
> This Version of REAL.DOS is Shareware.
>
> Written by Stephen J. Carden ,Ken Ames, and Tom Hunt
>
>
> Inside the 8-bit bbs ExpressPro.dyndns.org Port 8888 or 8889
>
> or send letter's / comments to
>
> Stephen J. Carden
>
> sjcarden@bellsouth.net
>
>
SNIP

So just how do I get a copy of REAL.DOS if I don't have the software to
download a copy. Are there anyother places that this file is available
except for Telnet. I get to log on but the file will not download. I keep
getting a file of Zero "0" length file.. Oh Well!

RoyE

1667. Re: CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 14:11:07 UTC
From: Michael Beck <beck@ipd.info.uni-karlsruhe.de>
Message-ID: <c6r2ds$86i$1@news2.rz.uni-karlsruhe.de>
Source record: 16174

LarryWhite wrote:

[..]
> But I am curious about the CAS format and if there
> is a convertor to create a bootable (ATR) disk or some other format. I
> checked the FAQ's and found some info, but I haven't found anything about
> the structure
> of a CAS file; nor have I found any conversion tools. Any info would be
> appreciated!

The "CAS" format is the Atari BOOT format. The first block (on a casette
typically 128 bytes) contains a 6 bytes header.

from <http://whttp://munsie.dhs.org/DeReAtari/chaptC.html>:

1ST BYTE is not used by the Cassette Boot process.

2ND BYTE contains the number of 128 byte cassette records to be read as part
of the boot process (including the record containing this information).
This number may range from 1 to 255, with 0 meaning 256.

3RD and 4TH BYTES contain the address (LO,HI) at which to start loading the
first byte of the file.

5TH and 6TH BYTES contain the address (LO,HI) to which control is
transferred after the boot process is complete. Pressing the [S/RESET] key
will also transfer control to this address assuming that the boot process
is complete.

When step 2 is complete, the Cassette Boot program will have:
Saved number of records to boot
Saved the load address
Saved the initialization address in CASINI [02,03]

The same format is used for booting from a disk, so it is possible to write
a CAS file to a disk image (starting at sector 1).

Sorryly in most cases this will not, because most CAS files are build of a
little header that than loads the rest (and shows a sector counter or
something). This header needs to be patched to load the rest of the file
from disk.

The simpliest solution is to use a "C:"-Simulator. This will simply patch
the sio-address to some kind of mini-dos, allowing multiple CAS files to be
loaded from a Disk. If you cannot find such a beast, mail me and I can send
you one for DD-disk (maybe works for SD disks either, cannot remember :-).

best regards,
--
Michael Beck beck@ipd.info.uni-karlsruhe.de

1668. Re: Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 14:40:13 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <ht8kc.111021$L31.6653@nwrddc01.gnilink.net>
Source record: 16175

> it sounds like a memory problem. Try replacing the RAM.
>
I have several good 64K RAM chips available.
paulalhart@hotmail.com

1669. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 15:08:58 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <eU8kc.14111$eZ5.11739@newsread1.news.pas.earthlink.net>
Source record: 16176

Phantom wrote:

> The last I recall FTE bought the rights to the line of ICD products (MIO,
> SpartaDos, and etc.)
>
> Are they still in business? And do they still sell some ICD products?
>
> If not what happen to them and the ICD products?

Out of the Atari business for now and probably the near future.

I went by the FTE office when they were still active a few times. About the only hardware he got from ICD was a bunch of PR:Connections. No MIOs or anything neat. The MIOs used an odd zip ram, so they weren't really viable for new production. I don't think Mike got schematics or board art for them so it would have been a reverse engineering job and new design to get it going. At some prior point the rights to an MIO became kind of worthless since it needed a new design.

It's never been explained publically/officially what has happened to the rights to the ICD products by the parties involved(ICD and FTE). I believe Newell posted something to the effect ~he considered the rights to his products had reverted to him and was placing the memory upgrades in the PD. He didn't say anything about Omnimon or Omniview IIRC.

Unless someone can find a post from ICD to the contrary I think it is safe to assume the rights are still with FTE.

1670. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 17:17:20 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c6rdce$r2u$1@newsg4.svr.pol.co.uk>
Source record: 16177
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> Rather than print up a Catalog, thereby making it out of Date!
> I regularly update my Catalogs, for you to Download or view online

Just to make sure, he also posts what seems like the entire contents of his catalogues on this group whenever he changes them, which annoys pretty much everyone else by cluttering the place up.

1671. SpartaDOS for emulators ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 18:54:10 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <v7KdnWBWEL3S0gzd4p2dnA@bresnan.com>
Source record: 16178

SDX ?

--

Woodzy
http://rtdos.com/forum

1672. MESS or Atari800WIN+ ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 18:54:34 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <7JKdnVxe9Mz10gzdRVn-tA@bresnan.com>
Source record: 16179

which is the best and why ?

--

Woodzy
http://rtdos.com/forum

1673. game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 18:55:01 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <MpKdnbgimNEe0gzdRVn-tA@bresnan.com>
Source record: 16180

where there any ?

--

Woodzy
http://rtdos.com/forum

1674. atari 2600 programmers kit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 18:56:14 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <FK2dnX2dhppR0gzd4p2dnA@bresnan.com>
Source record: 16181
Cross-posted to: alt.atari.2600.programming,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8

wasn't there a programmer's kit for the atari 2600 / 7800 and 5200 by atari
? is it available for download somewhere ?

--

Woodzy
http://rtdos.com/forum

1675. Re: WTB: VOICE Digitiser for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 19:59:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <L8dkc.8790$Fo4.112694@typhoon.sonic.net>
Source record: 16182

Phantom <phantomm@bellsouth.net> wrote:
> Looking for a Voice Digitiser for Atari 8-bit.

> I believe there were 1 or 2 hardware types developed.
> Can't remember the exact names.

> If ya have one for sale, working or not working then e-mail me.

You could also try and find a copy of SAM (Software Automated Mouth(?)),
a software-driven synthesizer for the Atari.

Back in the day (early 90s) I found a old computer magazine (maybe it
was an ANTIC?) that described how to hook up some speech-synth chip from
Radio Shack (gave the part number and everything, I think!) to an Atari's
joystick port and talk to it.

Sadly, even by then, Radio Shack had already stopped selling it, and most of
the other interesting/cool stuff that made it an interesting store.

-bill!
bill@newbreedsoftware.com | Even when using industrial beat, Kompressor
http://newbreedsoftware.com/bill | know importance of brushing teeth

1676. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 22:17:21 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6rutg$4pt$3@hercules.btinternet.com>
Source record: 16183
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Tom

> > Rather than print up a Catalog, thereby making it out of Date!
> > I regularly update my Catalogs, for you to Download or view online
>
> Just to make sure, he also posts what seems like the entire contents of
his
> catalogues on this group whenever he changes them, which annoys pretty
much
> everyone else by cluttering the place up.

Get ready for the hate mail from his butt bopping defenders!!

--

Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.672 / Virus Database: 434 - Release Date: 28/04/2004

1677. Re: WTB: VOICE Digitiser for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-29 22:36:15 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c6s00v02k0b@news2.newsguy.com>
Source record: 16184

William Kendrick <bill@newbreedsoftware.com> wrote:
> Phantom <phantomm@bellsouth.net> wrote:
> > Looking for a Voice Digitizer for Atari 8-bit.
>
> > I believe there were 1 or 2 hardware types developed.
> > Can't remember the exact names.
>
> > If ya have one for sale, working or not working then e-mail me.
>
> You could also try and find a copy of SAM (Software Automated Mouth(?)),
> a software-driven synthesizer for the Atari.
>
>
> Back in the day (early 90s) I found a old computer magazine (maybe it
> was an ANTIC?) that described how to hook up some speech-synth chip from
> Radio Shack (gave the part number and everything, I think!) to an Atari's
> joystick port and talk to it.

That would be a voice synthesizer... A digitizer would take an analog sound
source and put it in the computer. :-)

Anyway, I think there was one you could build in Antic, let me check....
Here you go:
http://www.atarimagazines.com/v8n8/anticsamplingproc.html

--
Ryan 'Gozar' Collins

1678. Re: SpartaDOS for emulators ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 00:55:50 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404291655.7f2bcf70@posting.google.com>
Source record: 16185

"*ProteanThread*" <rtdos hotmail com> wrote in message
news:<v7KdnWBWEL3S0gzd4p2dnA@bresnan.com>...
> SDX ?

I use PCXformer 3.8 and could never get SpartaDos 3.2d to work.
Russ Gilbert kindly sent me a copy of SpartaDos x33a and it
works fine with PCX 3.8

Ed

1679. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 01:20:06 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404291720.5bbd3d5f@posting.google.com>
Source record: 16186

"Phantom" <phantomm@bellsouth.net> wrote in message
news:<TU_jc.53375$Uz1.21913@bignews3.bellsouth.net>...
> Need a SpartaDos X cartridge in USA.
>
> Send asking price to me at:
>
> phantomm@bellsouth.net

If you would settle for SpartaDos 3.3,they are pretty reasonable at:

www.atarisales.com.

Ed

1680. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 01:23:57 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404291723.1813e79c@posting.google.com>
Source record: 16187

"Phantom" <phantomm@bellsouth.net> wrote in message
news:<TU_jc.53375$Uz1.21913@bignews3.bellsouth.net>...
> Need a SpartaDos X cartridge in USA.
>
> Send asking price to me at:
>
> phantomm@bellsouth.net

BTW, I was amazed to see an Atari Dos 2.0 *CARTRIDGE* on E-Bay.
Made by a third party.Didn't know they made such a critter!

Ed

1681. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 01:46:07 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Adikc.7981$5a.3427@okepread03>
Source record: 16188

Sunmark makes them.

Thomas

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0404291723.1813e79c@posting.google.com...
> "Phantom" <phantomm@bellsouth.net> wrote in message
news:<TU_jc.53375$Uz1.21913@bignews3.bellsouth.net>...
> > Need a SpartaDos X cartridge in USA.
> >
> > Send asking price to me at:
> >
> > phantomm@bellsouth.net
>
> BTW, I was amazed to see an Atari Dos 2.0 *CARTRIDGE* on E-Bay.
> Made by a third party.Didn't know they made such a critter!
>
> Ed

1682. Re: SpartaDOS for emulators ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 01:53:59 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <-cydnTp8ct0pLAzd4p2dnA@bresnan.com>
Source record: 16189

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0404291655.7f2bcf70@posting.google.com...
> "*ProteanThread*" <rtdos hotmail com> wrote in message
news:<v7KdnWBWEL3S0gzd4p2dnA@bresnan.com>...
> > SDX ?
>
> I use PCXformer 3.8 and could never get SpartaDos 3.2d to work.
> Russ Gilbert kindly sent me a copy of SpartaDos x33a and it
> works fine with PCX 3.8
>
> Ed

I'll give it a shot, thx.

1683. Re: MESS or Atari800WIN+ ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 02:42:42 UTC
From: Mad_Kat <nobody@hotmail.com>
Message-ID: <oje390tg5b07uo4krh5odbpq6cd68j7hrd@4ax.com>
Source record: 16190

On Thu, 29 Apr 2004 12:54:34 -0600, "*ProteanThread*" <rtdos hotmail
com> wrote:

>which is the best and why ?

I've tried both of those, and I consider Atari800Win Plus the better
product. I've noticed that when it comes to emulators, specialized
types that deal with one or two systems do a much better job than the
generalized ones that try to do too much at once (although to be fair,
MESS does make a pretty good Atari 7800 emulator).

MK

1684. Re: Need assistance with hard drive backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 04:04:02 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Sekkc.113999$L31.44126@nwrddc01.gnilink.net>
Source record: 16192

Hardback from Orion Microsystems was not a boot disk - it's a file along
with the Recover program.

"Docrotcod" <rahbart@cox.net> wrote in message
news:q61jc.51596$bl.47847@okepread03...
> I have an MIO and 20 meg hard drive that is starting to give me fits.
> It seems to be only in a certain subdirectory. At any rate, I want to back
> it up and reformat it. However, I was told to use the hardback program.
> Everytime I boot it, it flashes VERY quickly I must use SpartaDOS 3.2d.
How
> in the world am I supposed to do this when this program is a boot disk?
I'm
> confused!
>
> Thomas
>
>
>

1685. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 05:43:20 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404292143.3d4cfa99@posting.google.com>
Source record: 16193

"Docrotcod" <rahbart@cox.net> wrote in message news:<Adikc.7981$5a.3427@okepread03>...
> Sunmark makes them.
>
I am real curious why they didn't make them Dos 2.5?

1686. Pool Disk Too

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 05:54:13 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0404292154.7d580e69@posting.google.com>
Source record: 16194

Ernest Schreurs wrote to me in an E-mail:

Hi Ed. Yes, that is what I said.
We can send you a Pooldisk Too (which is two CD's) on spindle CD-R.
That means no jewel case and nothing but the CD's. Shipping is
cheaper this way. For US $5 in cash in an envelope we will send
you the disks by the cheapest rate, and if you add one dollar we
can make it priority mail, which usually takes about a week or so.
Money orders or checks will cost us something to process, so that is
why this is simply either $5 or $6 in cash in an envelope.
The risk is not that high then, and it is easy and quick.
Of course it should not be visible from the outside that there
is money in the envelope.

Send the envelope to
Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands

Regards, Ernest.

My disks came today and I spent NINE HOURS exploring the disks
and playing with files! This is probably the best $6.00 I ever
spent in my life.What a wealth of information!
I strongly urge everyone to obtain a set,to show the Schreurs brothers
that we appreciate all their hard work.

Ed

1687. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 06:01:31 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <1ZIkc.8574$5a.8317@okepread03>
Source record: 16195

I was kind of wondering the same thing. Maybe more compatibility issues.
Although I thought 2.5 was pretty much the standard as far as Atari DOS
goes.

Thomas

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0404292143.3d4cfa99@posting.google.com...
> "Docrotcod" <rahbart@cox.net> wrote in message
news:<Adikc.7981$5a.3427@okepread03>...
> > Sunmark makes them.
> >
> I am real curious why they didn't make them Dos 2.5?

1688. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 07:45:57 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <Vunkc.523$uV3.60@newssvr16.news.prodigy.com>
Source record: 16196

Docrotcod wrote:

> I was kind of wondering the same thing. Maybe more compatibility issues.
> Although I thought 2.5 was pretty much the standard as far as Atari DOS
> goes.

You can put almost any DOS you want including SDX on a 1mbit flash
cartridge.

Steve

1689. atari++ 1.33 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 08:16:45 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c6t21d$7ei$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 16047

Hi group,

a new release of the atari 8 bit emulator for Linux and Windows
has been released at its usual place:
http://www.math.tu-berlin.de/~thor/atari++/

Concering the emulation, I've to thank Slor for sending me
screen snapshots of the NTSC artifacting in for Hires modes; an
improved emulation, also taking care of the background color is
now integrated into the emulator.

Furthermore, the 1.33 release fixes two annoyances: For first, the
GUI now supports mice scroll-wheels, and for second the keyboard
has now an input buffer for fast-typers like me. This can be disabled
if buffering is undesired for fast keyboard controlled games.

Some minor enhancements overall the code and the build-process have
been provided as well.

Have fun,
Thomas

1690. Re: CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 09:33:12 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040430053312.09206.00000562@mb-m13.aol.com>
Source record: 16048

Hi Michael-

Thanks for the info! That turned out to be a lot simpler than I had expected.
I will try out a few.

Unhappily, I've never been able to get either Super C: or Transdisk to work on
my NTSC set up. IIRC, they both read fine, but then "hang" before writing.
But I haven't tried them in years -- so it would be a good time to have another
try.

Larry

1691. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 09:37:37 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040430053737.09206.00000563@mb-m13.aol.com>
Source record: 16049

> You can put almost any DOS you want... <

Now that *is* interesting!

1692. Which disk copier for XF-551?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 12:36:51 UTC
From: Kuba Kosiec <lewis@WYTNIJTO.atari.pl>
Message-ID: <c6thdq$fj5$1@nemesis.news.tpi.pl>
Source record: 16050

I am looking for disk copier, which can copy all XF-551 densities, including QD (DS/DD). It will be great hat copier uses XF 38400 bps speed. Can you recommend me software like that?

--
Kuba Kosiec
Cut WYTNIJTO from address...

1693. Re: CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 13:18:18 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040430091818.00147.00000486@mb-m06.aol.com>
Source record: 16051

> Unhappily, I've never been able to get either Super C: or Transdisk to work
on
my NTSC set up. <

That makes for a natural second question -- has anyone using an NTSC system
ever been able to get any version of Transdisk or the Super C: Emulator to work
properly? Or perhaps someone has been successful using the NTSC system with
the PAL-chip modification?
Larry

1694. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 14:01:43 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c6tm81$hv6$1@news1.nivel5.cl>
Source record: 16052

ny1 knows how to do that ?
ive eprom copier, but dont know how to do that...

Would be nice, make games on cart

"LarryWhite" <llppwhite@aol.comnsp> escribi&#65533; en el mensaje
news:20040430053737.09206.00000563@mb-m13.aol.com...
> > You can put almost any DOS you want... <
>
> Now that *is* interesting!

1695. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 16:04:14 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <2Oukc.307$Nb.99@newssvr32.news.prodigy.com>
Source record: 16053

Bruce wrote:
> ny1 knows how to do that ?
> ive eprom copier, but dont know how to do that...
>
> Would be nice, make games on cart

http://www.atarimax.com/flashcart/documentation/

Carts are programmable in-system in your Atari and do not require and eprom or flash programmer.

Sign up for the forum, there are hundreds of pre-made images there to burn on flash carts, plus
a complete open source dev kit to roll your own if you desire.

Steve

1696. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-04-30 21:37:58 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c6ugvp$p57$1@news1.nivel5.cl>
Source record: 16054

already see those..
But i'm from outside US, and it isnt cheap to buy that...
Besides, i'll like to know how-to do it myself ;o)

"Steven J Tucker" <classics@atarimax.com> escribi&#65533; en el mensaje
news:2Oukc.307$Nb.99@newssvr32.news.prodigy.com...
> Bruce wrote:
> > ny1 knows how to do that ?
> > ive eprom copier, but dont know how to do that...
> >
> > Would be nice, make games on cart
>
> http://www.atarimax.com/flashcart/documentation/
>
> Carts are programmable in-system in your Atari and do not require and
eprom or
> flash programmer.
>
> Sign up for the forum, there are hundreds of pre-made images there to burn
on
> flash carts, plus
> a complete open source dev kit to roll your own if you desire.
>
> Steve

1697. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 01:21:52 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FPCkc.100483$UC4.82278@bignews2.bellsouth.net>
Source record: 16055

When FTE first got the rights and products years ago, I did get a
upgraded SDX cart from them.

Also they sent me a printed update back in 1995 of what they had been
doing. I found this while looking through
some of my old 8-bit papers.

Several new products were announced and supposed to have been shown at a
few shows.

The Mars 8, The MIO II, and Sweet 16 were 3 of the hardware items
mentioned in the (GET-REAL GAZETTE Vol.1 # 2)

as it was called. And from what I read, Proto types of all these were
made.

Just wondering if anyone ever saw these proto types at any Atari Shows
years ago? And if anyone has any other info
on what happen to them.

phantomm@bellsouth.net

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:eU8kc.14111$eZ5.11739@newsread1.news.pas.earthlink.net...
>
> Out of the Atari business for now and probably the near future.
>
> I went by the FTE office when they were still active a few times.
About
> the only hardware he got from ICD was a bunch of PR:Connections. No
MIOs
> or anything neat. The MIOs used an odd zip ram, so they weren't really
> viable for new production. I don't think Mike got schematics or board
> art for them so it would have been a reverse engineering job and new
> design to get it going. At some prior point the rights to an MIO
became
> kind of worthless since it needed a new design.
>
> It's never been explained publically/officially what has happened to
the
> rights to the ICD products by the parties involved(ICD and FTE). I
> believe Newell posted something to the effect ~he considered the
rights
> to his products had reverted to him and was placing the memory
upgrades
> in the PD. He didn't say anything about Omnimon or Omniview IIRC.

>
> Unless someone can find a post from ICD to the contrary I think it is
> safe to assume the rights are still with FTE.

1698. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 01:28:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <LYCkc.48243$oN1.20623@bignews5.bellsouth.net>
Source record: 16056

I'd rather have a Cartridge version 4.19 thru 4.22. The version isn't
real important. I could use 2 or 3 carts.

But it seems that finding just 1 is tough.

I have disk based versions of SpartaDos.

I'll check out atarisales, and keep looking...

Thanks,

phantomm@bellsouth.net

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0404291720.5bbd3d5f@posting.google.com...
> "Phantom" <phantomm@bellsouth.net> wrote in message
news:<TU_jc.53375$Uz1.21913@bignews3.bellsouth.net>...
> > Need a SpartaDos X cartridge in USA.
> >
> > Send asking price to me at:
> >
> > phantomm@bellsouth.net
>
> If you would settle for SpartaDos 3.3,they are pretty reasonable at:
>
> www.atarisales.com.
>
> Ed

1699. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 02:38:38 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <O4Ekc.968$V97.675@newsread1.news.pas.earthlink.net>
Source record: 16057

Phantom wrote:

<snip>
> The Mars 8, The MIO II, and Sweet 16 were 3 of the hardware items
> mentioned in the (GET-REAL GAZETTE Vol.1 # 2)
>
> as it was called. And from what I read, Proto types of all these were
> made.
>
> Just wondering if anyone ever saw these proto types at any Atari Shows
> years ago? And if anyone has any other info
> on what happen to them.

I saw some of the stuff. I think several people in the newsgroup have the Sweet 16 board.

Off on opinion road here. The problem with the Sweet 16 was the same as the problem for Dataque's 65816 board: In compatibility mode it does nothing for the Atari. There just wasn't a lot of stuff that would take advantage of the '816 features and there weren't a lot of tools other then John Harris's MAE for working with it.

So what needed to happen was rewrites of things like the OSS cartridges to get the tools into people's hands. Rewriting Action! BASIC XL, BASIC XE, etcetera was/is pretty much impossible from a manpower standpoint at that stage of the game.

1700. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 03:16:19 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4093163a.53147989@news>
Source record: 16058

Steven J Tucker <classics@atarimax.com>:

>Sign up for the forum, there are hundreds of pre-made images there to burn on
>flash carts, plus
>a complete open source dev kit to roll your own if you desire.

Have you released the source of the actual flashing module? It would be
neat for custom project to be able to write to the cartridge.

Shawn Jefferson
(fix reply to for email)

1701. FLOPPY SIO Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 07:08:52 UTC
From: zAz <riknet@free.fr>
Message-ID: <40934cff$0$8637$626a14ce@news.free.fr>
Source record: 16059

Hello,

I'm looking for an SIO interface to build for plug a 3,5" PC Floppy (for ex
with a PIC or a micro controller and a WD 1772) I have a 1050 but dead
(speed rotation PB)
TIA

1702. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 11:51:48 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10973qm1vgoq0ee@corp.supernews.com>
Source record: 16060
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

You read messages that don't interest you?

--
Don

If you can read this, thank a teacher.
If you can read this in American, thank a veteran.

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:c6rdce$r2u$1@newsg4.svr.pol.co.uk...
> > Rather than print up a Catalog, thereby making it out of Date!
> > I regularly update my Catalogs, for you to Download or view online
>
> Just to make sure, he also posts what seems like the entire contents of
his
> catalogues on this group whenever he changes them, which annoys pretty
much
> everyone else by cluttering the place up.
>
>

1703. Acey Ducey Backgammon

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 18:40:58 UTC
From: Robert <roberticus_2003@yahoo.com>
Message-ID: <_aSkc.9076$kh4.578444@attbi_s52>
Source record: 16061
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi. I'm trying to find a copy of the Acey Ducey Backgammon from the 2600 that can be run on a PC. It doesn't matter to me if I use a generic emulator & some copy of the game rom or if it's a binary that only plays the one game. I don't have any experience w/ 2600 games on the PC, but it would also be ok if someone had the source & some way to compile it for a PC.

Any help greatly appreciated! It's something my Mom is looking for... :)

Robert

1704. Re: Acey Ducey Backgammon

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-01 20:31:58 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <j82890lagrl5tj7bi08175jdmjc8sbp2q1@4ax.com>
Source record: 16062
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Sat, 01 May 2004 18:40:58 GMT, "Robert" <roberticus_2003@yahoo.com>
wrote:

>Hi. I'm trying to find a copy of the Acey Ducey Backgammon from the 2600
>that can be run on a PC. It doesn't matter to me if I use a generic
>emulator & some copy of the game rom or if it's a binary that only plays the
>one game. I don't have any experience w/ 2600 games on the PC, but it would
>also be ok if someone had the source & some way to compile it for a PC.
>
>Any help greatly appreciated! It's something my Mom is looking for... :)
>
>Robert
>
>

here is a link to the rom image, use this to run it with any atari
2600 emulator. http://www.atariage.com./2600/roms/Backgammon.zip

kvn

1705. Re: Acey Ducey Backgammon

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-02 00:13:01 UTC
From: Robert <roberticus_2003@yahoo.com>
Message-ID: <h2Xkc.10526$kh4.664893@attbi_s52>
Source record: 16063
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

"|<evin" <nospam@nospam.com> wrote in message
news:j82890lagrl5tj7bi08175jdmjc8sbp2q1@4ax.com...
> here is a link to the rom image, use this to run it with any atari
> 2600 emulator. http://www.atariage.com./2600/roms/Backgammon.zip

Cool, thanks!

Any recommendations on the best emulator?

rt

1706. Short Review of New Cartridge Castle Crisis

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-02 02:56:14 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <kam890t94623gdrj7rfjfmbr2pr1fi812b@4ax.com>
Source record: 16064

I found this new Atari 8bit cartridge in an article at www.atari.org and decided to get it a few days later. Authored by Bryan Edewaard, it's a version of the early 80s-era Warlords standup arcade game. In this new cartridge-based game, as in the original, you manipulate a paddle controller to deflect fireballs away from your own castle into the walls of your opponents' castles.

The game concept is straightforward and reminiscent in some ways of Breakout. It's a multiplayer concept (this version DOES allow single player mode by assigning the control of the opponents to the computer). The use of the paddle controllers is rather daring, as so few games for the Atari 8bit use the paddles. I'm sure there are lots of people reading this who might like to get Castle Crisis, but they don't have paddles. It was absolutely necessary for the game though. It would be horrible to try to play this with a joystick. You might be able to get away with a mouse but then you don't get the multiplayer option.

REQUIREMENTS: Castle Crisis is stated to run on all Atari 8bit computers with at least 16k, so that means all Atari 8bit computers unless someone has one of the earliest 400s with 8k and even then you might try it. You do need paddle controllers such as came with the Atari 2600 VCS or were separately sold. You need a second pair of paddle controllers if you want to be able to play three or four people.

GRAPHICS: These graphics are just great. They are very colorful and at a good resolution. They are modeled closely on the standup arcade game without being "held hostage" to those graphics when it wouldn't make sense. There is a good balance between fidelity to the original and making proper use of the Atari 8bits uniques hardware.

SOUND: The sound is rather good, with dramatic metallic distorted noises when the fireball is richocheted around.

PLAY VALUE: Oh my gosh, this is so good. It's a challenge to get to level 2, and a real challenge to get to level 3. The game has an addictive quality and there are strategic elements that only become clear after several games. Do you want to pick off your immediate neighbor's castle and get him out of the way, or is it wiser to inflict damage on all of your opponents evenly?

PACKAGING, MANUAL, CONSTRUCTION: Oh well, there is not much in the way of packaging, it comes in a little plastic bag. There is a single slick page of instructions. But wait, there is good and interesting news on the quality and construction: it is just like an official

Atari cartridge with the solid metal and treated plastic materials. In fact it IS an Atari cartridge, I have no idea if they soaked the labels off a stash of ETs or if they came across some old stock. The label on the cartridge looks just like an Atari label. All it's missing is one of those CX part numbers.

SUMMARY: This is a retro-gamer's dream, it is really that good. For those of us who were 12 or 17 or whatever back in the 80s drooling over the Sears catalog and anticipating a great new game for our 8bits, this really comes as close as anything to reliving that, but Castle Crisis is also fun on it's own merits in this year 2004. It has a wholesome quality when compared to the decadent and violent games prevalent today. It is amazing to get this quality of current development for computers that are minimum 13 years old now. Castle Crisis is a real winner!

For more information (and to download a video if you like!) go to http://members.core.com/1F/A1/bryede/cc/.

1707. eBay auction: Atari 800/XL/XE to SCART/RCA cable - gold-plated

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-02 12:23:23 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1083500723.29568.0@lotis.uk.clara.net>
Source record: 16065

Hello All,

I have a limited quantity of gold-plated Atari 800/XL/XE to SCART&RCA
cables. These cables will vastly improve picture and sound quality over the
original RF cables. They plug into the Atari's monitor socket, and the other
end plugs into SCART or the RCA phono sockets on your TV. They are available
on eBay:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty
Atari web site: http://www.dgs.clara.net

1708. Re: Acey Ducey Backgammon

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-02 16:38:59 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <uu8a90hepcskf5f2am8a31jicokmjt0vg7@4ax.com>
Source record: 16066
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Sun, 02 May 2004 00:13:01 GMT, "Robert" <roberticus_2003@yahoo.com>
wrote:

>Cool, thanks!
>
>Any recommendations on the best emulator?
>
>rt

I've used z26 which works good.

kvn

1709. eBay auction: Fooblitzky by Infocom

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 07:45:46 UTC
From: pelladon@yahoo.com
Message-ID: <b9a0beca.0405022345.13bc3cf0@posting.google.com>
Source record: 16067

Hello all,

I've put Fooblitzky on the auction block. This rare game from Infocom
uses graphics and strategy for 2-4 players. It is available at eBay:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=pelladon&completed=0&sort=3&since=-1

Rich Kim

1710. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 10:54:53 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1083581613@rtfm.mit.edu>
Source record: 16068
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1711. Re: CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 13:51:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40964E45.BC1CD9EA@students.uni-mainz.de>
Source record: 16069

Well,
there are several ways to do so: With the original hardware (A8
computer, data-recorder and er, some cassettes) you can use a so-called
C:-Simulator (here in Germany we have various versions available) or one
of the british menus (alphaload, k-boot, howfen-dos, multiboot, jon w.
menu, elton c. menu, transdisk, etc.) to convert a cassette based game
onto diskette. now, with a .CAS file you can use an emulator (like
Atari800) that is able to read+emulate CAS files.

Hmm, a bootable ATR image ?!? Looks like you are using SIO2PC, APE or
any other of these floppy emulators. Well, try this: Format a disk in
single (90k) or enhanced (130k) density, DOS 2 / 2.5 format. Then use
Micro-DOS by Stefan Dorndorf (Germany) or MyPicoDOS by Mathias Reichl
(Austria). Just load the Gamedos and "initialize" the disk with the CAS
files - which writes a bootloader to the CAS file disk. Both Gamedos
versions are able to load COM, EXE and BIN / boot-image-files as well as
CAS files, provided that the disk uses only 128 Bytes per Sector, I
think (at least MicroDOS has that limitation)... -Andreas.

P.S.: If you need a copy of Micro-DOS and/or MyPicoDOS, then e-mail me
!! Use this e-mail adress or simply: amp#abbuc*de

LarryWhite schrieb:
>
> I am curious about Atari cassettes -- I bailed out of my original 410 recorder
> as fast as I could find an 810 drive! (Believe it or not there was a modest
> shortage of 810's in '82.) But I am curious about the CAS format and if there
> is a convertor to create a bootable (ATR) disk or some other format. I checked
> the FAQ's and found some info, but I haven't found anything about the structure
> of a CAS file; nor have I found any conversion tools. Any info would be
> appreciated!
> Larry

1712. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 13:52:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40964EAE.283D4041@students.uni-mainz.de>
Source record: 16070

Well,
write an e-mail to the author - that`s what I did. And he gently
returned an image to me... -Andreas.

RoyE schrieb:
>
> "Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
> news:1936fce9.0404231559.a5e00cc@posting.google.com...
> > Real.arc is up on my TCPIP Express board right now.
> > If there is a lot of calls I will set up an emulated bbs on port 53
> > <telnet>
> >
> > Welcome to the REALDOS beta Test Version 1.0a
> >
> > This Version of REAL.DOS is Shareware.
> >
> > Written by Stephen J. Carden ,Ken Ames, and Tom Hunt
> >
> >
> > Inside the 8-bit bbs ExpressPro.dyndns.org Port 8888 or 8889
> >
> > or send letter's / comments to
> >
> > Stephen J. Carden
> >
> > sjcarden@bellsouth.net
> >
> >
> SNIP
>
> So just how do I get a copy of REAL.DOS if I don't have the software to
> download a copy. Are there anyother places that this file is available
> except for Telnet. I get to log on but the file will not download. I keep
> getting a file of Zero "0" length file.. Oh Well!
>
> RoyE

1713. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:03:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4096511C.2D52F128@students.uni-mainz.de>
Source record: 16071

Yep,
FTE still has the rights of the ICD products. Alas, he (Mike Hohman) run
away with the money from dozens of Atarians that placed an order after
reading the FTE adverts... So, people payed for FTE stuff, but never got
anything back. Thats why many Atarians now treat those items as if they
were PD. I can understand that - ABBUC had also ordered a lot of items,
payed them - but never got anything in return... Meaning, if FTE/Mike
Hohman will complain some day because of copyrights, we can also
complain because of our money we have (already) paid. Thats the Atarian
way (eye for an eye)... not the best one, but it works... -Andreas.

P.S.: We are not talking about some tenners (tens of dollars) here,
afaik, FTE did run away with many thousand(s of) dollars...

Rick Cortese schrieb:
>
> Phantom wrote:
>
> > The last I recall FTE bought the rights to the line of ICD products (MIO,
> > SpartaDos, and etc.)
> >
> > Are they still in business? And do they still sell some ICD products?
> >
> > If not what happen to them and the ICD products?
>
> Out of the Atari business for now and probably the near future.
>
> I went by the FTE office when they were still active a few times. About
> the only hardware he got from ICD was a bunch of PR:Connections. No MIOs
> or anything neat. The MIOs used an odd zip ram, so they weren't really
> viable for new production. I don't think Mike got schematics or board
> art for them so it would have been a reverse engineering job and new
> design to get it going. At some prior point the rights to an MIO became
> kind of worthless since it needed a new design.
>
> It's never been explained publically/officially what has happened to the
> rights to the ICD products by the parties involved(ICD and FTE). I
> believe Newell posted something to the effect ~he considered the rights
> to his products had reverted to him and was placing the memory upgrades
> in the PD. He didn't say anything about Omnimon or Omniview IIRC.
>
> Unless someone can find a post from ICD to the contrary I think it is
> safe to assume the rights are still with FTE.

1714. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:10:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <409652F2.DDADCADC@students.uni-mainz.de>
Source record: 16072

Well,
there are very few *single persons* left nowadays. I recall Sheddy, who is working on the Space Harrier conversion project and Analmux who is working on a Super Mario 3 conversion (more info about these can be found at www.atari-age; Atari 8bit computer forum). There are also some hobbyists in Poland, Czech Republic and Slovakia who write new XL/XE games from time to time... And there is the ABBUC software contest (visit www.abbuc.de - rules, etc. available in german and english) which will most probably/hopefully also feature some new XL/XE games. But there is no kind of game-maker scene for the A8, even the A8 demo-maker scene (mostly Poland, Czech Republic and Slovakia) is *almost* dead... at least in my eyes... -Andreas.

ProteanThread schrieb:
>
> where there any ?
>
> --
>
> Woodzy
> http://rtdos.com/forum

1715. Re: WTB: VOICE Digitiser for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:14:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <409653AD.B87AD947@students.uni-mainz.de>
Source record: 16073

Well,
read the A8FAQ maintained by Michael Current, some section covers the
voice digitizers - commercial and PD/selfmade projects. At least I do
remember two projects, one in Analog and one in Antic magazine (Talk is
Cheap and a similar project). the A8FAQ features all details (magazine
issue, page, etc.)... -Andreas.

William Kendrick schrieb:
>
> Phantom <phantomm@bellsouth.net> wrote:
> > Looking for a Voice Digitiser for Atari 8-bit.
>
> > I believe there were 1 or 2 hardware types developed.
> > Can't remember the exact names.
>
> > If ya have one for sale, working or not working then e-mail me.
>
> You could also try and find a copy of SAM (Software Automated Mouth(?)),
> a software-driven synthesizer for the Atari.
>
> Back in the day (early 90s) I found a old computer magazine (maybe it
> was an ANTIC?) that described how to hook up some speech-synth chip from
> Radio Shack (gave the part number and everything, I think!) to an Atari's
> joystick port and talk to it.
>
> Sadly, even by then, Radio Shack had already stopped selling it, and most of
> the other interesting/cool stuff that made it an interesting store.
>
> -bill!
> bill@newbreedsoftware.com | Even when using industrial beat, Kompressor
> http://newbreedsoftware.com/bill | know importance of brushing teeth

1716. Re: Which disk copier for XF-551?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:22:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <409655B8.3B37DA4C@students.uni-mainz.de>
Source record: 16074

Well,
I do have an XF551 utility disk, that includes quite some XF sector copiers, as well as other nice XF551 tools... Just e-mail me to get a zipped ATR image of that disk... If you are only searching for file names, try: XFTOOLS.COM (includes an extremely fast sector copier, a gamedos and some irrelevant stuff, like a picture, a sound, etc.), XFCOPY.COM, XFCOPY2.COM, FASTCOPY.COM (manually choose between 1050 and XF551 drive), DISKCOPY.COM (the Turbo-DOS sector copier) and many others. I have collected all these copiers and many other programs on the mentioned XF551 utility disk... -Andreas.

Kuba Kosiec schrieb:
>
> I am looking for disk copier, which can copy all XF-551 densities, including
> QD (DS/DD). It will be great hat copier uses XF 38400 bps speed. Can you
> recommend me software like that?
>
> --
> Kuba Kosiec
> Cut WYTNIJTO from address...

1717. Re: CAS file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:25:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40965662.B46EFB0@students.uni-mainz.de>
Source record: 16075

Er well,
since I do not have an NTSC system - no! Therefore these programs work
good on PAL systems. Did not know, they are PAL only :(On the other
hand, it is much easier to use a so-called Gamedos (like Micro-DOS or
MyPicoDOS) that can handle boot-image files, as well as CAS files - as
long as they are single-stage... -Andreas.

LarryWhite schrieb:
>
> > Unhappily, I've never been able to get either Super C: or Transdisk to work
> on
> my NTSC set up. <
>
> That makes for a natural second question -- has anyone using an NTSC system
> ever been able to get any version of Transdisk or the Super C: Emulator to work
> properly? Or perhaps someone has been successful using the NTSC system with
> the PAL-chip modification?
> Larry

1718. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:30:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4096579A.32DB90C7@students.uni-mainz.de>
Source record: 16076

Oh,
come on, they are not that expensive !! And if you want to spare some
money (lets say on porto and package), why not join with others for a
bigger order ? ABBUC just did that for all its members and thus got the
carts shipped to Germany really cheap...

The original english manual is available at Steve`s homepage. A german
translation is available at ABBUC somewhere... -Andreas.

Bruce schrieb:
>
> already see those..
> But i'm from outside US, and it isnt cheap to buy that...
> Besides, i'll like to know how-to do it myself ;o)
>
> "Steven J Tucker" <classics@atarimax.com> escribió en el mensaje
> news:2Oukc.307$Nb.99@newssvr32.news.prodigy.com...
> > Bruce wrote:
> > > ny1 knows how to do that ?
> > > ive eprom copier, but dont know how to do that...
> > >
> > > Would be nice, make games on cart
> >
> > http://www.atarimax.com/flashcart/documentation/
> >
> > Carts are programmable in-system in your Atari and do not require and
> eprom or
> > flash programmer.
> >
> > Sign up for the forum, there are hundreds of pre-made images there to burn
> on
> > flash carts, plus
> > a complete open source dev kit to roll your own if you desire.
> >
> > Steve

1719. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 14:38:47 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c75lhe$qp2$1@news1.nivel5.cl>
Source record: 16077

well...
i'll save money to get some..
I dont think any of the atarians over here would like to get it.
Anyways, im interesting on know how to do that.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
mensaje news:4096579A.32DB90C7@students.uni-mainz.de...
Oh,
come on, they are not that expensive !! And if you want to spare some
money (lets say on porto and package), why not join with others for a
bigger order ? ABBUC just did that for all its members and thus got the
carts shipped to Germany really cheap...

The original english manual is available at Steve`s homepage. A german
translation is available at ABBUC somewhere... -Andreas.

Bruce schrieb:
>
> already see those..
> But i'm from outside US, and it isnt cheap to buy that...
> Besides, i'll like to know how-to do it myself ;o)
>
> "Steven J Tucker" <classics@atarimax.com> escribi&#65533; en el mensaje
> news:2Oukc.307$Nb.99@newssvr32.news.prodigy.com...
> > Bruce wrote:
> > > ny1 knows how to do that ?
> > > ive eprom copier, but dont know how to do that...
> > >
> > > Would be nice, make games on cart
> >
> > http://www.atarimax.com/flashcart/documentation/
> >
> > Carts are programmable in-system in your Atari and do not require and
> eprom or
> > flash programmer.
> >
> > Sign up for the forum, there are hundreds of pre-made images there to
burn
> on
> > flash carts, plus
> > a complete open source dev kit to roll your own if you desire.
> >
> > Steve

1720. WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 15:30:35 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94DE6AE902711slorcomcastnet@130.133.1.4>
Source record: 16078

If anyone has any non-working (or working and just really bad :)) games in the XE-style plastic shell that you wouldn't mind getting rid of, please drop me a line. I could use a couple...

Thanks!

Oh, and 10 bonus points if you know what "WFS" stands for!

--
Slor

1721. How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 15:34:04 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40966666$0$125$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16079

Howdy folks

I'm using TurboBASIC to write a directory mover for MyDOS. Problem is, there doesn't seem to be a way to detect at which sector a directory starts (apart from walking through every directory on a disk/partition to find it). Can you guys help me?

Most of the utility is ready (drive and directory selection), now all I need is to find out how I can find the starting sector of directory. (creating a new directory isn't always possible. Declaring a directory as the default directory would be a nice trick. But there is no way to find out what the current default directory is. Ergo, I can not reset the default directory (before I leave the utility) to what it was before.)

CU Mathy van Nisselroy

1722. TAT Announces back copies now available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-03 20:44:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <Faylc.553320$Po1.447915@twister.tampabay.rr.com>
Source record: 16191
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

THE ATARI TIMES ANNOUNCES: BACK COPIES NOW AVAILABLE

April 26, 2004

For immediate release:

WINTER HAVEN, FL - The editor of The Atari Times (www.ataritimes.com) has announced the availability of the 2001 Year End Issue and the 2004 Compendium at CafePress.com.

Both books include 100 or more pages full of news, features, reviews, and previews for all Atari home systems that have appeared on the website. These include articles for the Jaguar, Lynx, 7800, 5200, 2600, home computers, and even the arcade systems. Each book is in black and white with a wire-o binding and an excellent color cover.

Gregory D. George, editor and writer for The Atari Times commented, "The moment I ran out of the original run of these books, people were asking for reprints. Well, your demand has finally been answered!"

Continued Mr. George, "These books have been updated and are better than ever. I'm greatly pleased with the quality job CafePress.com offers. The covers are beautiful, the print quality is absolutely perfect, and the binding is even better than I could have hoped for."

Two more Atari Times books are soon to be released. "The 2002 Year End Issue will be offered soon and I also have plans to reprint the original 10 paper-based newsletters into a single book. This will allow those who missed out on the original runs to finally have the opportunity to catch up."

The pricing of the 2001 Year End Issue and 2004 Compendium is $14.00. Both books can be purchased at http://www.cafepress.com/ataritimes

More information about The Atari Times books can be found at http://www.ataritimes.com/store/books.html

The Atari Times is a web-based newsletter devoted to all Atari game systems. Updates to the site are on a weekly basis. Visit http://www.ataritimes.com/ for Atari related news, previews, reviews, and feature articles.

END PRESS RELEASE

1723. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 01:00:15 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <zWBlc.17179$la6.2446208@attbi_s03>
Source record: 16080

```
Slor wrote:
> If anyone has any non-working (or working and just really bad :)) games in
> the XE-style plastic shell that you wouldn't mind getting rid of, please
> drop me a line. I could use a couple...
>
> Thanks!
>
> Oh, and 10 bonus points if you know what "WFS" stands for!
>

Wanted for Salvage?
```

1724. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 05:02:58 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94DF8191971emuslor@130.133.1.4>
Source record: 16081

Despite all prevention efforts, The6502man <arudzki@yahoo.com> wrote in
news:zWBlc.17179$Ia6.2446208@attbi_s03:

> Slor wrote:
>> If anyone has any non-working (or working and just really bad :))
>> games in the XE-style plastic shell that you wouldn't mind getting
>> rid of, please drop me a line. I could use a couple...
>>
>> Thanks!
>>
>> Oh, and 10 bonus points if you know what "WFS" stands for!
>>
>
> Wanted for Salvage?
>

Good guess - but not quite. :)

--
Slor

1725. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 10:02:21 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040504110216.2204A@ilba14195.www.blueyonder.co.uk>
Source record: 16082

I think he meant programs like the SEUCK (Shoot-em-up-contruction-kit).

Iain Laskey
Practical PC Online www.practical-pc.co.uk

1726. Re: Which disk copier for XF-551?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 11:37:52 UTC
From: Kuba Kosiec <lewis@WYTNIJTO.atari.pl>
Message-ID: <c77vb7qqe1@atlantis.news.tpi.pl>
Source record: 16083

> I do have an XF551 utility disk, that includes quite some XF sector
> copiers, as well as other nice XF551 tools... Just e-mail me to get a
> zipped ATR image of that disk... If you are only searching for file
> names, try: XFTOOLS.COM (includes an extremely fast sector copier, a
> gamedos and some irrelevant stuff, like a picture, a sound, etc.),
> XFCOPY.COM, XFCOPY2.COM, FASTCOPY.COM (manually choose between 1050
> and
> XF551 drive), DISKCOPY.COM (the Turbo-DOS sector copier) and many
> others. I have collected all these copiers and many other programs on
> the mentioned XF551 utility disk... -Andreas.
Hmm. I saw something like XFTOOLS.ATR, but all programs there was in German.
I'm sorry, it is unreadable for me... :|

--
Kuba Kosiec
Uwazaj na odspamiacz...

1727. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 17:05:55 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <s7jf90hls2700npb8r5e5ij6nhb3381119@4ax.com>
Source record: 16084

On Mon, 3 May 2004 17:34:04 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>I'm using TurboBASIC to write a directory mover for MyDOS. Problem is,
>there doesn't seem to be a way to detect at which sector a directory starts
>(apart from walking through every directory on a disk/partition to find it).
>Can you guys help me?
>
>Most of the utility is ready (drive and directory selection), now all I need
>is to find out how I can find the starting sector of directory. (creating a
>new directory isn't always possible. Declaring a directory as the default
>directory would be a nice trick. But there is no way to find out what the
>current default directory is. Ergo, I can not reset the default directory
>(before I leave the utility) to what it was before.)
>
>CU Mathy van Nisselroy
>
>
Don't subdirs have an entry in the main directory just like files do? A couple
of bytes of that entry should point to the sector where the subdir is located
(after all, it also gives its size -usually 8 sectors- just like a regular file,
doesn't it?).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

1728. Wanted: Computer Gaming World issue 2.2, 2.4, 4.1

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-04 20:38:19 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <_aTlc.35065$ZJ5.975474@news20.bellglobal.com>
Source record: 16085

Good day,

I am looking for the following issues of Computer Gaming World magazine:

2.2, 2.4 (1982)
4.1 (1984)

I'm willing to purchase or trade... thanks for your help!

Steph

--
cgw.vintagegaming.org
The Computer Gaming World Museum

1729. Re: Bad 1200xlHello,

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 02:32:47 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0405041832.75d2de76@posting.google.com>
Source record: 16086

Hello,

On the subject of 1200XLs, I have a nice 1200XL with a broken keycap.
I also have a dead 800XL.

This is going to sound stupid,but in all my Atari years (20+),I have
never tried to replace a keycap.

Can I use a PC key puller to remove a cap from the dead 800XL, or will
it just break?

Thanks
Ed

1730. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 19:23:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40993F2A.FCC75BAF@students.uni-mainz.de>
Source record: 16087

Aha,
game-construction-kits or simply level editors. There are plenty for the
A8:
- Broderbund`s Arcade Machine
- Pinball Construction Set
- Racing Destruction Kit
- The Brundles (Lemmings clone!) Level editor,
- Dandy + level editor,
- Aliens + level editor,
- The Wall (Breakout clone) + level editor,
- Brik-Bat (Breakout clone) + level editor,
- Socoban + level editor
- Sogon (Socoban clone) + level editor,
- Bomber Jack + level editor,
- Cultivation + level editor,
- Boulder Dash Construction Kit,
- Polar Pierre + level editor,
- Mr. Robot + Robot Factory (level editor),
- Tobot 2 + level editor,
- Lords of Conquest + level/map editor,
- Seven Cities of Gold + map maker,
- Lasermania + Conctruction Kit
- Robbo + Construction Kit,
- Pole Position Race Designer (made by pirates!)
- Molecule Man + molecule designer,
- Slingshot (sort of minigolf) + construction kit,
- Kitten (a PD game in Basic) + level editor,
- etc. , etc.

Just some games (and editors/creators) that come to mind... -Andreas.

Iain Laskey schrieb:
>
> I think he meant programs like the SEUCK (Shoot-em-up-contruction-kit).
>
> Iain Laskey
> Practical PC Online www.practical-pc.co.uk

1731. Re: Which disk copier for XF-551?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 19:32:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40994138.F87CAA08@students.uni-mainz.de>
Source record: 16088

Well,
actually there exist two disks, named XFTOOLS.ATR. One consists of a
file (approx. 200 sectors in length) that is just a Gamedos (180k and
360k) and a sector copier (90k,130k, 180k and 360k with XF highspeed)
plus some irrelevant demo-like stuff. Think you have to load the file
and then press START or SELECT for one of these programs.

The other disk is a kinda bootdisk, that was formerly sold commercially
(by Compyshop I guess). It contains a menu, where one can choose if he
wants to load the Bibo-DOS (XF-version), a file-copier, a sector-copier,
a picture finder, etc. (all programs especially written for the XF551).
Now, I own both disks and some time ago, I asked a friend if he could
patch the bootdisk for me (since it was less than 50% filled), so that I
could use the empty sectors. He did it for me and so I added several XF
utilities to that bootdisk, including the XF-Tools file program. So, now
I have a disk that contains boot pograms (simply boot the disk without
Basic) as well as file programs (that can be loaded from any DOS 2
type)... -Andreas.

P.S.: Try to send y copy to you via this e-mail. Lets see if it works -
otherwise e-mail me...

Kuba Kosiec schrieb:
>
> > I do have an XF551 utility disk, that includes quite some XF sector
> > copiers, as well as other nice XF551 tools... Just e-mail me to get a
> > zipped ATR image of that disk... If you are only searching for file
> > names, try: XFTOOLS.COM (includes an extremely fast sector copier, a
> > gamedos and some irrelevant stuff, like a picture, a sound, etc.),
> > XFCOPY.COM, XFCOPY2.COM, FASTCOPY.COM (manually choose between 1050
> > and
> > XF551 drive), DISKCOPY.COM (the Turbo-DOS sector copier) and many
> > others. I have collected all these copiers and many other programs on
> > the mentioned XF551 utility disk... -Andreas.
> Hmm. I saw something like XFTOOLS.ATR, but all programs there was in German.
> I'm sorry, it is unreadable for me... :|
>
> --
> Kuba Kosiec
> Uwazaj na odspamiacz...

1732. Re: Tank game.

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 19:37:12 UTC
From: Bernie <bkeith@sympatico.ca>
Message-ID: <Robmc.41421$ZJ5.1328092@news20.bellglobal.com>
Source record: 16089

This one?
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=4315&item=3091488203

Just picked it up on ebay but haven't tried it yet.

"russg" <russg@MUNGEen.com> wrote in message
news:103fvjjcks4guf0@corp.supernews.com...
> I remember a dedicated tank game machine we had during the days of VCS.
It
> had a pair of double handle controllers, you would pull back on the left
and
> forward on the right to turn left, with a fire button on top one of the
> handles.
> I've looked for tank games for the 8-bit. I found a couple.
> Tank vs. Tank, I can't seem to get the idea of this one, it is sort of an
> artillery, aim, elevation, forward-back and shoot.
> Tank Commander is very much like what I'm looking for, but I don't last 30
> seconds before the jet plane shoots me, and the tank is really slow to
> maneuvre.
> Is there some way to avoid being shot by the planes?
> Does anyone know of a simple tank shoot game?
>
>
>

1733. Re: Tank game.

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 21:15:45 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5Qcmc.1428$Uo3.784@newssvr15.news.prodigy.com>
Source record: 16090

Yep. That's the one! I remember it. I always had better luck if I rode
around backwards and put a 'spin' on my shots. Going forward and trying to
shoot straight gets you bonked.
Bernie <bkeith@sympatico.ca> wrote in message
news:Robmc.41421$ZJ5.1328092@news20.bellglobal.com...
> This one?
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=4315&item=3091488203
>
> Just picked it up on ebay but haven't tried it yet.
>
>
> "russg" <russg@MUNGEen.com> wrote in message
> news:103fvjjcks4guf0@corp.supernews.com...
> > I remember a dedicated tank game machine we had during the days of VCS.
> It
> > had a pair of double handle controllers, you would pull back on the left
> and
> > forward on the right to turn left, with a fire button on top one of the
> > handles.
> > I've looked for tank games for the 8-bit. I found a couple.
> > Tank vs. Tank, I can't seem to get the idea of this one, it is sort of
an
> > artillery, aim, elevation, forward-back and shoot.
> > Tank Commander is very much like what I'm looking for, but I don't last
30
> > seconds before the jet plane shoots me, and the tank is really slow to
> > maneuvre.
> > Is there some way to avoid being shot by the planes?
> > Does anyone know of a simple tank shoot game?

1734. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-05 23:46:05 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <ivui90d82fmbr4p0fvraj3fkveeoh8q03r@4ax.com>
Source record: 16091

Andreas, I really am in awe of your ability to rattle off such a list
off the top of your head. You are an Atari madman! ;)

Dare I really test you and ask that you identify which of the below
construction kits produce games that may be freely distributed,
without the recipients having to have a copy of the original program?

On Wed, 05 May 2004 21:23:22 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Aha,
>game-construction-kits or simply level editors. There are plenty for the
>A8:
>- Broderbund`s Arcade Machine
>- Pinball Construction Set
>- Racing Destruction Kit
>- The Brundles (Lemmings clone!) Level editor,
>- Dandy + level editor,
>- Aliens + level editor,
>- The Wall (Breakout clone) + level editor,
>- Brik-Bat (Breakout clone) + level editor,
>- Socoban + level editor
>- Sogon (Socoban clone) + level editor,
>- Bomber Jack + level editor,
>- Cultivation + level editor,
>- Boulder Dash Construction Kit,
>- Polar Pierre + level editor,
>- Mr. Robot + Robot Factory (level editor),
>- Tobot 2 + level editor,
>- Lords of Conquest + level/map editor,
>- Seven Cities of Gold + map maker,
>- Lasermania + Conctruction Kit
>- Robbo + Construction Kit,
>- Pole Position Race Designer (made by pirates!)
>- Molecule Man + molecule designer,
>- Slingshot (sort of minigolf) + construction kit,
>- Kitten (a PD game in Basic) + level editor,
>- etc. , etc.
>
>Just some games (and editors/creators) that come to mind... -Andreas.
>
>
>Iain Laskey schrieb:
>>
>> I think he meant programs like the SEUCK (Shoot-em-up-contruction-kit).

>>
>> Iain Laskey
>> Practical PC Online www.practical-pc.co.uk

1735. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 00:21:55 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <ppGdndBHr5C-GATdRVn-vA@bresnan.com>
Source record: 16092

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:ivui90d82fmbr4p0fvraj3fkveeoh8q03r@4ax.com...
> Andreas, I really am in awe of your ability to rattle off such a list
> off the top of your head. You are an Atari madman! ;)
>
> Dare I really test you and ask that you identify which of the below
> construction kits produce games that may be freely distributed,
> without the recipients having to have a copy of the original program?
>
> On Wed, 05 May 2004 21:23:22 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>

Yea, I was wondering that too. :o)

1736. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 00:23:39 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <h62dnSdxjs8WGATdRVn-hw@bresnan.com>
Source record: 16093

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:O4Ekc.968$V97.675@newsread1.news.pas.earthlink.net...
> Phantom wrote:
>
> <snip>
> > The Mars 8, The MIO II, and Sweet 16 were 3 of the hardware items
> > mentioned in the (GET-REAL GAZETTE Vol.1 # 2)
> >
> > as it was called. And from what I read, Proto types of all these were
> > made.
> >
> > Just wondering if anyone ever saw these proto types at any Atari Shows
> > years ago? And if anyone has any other info
> > on what happen to them.
>
> I saw some of the stuff. I think several people in the newsgroup have
> the Sweet 16 board.
>
> Off on opinion road here. The problem with the Sweet 16 was the same as
> the problem for Dataque's 65816 board: In compatibility mode it does
> nothing for the Atari. There just wasn't a lot of stuff that would take
> advantage of the '816 features and there weren't a lot of tools other
> then John Harris's MAE for working with it.
>
> So what needed to happen was rewrites of things like the OSS cartridges
> to get the tools into people's hands. Rewriting Action! BASIC XL, BASIC
> XE, etcetera was/is pretty much impossible from a manpower standpoint at
> that stage of the game.

I wonder if the Sweet 16 board can be emulated thru atari 800 win plus ?

1737. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 02:06:32 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <l4hmc.89594$G_.36515@nwrddc02.gnilink.net>
Source record: 16094

You can get it here... http://amfband.com/bf/
Look under FILES

"RoyE" <r-dean@ charter.net> wrote in message
news:10922jvj8ims987@corp.supernews.com...
>
> So just how do I get a copy of REAL.DOS if I don't have the software to
> download a copy. Are there anyother places that this file is available
> except for Telnet. I get to log on but the file will not download. I
keep
> getting a file of Zero "0" length file.. Oh Well!
>
> RoyE
>
>

1738. Atari 810 spindle motor

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 05:53:47 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <Lpkmc.3422$eH1.1921656@newssvr28.news.prodigy.com>
Source record: 16095

Anyone have a otherwise non-working 810 or just a spindle motor sitting around to sell or trade?

I have a nice 810 here but the motor that spins the disk is fried.

Steve

1739. Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 10:18:52 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <ce3d7c.s3s.ln@news.musoftware.de>
Source record: 16100
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

I'm proud to announce cc65 version 2.10.1. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Nintendo Entertainment System (NES) (contributed by Groepaz, <groepaz@gmx.net>.

- The Supervision console (contributed by Peter Trauner, <peter.trauner@utanet.at>) (startup code and linker config only).

- The Oric Atmos (this one is - still - BETA!).

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Changes to the last version:

This is a minor release that fixes known problems in version 2.10.0 (see

http://www.cc65.org/bugs.php

for a list). It does not contain new features.

Available packages:

As usual I will provide the complete sources and several binary packages,
including RPMs for RedHat Linux 9. Linux is the primary development
platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the
target specific libraries. To develop for one of the predefined target
systems you need the compiler RPM package *and* one of the target machine
packages.

Starting with this version, the docs are also in a separate package, so
if you want docs (recommended), be sure to download the cc65-doc archive.

Binaries for DOS and and Windows should also be available at the time you read
this. OS/2 packages will again be available, but since there are almost no
downloads for OS/2, so the host platform may get dropped in the near future
(again). As with the RPM packages, you need the package for the development
system (Windows, etc.) *and* one or more of the target machine packages, plus
optionally the doc package.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming,
suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Thanks to all who sent feedback and suggestions, and of course to anyone who
helped developing cc65.

I wish you a merry christmas and lots of fun with this new cc65 release!

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
12:16:52 up 13 days, 13:04, 11 users, load average: 0.53, 0.47, 0.26

1740. Bulk order: 16-bit replacement module for the 6502

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 13:29:01 UTC
From: Euphoric <nospam@nospam.net>
Message-ID: <409a3d9e$1$20748$626a14ce@news.free.fr>
Source record: 16096

Hello to all 6502 fans,

Daryl on http://www.6502.org/forum/viewforum.php?f=4 has developed a (hopefully) plug&play replacement module for your 6502 (have a read of the "Replacing a 6502 with a 65816" thread).
On the size of a 40-pin DIP 6502, his proposed PCB offers room to a QFP 65816 processor and additional logic to remove hardware differences between the 6502 and the 65816.
Daryl is trying to organize a bulk order to ExpressPCB (www.expresspcb.com), in order to lower the price of the prototype boards.
I know that there are other options to insert a 16-bit processor in your favorite comp, but this PCB might be of interest to you if you don't want to solder wires inside your micro...
Ah, Daryl wants to say this is an untested-yet board (this order will allow the first build), so please have a look at his schematics before applying (I do have tested a very close schematics in two different Oric systems, by using a so much bigger prototype I couldn't close the Oric case)...

Thanks for your attention,

Fabrice

1741. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 14:09:10 UTC
From: drhirudo@mail.bg
Message-ID: <10573339.0405060609.52f81c4e@posting.google.com>
Source record: 16101
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

uz@spamtrap.musoftware.de (Ullrich von Bassewitz) wrote in message
news:<ce3d7c.s3s.ln@news.musoftware.de>...
> I'm proud to announce cc65 version 2.10.1. cc65 is a complete cross
> development package for 65(C)02 systems, including a powerful macro assembler,
> a C compiler, linker, librarian and several other tools.

Does it have improved 65816 support?

> - The Oric Atmos (this one is - still - BETA!).

Yeah, although I coded something with cc65 for Oric, there was need
for lots of inline assembly to passthrough the undocumented features
of the Oric libraries in the C compiler.

Regards

--
http://drhirudo.hit.bg

1742. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 15:49:02 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0405060749.4881a586@posting.google.com>
Source record: 16097

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<4096511C.2D52F128@students.uni-mainz.de>...
> Yep,
> FTE still has the rights of the ICD products. Alas, he (Mike Hohman) run
> away with the money from dozens of Atarians that placed an order after
> reading the FTE adverts... So, people payed for FTE stuff, but never got
> anything back. Thats why many Atarians now treat those items as if they
> were PD. I can understand that - ABBUC had also ordered a lot of items,
> payed them - but never got anything in return... Meaning, if FTE/Mike
> Hohman will complain some day because of copyrights, we can also
> complain because of our money we have (already) paid. Thats the Atarian
> way (eye for an eye)... not the best one, but it works... -Andreas.
>
> P.S.: We are not talking about some tenners (tens of dollars) here,
> afaik, FTE did run away with many thousand(s of) dollars...
>
>
>
> Rick Cortese schrieb:

So you are basically saying that both Lance AND Steve could be right ?
Makes sense. I mean, Lance really can't say he owns the rights to
any FTe products unless he wants to pay for all non-shipped orders,
correct ? (sorry, lance, not picking on you just trying to make a
point) that right there is basic common sense and basic copyright law
- if you say that you own the copyrights to someone elses product but
that person never shipped then the responsability would lie on you, am
i right ? On the other hand if steve really had a contract with mike
(again, not picking on mike or steve here, just making a point) and
mike either sold all FTe products to Lance, entrusted all FTe
products, or simply gave what inventory he had and retained
copyrights, then what ? Who pays Steve royalties in this case ? (hey
its been a while since i've been here so my facts may not even be
accurate if at all and if i am wrong i apologize ahead of time)

1743. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 16:49:21 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <haqd7c.t91.ln@news.musoftware.de>
Source record: 16102
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Ventzislav Tzvetkov <drhirudo@mail.bg> wrote:
> Does it have improved 65816 support?

Compared to the last version: No. It's just a bugfix release. If you need a C compiler with 65816 support, please have a look at Jolse lcc port.

>> - The Oric Atmos (this one is - still - BETA!).
>
> Yeah, although I coded something with cc65 for Oric, there was need
> for lots of inline assembly to passthrough the undocumented features
> of the Oric libraries in the C compiler.

I cannot remember receiving any reports or suggestions for improvements from you. Didn't your mail get through?

Thinking twice, I cannot remember *any* reports/suggestions for the Oric at all. [/me scratching his head] Maybe this is the reason why it's still labeled "beta"?

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
18:40:36 up 13 days, 19:28, 11 users, load average: 0.00, 0.03, 0.05

1744. The Epson Connection: Atari XE/XL book online

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 17:59:41 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-1E4211.10594106052004@news.west.cox.net>
Source record: 16098
Cross-posted to: comp.sys.atari.8bit,comp.periphs.printers,alt.folklore.computers

Break out the near-letter-quality dot matrix. Buy a fresh box of fan-fold paper. It's time to put your old printer to work.

The full text of the book "The Epson Connection: Atari XE/XL" by Leigh Edward Zeitz is now online at AtariArchives.org. Published in 1986, the book shows how to get the most from an Epson printer in tandem with an Atari 8-bit computer.

The book's 13 chapters include descriptions, photos, and specifications of '80s-era Epson printers; details about using control codes to adjust your printer's output; and tips on using a printer for home finances, schoolwork, telecommuting, and for other applications.

It is available at http://www.atariarchives.org/epson/

This is the 29th classic computing book to be made available at AtariArchives.org.

--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

1745. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 18:08:24 UTC
From: g6jpg@gmrc.gecm.com
Message-ID: <409a7f18$1_1@baen1673807.greenlnk.net>
Source record: 16103
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

Ullrich von Bassewitz (uz@spamtrap.musoftware.de) wrote (Thu, 6 May 2004 12:18:52 +0200):
[]
> I wish you a merry christmas and lots of fun with this new cc65 release!
[]
> Ullrich von Bassewitz uz@spamtrap.musoftware.de
> 12:16:52 up 13 days, 13:04, 11 users, load average: 0.53, 0.47, 0.26

I was a little puzzled by the date this appeared (see above) on this news
server ...
--
(Amend return address if replying by email.)
--
J. P. Gilliver | Tel: VNET 333 4133 (+44 1245 242133)
England, United Kingdom. | Email: john.gilliver [] baesystems.com
| (replace "[]" with "@")

1746. Extensive Commodore Software Collection for Sale.

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 20:58:08 UTC
From: frankdowling1@yahoo.com
Message-ID: <bdb84e14.0405061258.82b80d7@posting.google.com>
Source record: 16099

```
Extensive Commodore Software Collection for Sale.
Approx 7,000 assorted discs.
most irreplacable.
1/2 original.
comprehensive collection of Loadstar "The Monthly Commodore
Software Magazine on a Disk" included.
$ 250 plus shipping.
Located in Canada
can ship the 100 + kg to Hamburg for $ 95.

e-mail frankdowling1@yahoo.com
```

1747. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 22:02:09 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <1lce7c.v25.ln@news.musoftware.de>
Source record: 16109
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm John Gilliver <g6jpg@gmrc.gecm.com> wrote:
>> I wish you a merry christmas and lots of fun with this new cc65 release!
>
> I was a little puzzled by the date this appeared (see above) on this news
> server ...

As already posted on the cc65 mailing list: It's a test if anyone reads these announcements to the end. So far, you are the only one out of 126781 people in the newsgroup, who passed the test. Congrats! :-)

Regards

Uz

P.S.: It's a copy & paste error. I don't write a new announcement for each release, especially if it's just a minor release. The last sentence was a relict from the 2.10.0 announcement, which was released just before christmas.
--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
23:56:50 up 14 days, 44 min, 11 users, load average: 0.10, 0.05, 0.01

1748. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-06 23:00:53 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <409ac2bc.3277783@news>
Source record: 16104

os65000@yahoo.com (* ProteanThread *):

>So you are basically saying that both Lance AND Steve could be right ?

I think unless you know exactly what was purchased and the language of the contracts, any speculation is just that, speculation.

If, for instance, Mike Hohman didn't fulfill his end of the contract for purchasing ICD products the contract might not be valid and ownership could be legally the orignal owners if they chose to go to court over it.

I don't think anyone buying the rights to FTe products are under any obligation by law to fulfill orders from that company. Essentially they are two different companies. You would've had to sue FTe to recover your money.

All of this would have to be resolved in court.

Shawn Jefferson
(fix reply to for email)

1749. Re: Bulk order: 16-bit replacement module for the 6502

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 00:16:23 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <T6CdnZBfwM3ISAfdRVn-sQ@bresnan.com>
Source record: 16105

"Euphoric" <nospam@nospam.net> wrote in message
news:409a3d9e$1$20748$626a14ce@news.free.fr...
> Hello to all 6502 fans,
>
> Daryl on http://www.6502.org/forum/viewforum.php?f=4 has developed a
> (hopefully) plug&play replacement module for your 6502 (have a read of the
> "Replacing a 6502 with a 65816" thread).
> On the size of a 40-pin DIP 6502, his proposed PCB offers room to a QFP
> 65816 processor and additional logic to remove hardware differences
between
> the 6502 and the 65816.
> Daryl is trying to organize a bulk order to ExpressPCB
(www.expresspcb.com),
> in order to lower the price of the prototype boards.
> I know that there are other options to insert a 16-bit processor in your
> favorite comp, but this PCB might be of interest to you if you don't want
to
> solder wires inside your micro...
> Ah, Daryl wants to say this is an untested-yet board (this order will
allow
> the first build), so please have a look at his schematics before applying
(I
> do have tested a very close schematics in two different Oric systems, by
> using a so much bigger prototype I couldn't close the Oric case)...
>
> Thanks for your attention,
>
> Fabrice
>
>
>
>

Now if we can find a replacement for the rest of the chips. ;-)

1750. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 02:04:04 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <o8Cmc.43531$sK3.43120@nwrddc03.gnilink.net>
Source record: 16110
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

"Ullrich von Bassewitz" <uz@spamtrap.musoftware.de> wrote ...

> In comp.sys.cbm John Gilliver <g6jpg@gmrc.gecm.com> wrote:
>>> I wish you a merry christmas and lots of fun with this new cc65 release!
>>
>> I was a little puzzled by the date this appeared (see above) on this news
>> server ...
>
> As already posted on the cc65 mailing list: It's a test if anyone reads
> these announcements to the end. So far, you are the only one out of 126781
> people in the newsgroup, who passed the test. Congrats! :-)

I read it to the end and also thought the merry Christmas was a little
early... just didn't post a comment about it. ;-)

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

1751. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 02:12:28 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0405061812.5a317f45@posting.google.com>
Source record: 16106

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<409ac2bc.3277783@news>...
> os65000@yahoo.com (* ProteanThread *):
>
> >So you are basically saying that both Lance AND Steve could be right ?
>
> I think unless you know exactly what was purchased and the language of the
> contracts, any speculation is just that, speculation.
>
> If, for instance, Mike Hohman didn't fulfill his end of the contract for
> purchasing ICD products the contract might not be valid and ownership could
> be legally the orignal owners if they chose to go to court over it.
>
> I don't think anyone buying the rights to FTe products are under any
> obligation by law to fulfill orders from that company. Essentially they
> are two different companies. You would've had to sue FTe to recover your
> money.
>
> All of this would have to be resolved in court.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

...and only Mike himself can answer that, correct ?

1752. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 02:35:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061933080.13963-100000@onyx.spiritone.com>
Source record: 16108
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1753. Gaming Meet! Portland Atari Club!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 02:38:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061935400.13963-100000@onyx.spiritone.com>
Source record: 16112
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club will be meeting to Socialize and Play Atari Video Games! A member, Pastor Elias has opened his home for an upcoming Friday Night! For more News, Call Ben at (503)256-9974 or goto my WebLinks below!

http://www.aracnet.com/~atari/atariclub.htm Atari Club Meeting News!
http://www.aracnet.com/~atari/maillist.htm Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1754. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 02:44:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061942070.13963-100000@onyx.spiritone.com>
Source record: 16107
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1755. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 03:20:23 UTC
From: Alan Reed <areed65@falcon1.net>
Message-ID: <UfDmc.51$yY5.1952@eagle.america.net>
Source record: 16111
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

```
"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:o8Cmc.43531$sK3.43120@nwrddc03.gnilink.net...
>
> "Ullrich von Bassewitz" <uz@spamtrap.musoftware.de> wrote ...
>
> > In comp.sys.cbm John Gilliver <g6jpg@gmrc.gecm.com> wrote:
> >>> I wish you a merry christmas and lots of fun with this new cc65
release!
> >>
> >> I was a little puzzled by the date this appeared (see above) on this
news
> >> server ...
> > >
> > > As already posted on the cc65 mailing list: It's a test if anyone reads
> > > these announcements to the end. So far, you are the only one out of
126781
> > people in the newsgroup, who passed the test. Congrats! :-)
> >
> > I read it to the end and also thought the merry Christmas was a little
> > early... just didn't post a comment about it. ;-)
> >

Yeah, sure, Sam. Me too. That's the ticket. ;-)
```

1756. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 05:47:49 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <9qFmc.184535$e17.36228@twister.nyroc.rr.com>
Source record: 16116
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

> > I read it to the end and also thought the merry Christmas was a little
> > early... just didn't post a comment about it. ;-)
> >
>
> Yeah, sure, Sam. Me too. That's the ticket. ;-)

I figured he's from Australia where it's Autumn right now and it will soon be Winter there! 8-)

Tom Lake

1757. Re: Announcement: cc65 2.10.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 06:35:22 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g3c6czqvp.fsf@legolas.mdh.se>
Source record: 16117
Cross-posted to: comp.sys.cbm,comp.sys.oric,comp.sys.atari.8bit,comp.sys.apple2

"Tom Lake" <tlake@twcny.rr.com> writes:

> I figured he's from Australia where it's Autumn right now and
> it will soon be Winter there! 8-)

Merry Christmas Island in that case? 135 km², 474 people in 2002.

Although cc65 may currently have no support for it, does the
Acorn (BBC) 6502 people know about the compiler and have anyone
looked into using it on that platform too?

--
Anders Carlsson

1758. 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 08:10:33 UTC
From: Euphoric <nospam@nospam.net>
Message-ID: <409b4478$0$31943$626a14ce@news.free.fr>
Source record: 16118
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

Browsing through the discussion at 6502.org 's forum can be tedious, and Daryl doesn't read these newsgroups, so here is his original post on 6502.org:

"After several months and many more revisions, I've completed laying out the traces for the converter. I still need to clean it up - straighten some traces, add 45 deg bends on the corners, check spacing around all pads and vias, etc.

I added to the schematic. There are two jumpers. J2 allows you to select the gate for the 74x245 and J3 selects 2 inverters or 4 inverters as inputs to the AND gate.

Check out the schematic, layout draft, and expressPCB files on my web site.

http://65c02.tripod.com/conv.html

Estimated cost for 10 boards would be $200. ($20 each)

Daryl
"

and

"The clean up is complete and the design is ready.

I am willing to place a bulk order for these boards. We'll need a minimum of 10 boards in order to get the price down to $20 each. More boards would bring the price down lower. I currently have requests for two. These are four layer standard boards produced by ExpressPCB.com.

You can email your requests to me at 65c02@softcom.net

Please note: I was asked to help design the board and used information from others to create the schematic. I have not tested it myself and cannot promise that it will work. Please look over the schematic and my layout before you decide to order. It can be found here:
http://65c02.tripod.com/conv.html

Thanks!

Daryl
"

1759. luck with atari800 win plus 4.0 and 5200 roms

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 13:07:17 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <B4SdnfoRB_iZFwbdRVn-tw@bresnan.com>
Source record: 16113

mine keeps crashing; anyone else have similiar problems ?

--

Woodzy
http://rtdos.com/forum

1760. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 14:05:32 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0405070605.6de45fff@posting.google.com>
Source record: 16114

> >
> > If, for instance, Mike Hohman didn't fulfill his end of the contract for
> > purchasing ICD products the contract might not be valid and ownership could
> > be legally the orignal owners if they chose to go to court over it.
> >
>
> ...and only Mike himself can answer that, correct ?

I don't think there's any issue about Mike not having clear ownership of the original ICD products. He paid Harker for them, with some combination of cash and barter as I understand it. So he owns the stuff. Now as to what deals he made with Steve or Lance with regards to reselling any of it, I wouldn't know. In all of the talks that I've had with Mike over the years, he never in any way indicated that he had transferred ownership of any of the products. I think he might have contracted to have some specific work done, but again, I don't know any of the details there.

What I can say for sure is that I asked him several months ago if it was alright for me to post up the source code and binaries that I have from him for Sparta Dos,SDX,Mac/65 and Action!. He said no. I haven't heard from him since around that time, he was in the process of moving again.

While I'm sure it doesn't mean anything to the people who are out cash from their orders, I don't believe Mike meant to rip anyone off. He still talks about finishing stuff, but really the problem is he won't stop fiddling. There's always some last tweak, some new PAL chip that just came out, and before you know it, another year has gone by.

1761. Re: luck with atari800 win plus 4.0 and 5200 roms

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 16:13:34 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <KwOmc.86675$Uz1.1592@bignews3.bellsouth.net>
Source record: 16115

make sure you change the machine type to 5200, and have the 5200 bin

"*ProteanThread*" <rtdos hotmail com> wrote in message
news:B4SdnfoRB_iZFwbdRVn-tw@bresnan.com...
> mine keeps crashing; anyone else have similiar problems ?
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
>

1762. 1200XL Memory Upgrade Info

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 20:10:20 UTC
From: Stephen <nospam@nowhere.com>
Message-ID: <58un90tcf0pkccjgr3pl6602iqm8o67u7r@4ax.com>
Source record: 16119

I have finally ordered an SIO2PC cable, and ready to dive full steem into getting my Atari 8-bit setup all back together. I want to use my 1200XL because of the keyboard and the side cartridge port. Lack of the PBI is not an issue for me. I plan on doing several upgrades to this machine, including the super video 2.1 mod, the Ape+ Warp 4-in-1 OS, and maybe even the stereo POKEY.

I would really like to upgrade this machine to 256K (or even 512). I have 8 41256 chips, but I cannot locate a RAMBO for the machine. I have seen Wizztronics upgrade boards, but they are for the 800XL. I tried searching a few Atari forums, and doing the google newsgroup & webpage search, but all I can find is that lots of people have (had) 256K 1200XLs, but plans for the modification are nowhere to be found. I would be grateful for any info on upgrading this machine.

Stephen

1763. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 20:21:09 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <409befaf$0$121$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 16120

Howdy Marco Antonio

> >I'm using TurboBASIC to write a directory mover for MyDOS. Problem is,
> >there doesn't seem to be a way to detect at which sector a directory
starts
> >(apart from walking through every directory on a disk/partition to find
it).
> >Can you guys help me?
> >
> >Most of the utility is ready (drive and directory selection), now all I
need
> >is to find out how I can find the starting sector of directory.
(creating a
> >new directory isn't always possible. Declaring a directory as the
default
> >directory would be a nice trick. But there is no way to find out what
the
> >current default directory is. Ergo, I can not reset the default
directory
> >(before I leave the utility) to what it was before.)
> >
> >CU Mathy van Nisselroy
> >
> >
> Don't subdirs have an entry in the main directory just like files do? A
couple
> of bytes of that entry should point to the sector where the subdir is
located
> (after all, it also gives its size -usually 8 sectors- just like a
regular file,
> doesn't it?).

I tried opening files for input, output and as a directory (Open
#chan,x,0,"Dy:filename.ext" where x is 4, 8 and 6 respectively). No real
help.

CU Mathy van Nisselroy

1764. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 20:35:40 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <wuWdnY6be9iGbgbd4p2dnA@bresnan.com>
Source record: 16121

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:409befaf$0$121$3a628fcd@reader3.nntp.hccnet.nl...
> Howdy Marco Antonio
>
> > >I'm using TurboBASIC to write a directory mover for MyDOS. Problem
is,
> > >there doesn't seem to be a way to detect at which sector a directory
> starts
> > >(apart from walking through every directory on a disk/partition to
find
> it).
> > >Can you guys help me?
> > >
> > >Most of the utility is ready (drive and directory selection), now all
I
> need
> > >is to find out how I can find the starting sector of directory.
> (creating a
> > >new directory isn't always possible. Declaring a directory as the
> default
> > >directory would be a nice trick. But there is no way to find out
what
> the
> > >current default directory is. Ergo, I can not reset the default
> directory
> > >(before I leave the utility) to what it was before.)
> > >
> > >CU Mathy van Nisselroy
> > >
> > >
> > Don't subdirs have an entry in the main directory just like files do?
A
> couple
> > of bytes of that entry should point to the sector where the subdir is
> located
> > (after all, it also gives its size -usually 8 sectors- just like a
> regular file,
> > doesn't it?).
>
> I tried opening files for input, output and as a directory (Open
> #chan,x,0,"Dy:filename.ext" where x is 4, 8 and 6 respectively). No real
> help.
>
> CU Mathy van Nisselroy

>
>
>
>

Doesn't MyDOS have a CIO routine to handle this automatically ?

1765. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 20:38:08 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <x72dnRMViqgzbgbd4p2dnA@bresnan.com>
Source record: 16122

"Jeff Williams" <williaj@sympatico.ca> wrote in message
news:7773a4d3.0405070605.6de45fff@posting.google.com...
> > >
> > > If, for instance, Mike Hohman didn't fulfill his end of the contract
for
> > > purchasing ICD products the contract might not be valid and ownership
could
> > > be legally the orignal owners if they chose to go to court over it.
> > >
> >
> > ...and only Mike himself can answer that, correct ?
>
> I don't think there's any issue about Mike not having clear ownership
> of the original ICD products. He paid Harker for them, with some
> combination of cash and barter as I understand it. So he owns the
> stuff. Now as to what deals he made with Steve or Lance with regards
> to reselling any of it, I wouldn't know. In all of the talks that I've
> had with Mike over the years, he never in any way indicated that he
> had transferred ownership of any of the products. I think he might
> have contracted to have some specific work done, but again, I don't
> know any of the details there.
>
> What I can say for sure is that I asked him several months ago if it
> was alright for me to post up the source code and binaries that I have
> from him for Sparta Dos,SDX,Mac/65 and Action!. He said no. I haven't
> heard from him since around that time, he was in the process of moving
> again.
>
> While I'm sure it doesn't mean anything to the people who are out cash
> from their orders, I don't believe Mike meant to rip anyone off. He
> still talks about finishing stuff, but really the problem is he won't
> stop fiddling. There's always some last tweak, some new PAL chip that
> just came out, and before you know it, another year has gone by.

Those who were out cold hard cash when Mike didn't come through would
probably be willing to support an open source project of some sort I'm sure.
I can't speak for anyone else. But I'm sure he has his reasons for not
letting go the source.

1766. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 21:39:56 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.05.07.21.33.20.931100@pianosa.freeserve.co.uk>
Source record: 16123

On Tue, 04 May 2004 05:02:58 +0000, Slor wrote:

>>> Oh, and 10 bonus points if you know what "WFS" stands for!
>> Wanted for Salvage?
> Good guess - but not quite. :)

Still worth 9/10, since salvaging is what you want it for; Salvaging
SPARES, that is. :-)

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

1767. FA/FS/FT : Many boxed+new XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-07 22:51:02 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0405071451.6ffe8bcf@posting.google.com>
Source record: 16124

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=KLASSISCHE-VIDEOSPIELE&sort=3&rows=25&since=-1&rd=1

I offer 24 different ATARI 800 XL/XE cartridge games, new and boxed.

I can ship worldwide and I will accept Paypal.

You can bid on games on ebay, but I can sell without ebay, too;
trading is possible, too.

I have these games :

Ace of Aces
Airball
Archon
Ballblazer
Crime Buster
Crossbow
Davidï¿½s Midnight Magic
Desert Falcon
Eastern Front
Final Legacy
Gato
Hardball
Joust
Lode Runner
Millipede
Moon Patrol
One on One
Pole Position
RS Football
Rescue on Fractalus
Star Raiders 2
Tennis
Thunderfox

I have some hardware,too :

CX-30 Paddles
Joysticks
CX-50 Keyboard Controllers

my email address is webmaster@klassische-videospiele.de

Thimo

1768. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 01:15:27 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <d3do9010cc9vpkcj0uqvuhd0j1hv10f2kr@4ax.com>
Source record: 16125

Is this a game maker? The "Arcade Machine?" Link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8103019865&rd=1

1769. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 01:21:41 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <opydnfp_UM2-qwHd4p2dnA@bresnan.com>
Source record: 16126

$53 ??? It cost that much NEW!!! :o)))

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:d3do9010cc9vpkcj0uqvuhd0j1hv10f2kr@4ax.com...
> Is this a game maker? The "Arcade Machine?" Link:
>
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8103019865&rd=1

1770. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 02:56:17 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <jXXmc.88725$Uz1.85116@bignews3.bellsouth.net>
Source record: 16127

```
"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in message
news:pan.2004.05.07.21.33.20.931100@pianosa.freeserve.co.uk...
> On Tue, 04 May 2004 05:02:58 +0000, Slor wrote:
>
> >>> Oh, and 10 bonus points if you know what "WFS" stands for!
> >> Wanted for Salvage?
> > > Good guess - but not quite. :)
>
> Still worth 9/10, since salvaging is what you want it for; Salvaging
> SPARES, that is. :-)
>
> --
> Regards _
> / ) "The blindingly obvious is
> / _)rad never immediately apparent"

Hey Brad, did you make that sig line yourself?

Just want to know who to give credit to when I quote it :)
```

1771. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 04:52:45 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40a2666c.349528593@news.charter.net>
Source record: 16128

Maybe he didn't originally intend to rip anyone off. Sometimes people
get in over their head, it goes bad and obligations aren't met. I
think most decent people can sympathize.

But someone who over time refuses to make amends or redeem what was
wrong (intended or not), and rather lurks and hides is without honor.

On 7 May 2004 07:05:32 -0700, williaj@sympatico.ca (Jeff Williams)
wrote:

>> >
>> > If, for instance, Mike Hohman didn't fulfill his end of the contract for
>> > purchasing ICD products the contract might not be valid and ownership could
>> > be legally the orignal owners if they chose to go to court over it.
>> >
>>
>> ...and only Mike himself can answer that, correct ?
>
>I don't think there's any issue about Mike not having clear ownership
>of the original ICD products. He paid Harker for them, with some
>combination of cash and barter as I understand it. So he owns the
>stuff. Now as to what deals he made with Steve or Lance with regards
>to reselling any of it, I wouldn't know. In all of the talks that I've
>had with Mike over the years, he never in any way indicated that he
>had transferred ownership of any of the products. I think he might
>have contracted to have some specific work done, but again, I don't
>know any of the details there.
>
>What I can say for sure is that I asked him several months ago if it
>was alright for me to post up the source code and binaries that I have
>from him for Sparta Dos,SDX,Mac/65 and Action!. He said no. I haven't
>heard from him since around that time, he was in the process of moving
>again.
>
>While I'm sure it doesn't mean anything to the people who are out cash
>from their orders, I don't believe Mike meant to rip anyone off. He
>still talks about finishing stuff, but really the problem is he won't
>stop fiddling. There's always some last tweak, some new PAL chip that
>just came out, and before you know it, another year has gone by.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1772. Re: Tank game.

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 06:15:37 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <f2509309225371121 50f0476ea760e6d@news.teranews.com>
Source record: 16129

Hi Russ, press SELECT to call your own jet!
--
Andrew Mcintosh
ASI Industries = As i in does tries!

russg <russgilb@MUNGEsbcglobal.net> wrote in article
<5Qcmc.1428$Uo3.784@newssvr15.news.prodigy.com>...
> Yep. That's the one! I remember it. I always had better luck if I rode
> around backwards and put a 'spin' on my shots. Going forward and trying
to
> shoot straight gets you bonked.
> Bernie <bkeith@sympatico.ca> wrote in message
> news:Robmc.41421$ZJ5.1328092@news20.bellglobal.com...
> > This one?
> >
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=4315&item=3091488203
> >
> > Just picked it up on ebay but haven't tried it yet.
> >
> >
> > "russg" <russg@MUNGEen.com> wrote in message
> > news:103fvjjcks4guf0@corp.supernews.com...
> > > I remember a dedicated tank game machine we had during the days of
VCS.
> > It
> > > had a pair of double handle controllers, you would pull back on the
left
> > and
> > > forward on the right to turn left, with a fire button on top one of
the
> > > handles.
> > > I've looked for tank games for the 8-bit. I found a couple.
> > > Tank vs. Tank, I can't seem to get the idea of this one, it is sort
of
> an
> > > artillery, aim, elevation, forward-back and shoot.
> > > Tank Commander is very much like what I'm looking for, but I don't
last
> 30
> > > seconds before the jet plane shoots me, and the tank is really slow
to
> > > maneuvre.
> > > Is there some way to avoid being shot by the planes?
> > > Does anyone know of a simple tank shoot game?

>
>
>
>

1773. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 11:08:21 UTC
From: Matthias Reichl <usenet-200405@hias.horus.com>
Message-ID: <slrnc9pft5.1de.usenet-200405@camel.hias.horus.com>
Source record: 16130

Hi!

On Mon, 3 May 2004 17:34:04 +0200, Music Shop Landgraaf wrote:
> I'm using TurboBASIC to write a directory mover for MyDOS. Problem is,
> there doesn't seem to be a way to detect at which sector a directory starts
> (apart from walking through every directory on a disk/partition to find it).

One solution would be to parse the directory sectors by hand:

As we all know, the root directory starts at sector 361. MyDOS
subdirectories are stored as special entries with a file status
code of $10 and the start sector points to the beginning of
the subdirectory on the disk.

The subdirectory itself is stored in a consecutive 8-sectors block
without sector chaining information and the structure of this
block is exactly the same as for the root directory (i.e. 8 entries
of 16 bytes each in a sector, the upper 128 bytes are unused in
double density mode).

To move a whole subdirectory across the disk you could basically
to the following:

Let's assume you want to move a subdir named "MOVEME" from
D1:DIR1: to D1:DIR2:

1. check if there's still room in D1:DIR2: (less than 64 files) :

1a scan the root directory (sectors 361-368) and search for an
entry named "DIR2:" with file status $10. Get the sector start
of this subdirectory.

1b scan the subdirectory (8 sectors starting from the sector you
just determined) and look for an unused entry. If all 64 entries
are used, bail out with an error message. Otherwise, remember
the free entry number which you will be using for the new
subdirectory.

2. find the directory entry of the subdir "MOVEME":

2a like 1a scan the root directory for "DIR1:"

2b scan "DIR1:" for "MOVEME" with a file status of $10

2c now copy the 16 bytes directory entry to the unused entry
in "DIR2:" which you found in step 1b

2d mark the "MOVEME" entry in "DIR1:" as deleted

BTW: just check if the source and destination directories are
different, otherwise you'll run into problems :-)

so long,

Hias

1774. Re: 1200XL Memory Upgrade Info

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 12:38:13 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040508083813.19729.00001112@mb-m10.aol.com>
Source record: 16131

Have you looked at

www.retrobits.net

Look under the "Projects".

1775. Re: Atari 810 spindle motor

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 14:25:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <409c99861280bf0@comcast.net>
Source record: 16132

>Anyone have a otherwise non-working 810 or just a spindle motor sitting around
>to sell or trade?
>
>I have a nice 810 here but the motor that spins the disk is fried.
>
>Steve

Mine still works, but I am afraid I still want it. I would contact
Best Electronics. They should have the part you need.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1776. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 15:01:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <fD6nc.12248$V97.7244@newsread1.news.pas.earthlink.net>
Source record: 16133

ProteanThread wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:O4Ekc.968$V97.675@newsread1.news.pas.earthlink.net...
<snip>
>
> I wonder if the Sweet 16 board can be emulated thru atari 800 win plus ?
>
>

I'm sure it could but always gets back to the question why.

You have to remember that both the Dataque and Sweet 16 board ran at exactly the same speed as a standard Atari until they were software switched to run in 16 bit mode. 99.9% of all the software out there does not expect a 65816 as it was written before there was an 816 to switch on.

There are obvious benefits of course. A new OS written specifically for the '816 would have a long VBI, perhaps enabling more euro demos to run on US computers. It's just that you have to go from the relatively easy job of adding a few processor instructions to an emulator to the rather esoteric job of rewriting the 10k Atari OS.

1777. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 15:53:37 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <5o7nc.12304$Hs1.6520@newsread2.news.pas.earthlink.net>
Source record: 16134

SgtSilicon wrote:

> Maybe he didn't originally intend to rip anyone off. Sometimes people
> get in over their head, it goes bad and obligations aren't met. I
> think most decent people can sympathize.
>
> But someone who over time refuses to make amends or redeem what was
> wrong (intended or not), and rather lurks and hides is without honor.

Just a few odd points that you are perfectly entitled to ignore if you wish.

#1 For better or worse the USA is a nation of laws. That means even
though lawyers and such can draw up contracts, the only ones that can
resolve issues and enforce them are the courts.

What this means is if there hasn't been a day in court, everything is
just opinion including the opinions of the injured parties. We don't for
instance let people say "FTE didn't deliver me $19.95 in merchandise so
I get Mike's first born son."

Understand when I say this I am not taking sides, I am just stating the
way things work. I have never seen any judgments regarding FTE. IIRC:
Even Newell said something to the effect that it was -his opinion- the
FTE contract with him was unenforcible<in court> because of nonpayment
of royalties. IOW: Mike could take him to court but he believed FTE
would lose.

#2 There has been a number of calls for people to state their grievances
with FTE in public. The list of people that came forward with problems
has always been very thin. I mean if there are thousands of people that
got screwed they certainly haven't come forward around here.

For me it is a math thing. I am a mathematical kind of guy. If there
were thousands of people out thousands of dollars then FTE would have
had (1,000)($1,000) or $1,000,000 in the bank. I don't know that FTE had
that kind of money, I don't know that that didn't. I kind of suspect
they didn't. This leads me to conclude that there weren't thousands of
people out thousands of dollars. It's a common sense issue for me. I
don't think some people have thought that part through.

Not that you shouldn't be MAJOR P.O.ed if you are out a thousand
dollars, just that you don't have a lot of 'out $1,000' company. Not
that a thousand people shouldn't be P.O.ed if they are out a $1, just
that it isn't something that is a huge injury. If you lost your house
because you were a dollar short on the mortgage, well I am sorry for you.

#3 The "I know someone who knows someone who knows someone who said they didn't have an order filled by FTE so that makes it is ok to take anything I want." phenomena.

No you can't. That is why we have laws. The courts make sure it is only an eye for an eye and not "A million dollars because of the trauma I had almost seeing someone else lose an eye."

That is what some of "injured" people in #2 are counting on doing to get even. They are out $20<$2,000 even, just a number> so they want to do $20^n damage to FTE. They know it looks unlikely they will ever see their $20 again so they don't want to see FTE again. Normal human emotion, I have it too, but it isn't the law.

1778. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 16:57:49 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <409f0bef.5059531@news.charter.net>
Source record: 16135

Rick a couple of quick questions for you:

1. Can one do wrong by another, even if they didn't premeditate it?
2. Is it not without honor to make little or no attempt to ever make amends?

Now here are a couple items:

3. In the U.S., it is a crime to take payment for merchandize at the retail level and then not deliver on it. It is not merely a civil matter, but a criminal matter.

4. Numbers 1 and 2 can be a matter of opinion. Number 3 is a fact, not an opinion, regardless of whether or not any proceeding have yet come before the courts or not. If I walk up to you on the street and for no good reason beat you half to death, a crime has been committed. It matters little whether a court ever hears about it or not.

So once again, I can appreciate that Mike may have never meant to stiff anyone. On the other hand, he may have accepted money even at a point when he knew he couldn't deliver the goods. I sure don't know. Regardless, a man of honor would try to repay those people. He would stand up and communicate his intention (and plan) to do so. Otherwise he should declare bankruptcy.

I have no personal score with Mike. It just bothers me to see dishonor defended.

On Sat, 08 May 2004 15:53:37 GMT, Rick Cortese <ricortes@earthlink.net> wrote:

>SgtSilicon wrote:
>
>> Maybe he didn't originally intend to rip anyone off. Sometimes people
>> get in over their head, it goes bad and obligations aren't met. I
>> think most decent people can sympathize.
>>
>> But someone who over time refuses to make amends or redeem what was
>> wrong (intended or not), and rather lurks and hides is without honor.
>
>Just a few odd points that you are perfectly entitled to ignore if you wish.
>
>#1 For better or worse the USA is a nation of laws. That means even
>though lawyers and such can draw up contracts, the only ones that can
>resolve issues and enforce them are the courts.
>
>What this means is if there hasn't been a day in court, everything is

>just opinion including the opinions of the injured parties. We don't for
>instance let people say "FTE didn't deliver me $19.95 in merchandise so
>I get Mike's first born son."
>
>Understand when I say this I am not taking sides, I am just stating the
>way things work. I have never seen any judgments regarding FTE. IIRC:
>Even Newell said something to the effect that it was -his opinion- the
>FTE contract with him was unenforcible<in court> because of nonpayment
>of royalties. IOW: Mike could take him to court but he believed FTE
>would lose.
>
>#2 There has been a number of calls for people to state their grievances
>with FTE in public. The list of people that came forward with problems
>has always been very thin. I mean if there are thousands of people that
>got screwed they certainly haven't come forward around here.
>
>For me it is a math thing. I am a mathematical kind of guy. If there
>were thousands of people out thousands of dollars then FTE would have
>had (1,000)($1,000) or $1,000,000 in the bank. I don't know that FTE had
>that kind of money, I don't know that that didn't. I kind of suspect
>they didn't. This leads me to conclude that there weren't thousands of
>people out thousands of dollars. It's a common sense issue for me. I
>don't think some people have thought that part through.
>
>Not that you shouldn't be MAJOR P.O.ed if you are out a thousand
>dollars, just that you don't have a lot of 'out $1,000' company. Not
>that a thousand people shouldn't be P.O.ed if they are out a $1, just
>that it isn't something that is a huge injury. If you lost your house
>because you were a dollar short on the mortgage, well I am sorry for you.
>
>#3 The "I know someone who knows someone who knows someone who said they
>didn't have an order filled by FTE so that makes it is ok to take
>anything I want." phenomena.
>
>No you can't. That is why we have laws. The courts make sure it is only
>an eye for an eye and not "A million dollars because of the trauma I had
>almost seeing someone else lose an eye."
>
>That is what some of "injured" people in #2 are counting on doing to get
>even. They are out $20<$2,000 even, just a number> so they want to do
>$20^n damage to FTE. They know it looks unlikely they will ever see
>their $20 again so they don't want to see FTE again. Normal human
>emotion, I have it too, but it isn't the law.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1779. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 19:45:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ANanc.12527$V97.12291@newsread1.news.pas.earthlink.net>
Source record: 16136

SgtSilicon wrote:

> Rick a couple of quick questions for you:
>
> 1. Can one do wrong by another, even if they didn't premeditate it?

Yes. In the US there are two levels of liability. The strict liability is imposed if there is a premeditation such as you mention. The test for strict liability is ~what would a reasonable person have done. Strict liability is the one where people are entitled to multiples of damages.

For instance<a bad one> someone with no knowledge of snakes lets a rattlesnake go vs. a herpetologist. Both may be liable for actual damages if it strikes someone, but the herpetologist *really* should have known better.

It is one of the catch 22 things about the law. The plaintift lawyer actually argues about how smart the defendant is so they should have known better.

If it ever happens to Mike, I would like a tape of the lawyer accusing him of a great business sense and a being a sharp investor.<grin>
> 2. Is it not without honor to make little or no attempt to ever make
> amends?

All I know is what I hear. One of the reasons Mike is rumored to frequent this forem is to make amends for legitimate claims. That is the reason we sometimes hear a person complain once and never hear from them again. Take it with a grain of salt if you will. I have no direct knowledge of the practice.
>
> Now here are a couple items:
>
> 3. In the U.S., it is a crime to take payment for merchandize at the
> retail level and then not deliver on it. It is not merely a civil
> matter, but a criminal matter.

Right mostly.

If there was never an intent to deliver merchandise then it would be some level of fraud. If someone just goes out of business through bad business decisions or market forces it isn't criminal.

Really early on a lot of people arrived here to escape debtors prison, as indentured slaves, that kind of thing. As a result we have probably have the most liberal laws for discharging debts in the world. Most of our debts would fall into that <civil> catagory.

AFAIK It has never come to that level. That is Mike would have to file for bankruptcy or someone would have to take him to court and get an award for damages. No Joke: If there has been such a case I would really like to see it. It's like everyone just walked away with all these loose threads dangling.

> 4. Numbers 1 and 2 can be a matter of opinion. Number 3 is a fact,
> not an opinion, regardless of whether or not any proceeding have yet
> come before the courts or not. If I walk up to you on the street and
> for no good reason beat you half to death, a crime has been committed.
> It matters little whether a court ever hears about it or not.

It's just like we have what seems like 20 levels of murder in the US. Everything from murder one to attempted murder if you happen to be a bad shot.

Typically in California the District Attorney decides if it was a civil or criminal matter and if he feels like prosecuting. I *think* this doesn't happen in that order though. What happens is people file a civil suit to recover damages which lets them do a 'discovery'. If in the process of discovery wrong doing is found, the information is turned over to the DA's office where he makes his decision.
>
> So once again, I can appreciate that Mike may have never meant to
> stiff anyone. On the other hand, he may have accepted money even at a
> point when he knew he couldn't deliver the goods. I sure don't know.
> Regardless, a man of honor would try to repay those people. He would
> stand up and communicate his intention (and plan) to do so. Otherwise
> he should declare bankruptcy.

I agree with you on this and it is what I would do myself. From meeting Mike I got the impression he is kind of a private person. That is He would rather clear things up via emails then by a public post. Doesn't bug me that he doesn't do it, just a matter of style to me.
>
> I have no personal score with Mike. It just bothers me to see
> dishonor defended.

Yeah, but when it first happened it seemed more like a witch hunt then just the sad facts. There was kind of feeding frenzy that went on like "Now that FTE has cheated everyone Microsoft will not come out an Atari 8 bit version of Windows!!!" It really was gloom and doom on that level with most fingers pointing towards FTE. There were more negative posts about FTE then there were about the Warner take over of Atari. I mean we need some scale here. I put the Tramiels much higer on my 'screwed up Atari' list then FTE for instance. FTE is on it, but pretty far down on the list.

There were a number of things that FTE did right which were all forgotten. Things like making Sparta DOS freeware, ditto for MAC/65, bug patches, new runs of OSS cartriges, ...

1780. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 20:33:02 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <409d3f31.18181250@news.charter.net>
Source record: 16137

Hi Rick. Thanks for the civil discussion. I suppose around these parts this thread keeps cropping up for one main reason. The reason is most likely a simple sense of frustration coupled with unfairness.

Here you have this community of nostalgic, dedicated hobbyists focussed on Atari 8-bit computer systems. Probably most of the folks are enthusiastic in so far as investing some of their time to the hobby, but not in a monetary or commercially viable way. Some minority might even still be up for spending more than trivial amounts of cash on it.

Now here ya also have this particular product line formerly of ICD and now owned by FTE presumably. A lot of this line is real nifty and has interest by the community mentioned in the preceding paragraph. Folks would like to lay it out there, share it around, develop enhancements and take some great things, make them even better and see that community enjoy using them, even if it means for free. Free because the golden period of commercial viability is passed (or is at least perceived to be by many).

But then you have this guy who owns the copyright to this stuff who, because he (intentionally or not) ripped a fair number of folks off, will not sell these products. Nor will he allow folks to share the stuff around. This essentially means he is cutting the community off from this nifty stuff. I suspect this is frustrating to a number of people in the community. And to add insult to injury, the individual apparently jealously guards his rights (even though most think commercially there is not much point to) after having trampled upon the rights of others. There's the unfairness part.

Long live Atari.

On Sat, 08 May 2004 19:45:36 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>SgtSilicon wrote:
>
>> Rick a couple of quick questions for you:
>>
>> 1. Can one do wrong by another, even if they didn't premeditate it?
>
>Yes. In the US there are two levels of liability. The strict liability
>is imposed if there is a premeditation such as you mention. The test for
>strict liability is ~what would a reasonable person have done. Strict
>liability is the one where people are entitled to multiples of damages.
>

>For instance<a bad one> someone with no knowledge of snakes lets a
>rattlesnake go vs. a herpetologist. Both may be liable for actual
>damages if it strikes someone, but the herpetologist *really* should
>have known better.
>
>It is one of the catch 22 things about the law. The plaintift lawyer
>actually argues about how smart the defendant is so they should have
>known better.
>
>If it ever happens to Mike, I would like a tape of the lawyer accusing
>him of a great business sense and a being a sharp investor.<grin>
>> 2. Is it not without honor to make little or no attempt to ever make
>> amends?
>
>All I know is what I hear. One of the reasons Mike is rumored to
>frequent this forem is to make amends for legitimate claims. That is the
>reason we sometimes hear a person complain once and never hear from them
>again. Take it with a grain of salt if you will. I have no direct
>knowledge of the practice.
>>
>> Now here are a couple items:
>>
>> 3. In the U.S., it is a crime to take payment for merchandize at the
>> retail level and then not deliver on it. It is not merely a civil
>> matter, but a criminal matter.
>
>Right mostly.
>
>If there was never an intent to deliver merchandise then it would be
>some level of fraud. If someone just goes out of business through bad
>business decisions or market forces it isn't criminal.
>
>Really early on a lot of people arrived here to escape debtors prison,
>as indentured slaves, that kind of thing. As a result we have probably
>have the most liberal laws for discharging debts in the world. Most of
>our debts would fall into that <civil> catagory.
>
>AFAIK It has never come to that level. That is Mike would have to file
>for bankruptcy or someone would have to take him to court and get an
>award for damages. No Joke: If there has been such a case I would really
>like to see it. It's like everyone just walked away with all these loose
>threads dangling.
>
>> 4. Numbers 1 and 2 can be a matter of opinion. Number 3 is a fact,
>> not an opinion, regardless of whether or not any proceeding have yet
>> come before the courts or not. If I walk up to you on the street and
>> for no good reason beat you half to death, a crime has been committed.
>> It matters little whether a court ever hears about it or not.
>
>It's just like we have what seems like 20 levels of murder in the US.

>Everything from murder one to attempted murder if you happen to be a bad
>shot.
>
>Typically in California the District Attorney decides if it was a civil
>or criminal matter and if he feels like prosecuting. I *think* this
>doesn't happen in that order though. What happens is people file a civil
>suit to recover damages which lets them do a 'discovery'. If in the
>process of discovery wrong doing is found, the information is turned
>over to the DA's office where he makes his decision.
>>
>> So once again, I can appreciate that Mike may have never meant to
>> stiff anyone. On the other hand, he may have accepted money even at a
>> point when he knew he couldn't deliver the goods. I sure don't know.
>> Regardless, a man of honor would try to repay those people. He would
>> stand up and communicate his intention (and plan) to do so. Otherwise
>> he should declare bankruptcy.
>
>I agree with you on this and it is what I would do myself. From meeting
>Mike I got the impression he is kind of a private person. That is He
>would rather clear things up via emails then by a public post. Doesn't
>bug me that he doesn't do it, just a matter of style to me.
>>
>> I have no personal score with Mike. It just bothers me to see
>> dishonor defended.
>
>Yeah, but when it first happened it seemed more like a witch hunt then
>just the sad facts. There was kind of feeding frenzy that went on like
>"Now that FTE has cheated everyone Microsoft will not come out an Atari
>8 bit version of Windows!!!" It really was gloom and doom on that level
>with most fingers pointing towards FTE. There were more negative posts
>about FTE then there were about the Warner take over of Atari. I mean we
>need some scale here. I put the Tramiels much higer on my 'screwed up
>Atari' list then FTE for instance. FTE is on it, but pretty far down on
>the list.
>
>There were a number of things that FTE did right which were all
>forgotten. Things like making Sparta DOS freeware, ditto for MAC/65, bug
>patches, new runs of OSS cartriges, ...
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1781. FA: Transdisk IV, MidiMaster, Tari-Talk from Page 6 Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 21:19:53 UTC
From: PJR <pjr1969@#hotmail.com>
Message-ID: <W9cnc.1762$NK4.135024@stones.force9.net>
Source record: 16138

Hi, I am currently selling three unusual items on ebay by "Page 6
Software" - these are:

Transdisk IV
=========

Transdisk IV automatically transfers to disk single and multi-stage,
commercial machine-code tapes. Transdisk can also handle part/BASIC,
part/machine code games or BASIC only programs. Transdisk is not fooled by
non-standard format tapes which have long or short data blocks to protect
them from copying. After transfer to disk you can enjoy the convenience of
loading and running your cassette software quickly and reliably from an
autoload disk menu. It requires only one keypress to load and run the disk
version of your favourite cassette software in seconds. Transdisk supports
one or two disk drives and single, double or 1050 density on any drive.
Transdisk transfers as many tapes to one disk as there is free space on that
disk and now with enhanced density for 1050 owners or double density for
XF551 owners! Supports ALL available memory on 800XL, 130XE and expanded
800XL's. Easy to use! Transdisk has user friendly menus and on screen
prompts, plus a comprehensive instruction manual. Requires an XL or XE
series computer with at least 64K memory and a disk drive and tape recorder.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=8104612349

MidiMaster
========

MidiMaster is a full Midi interface for the Atari 8-bit machines and may be
used with any Midi synthesiser to create or play music. MidiMaster allows
real time recording on an 8-track sequencer and includes a music player for
AMS files, hundreds of which are available in the public domain. Also
included are voice patch editors for Casio CZ and Yamaha DX series synths.
MidiMaster comes complete with a full manual which explains exactly how you
can get your Atari to make music the like of which you have never heard
before!

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=8104611198

Tari-Talk
======

TARI-TALK is a communications package developed by Martin Bann and PAGE 6
Software that will allow Atari 8-bit owners who have purchased an Atari ST
to transfer files from an Atari 400, 800, XL or XE to the ST. Although
primarily developed for transferring text files TARI-TALK can be used to
transfer all types of file including BASIC programs. TARI-TALK does not of
course convert programs in any way to run on the ST, however it will allow

BASIC programs to be transferred so that the user may convert them as far as possible to run with suitable BASICs on the ST. TARI-TALK contains all you need to transfer any data from an 8-bit Atari to the ST. No further interfaces are required.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=8104609839

Thanks,
PJR

1782. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 21:30:54 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ikcnc.12590$Hs1.4290@newsread2.news.pas.earthlink.net>
Source record: 16139

SgtSilicon wrote:
<snip>
> And to add insult to injury, the individual
> apparently jealously guards his rights (even though most think
> commercially there is not much point to) after having trampled upon
> the rights of others. There's the unfairness part.

You know I used to date a cop and whenever I would explain this same type of reasoning to her, she would get major P.O.ed. You could not believe how imflamed it got her!

I mean I would have thought it a good thing to let all the families of women Ted Bundy killed torture him.

I think all the people who lost their retirement funds because of Enron should be able to go into any former Enron executives house and raid the refrigerator when they feel like it. Heck, they should be able to move into the guest room.

So yes it kind of makes sense and it kind of feels right, but that just ain't the way the powers that be see it. We don't get to decide what is right and what is fair, they do. They kind of view people that think like us as anarchists and they hate anarchy worse then murderer/rapists.

1783. Re: Transdisk IV, MidiMaster, Tari-Talk from Page 6 Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-08 22:18:57 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <l1dnc.15435$SB.13893@newssvr31.news.prodigy.com>
Source record: 16140

```
<snip>
How can you transfer data 8-bit <-> ST without some interface?
I think at least a null modem and 850 would be required.?
Russg
> BASIC programs to be transferred so that the user may convert them as far
as
> possible to run with suitable BASICs on the ST. TARI-TALK contains all you
> need to transfer any data from an 8-bit Atari to the ST. No further
> interfaces are required.
>
>
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=810460983
9
>
> Thanks,
> PJR
>
>
>
```

1784. Repairing the Analog "Pocket Reference Card"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 01:05:18 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040508210518.13455.00000087@mb-m06.aol.com>
Source record: 16141

My Analog Pocket Reference Card has definitely seen better days! Some of the folds are about worn through. Any thoughts about what kind of tape (or ?) I might use to repair the worn folds? You used to be able to buy "Mystic Tape" in assorted colors, but I haven't seen any in quite a while. It's got to be flexible and hopefully won't look too awful. ("Silver" Duct Tape is out! :-) Even if I made a new one on card stock, it would still need to be joined at the seams, since the pocket card is approximately 2-2/3 sheets in length. (8-1/2" X 11") Any thoughts?
Larry

1785. Re: Repairing the Analog "Pocket Reference Card"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 01:15:17 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <vg1r90pnn6ip0llubp6avrvv9qr45fkq0s@4ax.com>
Source record: 16142

Hmmm. Just saw a commercial for Scotch Brand Clear Duct Tape today
...

On 09 May 2004 01:05:18 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>My Analog Pocket Reference Card has definitely seen better days! Some of the
>folds are about worn through. Any thoughts about what kind of tape (or ?) I
>might use to repair the worn folds? You used to be able to buy "Mystic Tape"
>in assorted colors, but I haven't seen any in quite a while. It's got to be
>flexible and hopefully won't look too awful. ("Silver" Duct Tape is out! :-)
>Even if I made a new one on card stock, it would still need to be joined at the
>seams, since the pocket card is approximately 2-2/3 sheets in length. (8-1/2"
>X 11") Any thoughts?
>Larry

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

1786. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 06:11:16 UTC
From: lp <gfa@mint.org>
Message-ID: <BCC343C4.675B%gfa@mint.org>
Source record: 16143

in article 409d3f31.18181250@news.charter.net, SgtSilicon at
foolspicedham_melbo_jon@hotmail.com wrote on 5/8/04 4:33 PM:

> Here you have this community of nostalgic, dedicated hobbyists
> focussed on Atari 8-bit computer systems. Probably most of the folks
> are enthusiastic in so far as investing some of their time to the
> hobby, but not in a monetary or commercially viable way. Some
> minority might even still be up for spending more than trivial amounts
> of cash on it.

It's unfortunate that some of the FTE products appear lost forever. I spent
a considerable amount of time with some of them. The good ole days. ;-)
On a similar note, not long before GFA went bust I attempted to acquire the
rights to GFA-Basic, only to be jerked around by the support guy who took it
upon himself to make sure my e-mails never got to the right people. Funny
thing is I actually was prepared to sink some serious cash into it. Now GFA
appears all but gone and the programs for the Atari ST lost forever that
they made. It's much the same sort of frustration.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

1787. Re: ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 06:29:12 UTC
From: richardhutnik@hotmail.com
Message-ID: <37bc9e37.0405082229.7c040cea@posting.google.com>
Source record: 16144
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Please do a more subdued ad. Your ad below makes me think of a
Monster Truck TV advertisement.

Sunday! Sunday! Come down and get good Atari Support! Bring the
kids! Get a free Star Raiders cart! Watch as Bigfoot squashes the
competition!

- Richard Hutnik

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0405061942070.13963-100000@onyx.spiritone.com>...
> Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
> Those telling you Not to buy have there own prejudice to deal with. I can
> only speak for myself. Why Buy from BSC? Good Service! I earn your Atari
> Business one Customer at a time! Many Customers refer me to friends. Good
> Support! I'm in this for the long haul. Should you need Atari Help, I held
> teaching positions in my local Atari Clubs. You can call me or I'll call
> you for Atari Phone Support. I'm a good teacher, and I dont speak over my
> students heads! I prefer to keep it simple when necessary. Atari Sales! I
> have a lot of Atari I can sell you! Games/ Software, Hardware, Books and
> Accessories.Rather than print up a Catalog, thereby making it out of Date!
> I regularly update my Catalogs, for you to Download or view online at:
>
> http://BensCatalogs.Atari.org
>
> http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
> http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
> http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1788. Re: Transdisk IV, MidiMaster, Tari-Talk from Page 6 Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 08:56:01 UTC
From: PJR <pjr1969@#hotmail.com>
Message-ID: <Lmmnc.1111$wl4.137916@wards.force9.net>
Source record: 16145

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:l1dnc.15435$SB.13893@newssvr31.news.prodigy.com...
> <snip>
> How can you transfer data 8-bit <-> ST without some interface?
> I think at least a null modem and 850 would be required.?
> Russg

You can't, but this package comes complete with the necessary cable.

PJR

1789. Re: Repairing the Analog "Pocket Reference Card"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 12:35:31 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040509083531.13568.00000991@mb-m26.aol.com>
Source record: 16146

> Hmmm. Just saw a commercial for Scotch Brand Clear Duct Tape today <

Hi Alan-
Clear Duct Tape. I haven't seen or heard of that before. I'll check that out!
Thanks!

P.S. Speaking of 3M tapes, the *best* write-protect labels I've ever used are made from 3M "Tartan" vinyl tape. Definitely available (as tape) in black, and may still be available in many colors. Stays in place, is very flexible, and easily "peelable" from disks for years. (Although will remove paper label surfaces if placed on a label.)
Larry

1790. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 14:39:27 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <-IadnTfNp6QB3wPd4p2dnA@bresnan.com>
Source record: 15997

```
"lp" <gfa@mint.org> wrote in message news:BCC343C4.675B%gfa@mint.org...
> in article 409d3f31.18181250@news.charter.net, SgtSilicon at
> foolspicedham_melbo_jon@hotmail.com wrote on 5/8/04 4:33 PM:
>
> > Here you have this community of nostalgic, dedicated hobbyists
> > focussed on Atari 8-bit computer systems. Probably most of the folks
> > are enthusiastic in so far as investing some of their time to the
> > hobby, but not in a monetary or commercially viable way. Some
> > minority might even still be up for spending more than trivial amounts
> > of cash on it.
>
> It's unfortunate that some of the FTE products appear lost forever. I
spent
> a considerable amount of time with some of them. The good ole days. ;-)
> On a similar note, not long before GFA went bust I attempted to acquire
the
> rights to GFA-Basic, only to be jerked around by the support guy who took
it
> upon himself to make sure my e-mails never got to the right people. Funny
> thing is I actually was prepared to sink some serious cash into it. Now
GFA
> appears all but gone and the programs for the Atari ST lost forever that
> they made. It's much the same sort of frustration.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtariIRC, GFA-Basic,
Hades060]
>
>

GFA Basic is still available for the PC :-\
```

1791. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 16:25:30 UTC
From: lp <gfa@mint.org>
Message-ID: <BCC3D3BA.6765%gfa@mint.org>
Source record: 15998

in article -IadnTfNp6QB3wPd4p2dnA@bresnan.com, *ProteanThread* at rtdos
hotmail com wrote on 5/9/04 10:39 AM:

> GFA Basic is still available for the PC :-\

Try to contact them. They are gone. I even called their distributor on the
site and they had absolutely no clue what "gfa" even was. :(

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

1792. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 16:45:23 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <409e5c23.54496109@news.charter.net>
Source record: 15999

I was just pointing out feelings people may have and why, and how that results in this thread periodically showing up in here; never really dying.

Of course you're right about your examples like the Enron thing etc. The thing is though, it would just be better to hear that Mike screwed people over, isn't real interested in making it right, and anyone who that doesn't sit right with should have filed a police report for fraud against him or try to sue. That's much more realistic than implying no one should be too upset with him because:

- he didn't intend to rip anyone off
- that he is a private kind of guy
- he has made good with a few (couple) people lucky enough to know someone who knows someone

Like I said before, I haven't personally been ripped off by FTE/Mike. I do think it's a shame that the product line (or future of it) has essentially been removed from the community over the whole sordid affair though.

I guess that's all I have to say about it because my words aren't likely to help anyone or somehow convince him to settle this thing so that things can move forward again.

On Sat, 08 May 2004 21:30:54 GMT, Rick Cortese <ricortes@earthlink.net> wrote:

>SgtSilicon wrote:
><snip>
>> And to add insult to injury, the individual
>> apparently jealously guards his rights (even though most think
>> commercially there is not much point to) after having trampled upon
>> the rights of others. There's the unfairness part.
>
>You know I used to date a cop and whenever I would explain this same
>type of reasoning to her, she would get major P.O.ed. You could not
>believe how imflamed it got her!
>
>I mean I would have thought it a good thing to let all the families of
>women Ted Bundy killed torture him.
>
>I think all the people who lost their retirement funds because of Enron
>should be able to go into any former Enron executives house and raid the
>refrigerator when they feel like it. Heck, they should be able to move
>into the guest room.

>
>So yes it kind of makes sense and it kind of feels right, but that just
>ain't the way the powers that be see it. We don't get to decide what is
>right and what is fair, they do. They kind of view people that think
>like us as anarchists and they hate anarchy worse then murderer/rapists.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1793. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 19:27:36 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.05.09.19.27.35.302234@pianosa.freeserve.co.uk>
Source record: 16000

On Fri, 07 May 2004 22:56:17 -0400, Son of man wrote:

> Hey Brad, did you make that sig line yourself?

Yes, I did. It came about as a result of a comment I made on a mailing
list I subscribe to. Several people replied "Hey! You should put that in
your .sig".

> Just want to know who to give credit to when I quote it :)

Your too kind.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

1794. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 21:31:47 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <eMednT-UO9yiPgPdRVn-jw@bresnan.com>
Source record: 16001

```
"lp" <gfa@mint.org> wrote in message news:BCC3D3BA.6765%gfa@mint.org...
> in article -IadnTfNp6QB3wPd4p2dnA@bresnan.com, *ProteanThread* at rtdos
> hotmail com wrote on 5/9/04 10:39 AM:
>
> > GFA Basic is still available for the PC :-\
>
> Try to contact them. They are gone. I even called their distributor on
the
> site and they had absolutely no clue what "gfa" even was. :(
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

That's news to me. I just purchased it last year. :o(
```

1795. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 22:03:54 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <iPxnc.99706$oN1.79308@bignews5.bellsouth.net>
Source record: 16002

"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in message
news:pan.2004.05.09.19.27.35.302234@pianosa.freeserve.co.uk...
> On Fri, 07 May 2004 22:56:17 -0400, Son of man wrote:
>
> > Hey Brad, did you make that sig line yourself?
>
> Yes, I did. It came about as a result of a comment I made on a mailing
> list I subscribe to. Several people replied "Hey! You should put that in
> your .sig".
>
> > Just want to know who to give credit to when I quote it :)
>
> Your too kind.

Well, just that you know I combined your quote with my web pages to create
my own sig line below.

If you rather not have that association with my web page (not that it's
implied, really), just let me know and I'll remove your name. I'd still like
to use the quote though :)

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

1796. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 22:55:46 UTC
From: lp <gfa@mint.org>
Message-ID: <BCC42F32.6773%gfa@mint.org>
Source record: 16003

in article eMednT-UO9yiPgPdRVn-jw@bresnan.com, *ProteanThread* at rtdos
hotmail com wrote on 5/9/04 5:31 PM:

>> Try to contact them. They are gone. I even called their distributor on
> the
>> site and they had absolutely no clue what "gfa" even was. :(

> That's news to me. I just purchased it last year. :o(

Ouch! I got the dos and windows16 versions off ebay for next to nothing.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

1797. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 23:13:42 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <z-SdndV4m_G_JgPdRVn-vw@bresnan.com>
Source record: 16004

```
"lp" <gfa@mint.org> wrote in message news:BCC42F32.6773%gfa@mint.org...
> in article eMednT-UO9yiPgPdRVn-jw@bresnan.com, *ProteanThread* at rtdos
> hotmail com wrote on 5/9/04 5:31 PM:
>
> >> Try to contact them. They are gone. I even called their distributor
on
> > the
> >> site and they had absolutely no clue what "gfa" even was. :(
>
> > That's news to me. I just purchased it last year. :o(
>
> Ouch! I got the dos and windows16 versions off ebay for next to nothing.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

Damn. Was hoping to get the Windows 16 version. :o)
```

1798. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-09 23:33:18 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <109tftrkoqnbga2@corp.supernews.com>
Source record: 16005

"bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:I4hmc.89594$G_.36515@nwrddc02.gnilink.net...
> You can get it here... http://amfband.com/bf/
> Look under FILES
>

Thanks, for the file. I like your site, cool, Atari Look and Feel.

RoyE

1799. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 02:25:49 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <NKBnc.104827$G_.37716@nwrddc02.gnilink.net>
Source record: 16006

Thanks!
"RoyE" <r-dean@ charter.net> wrote in message
news:109tftrkoqnbga2@corp.supernews.com...
>
> "bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:I4hmc.89594$G_.36515@nwrddc02.gnilink.net...
> > You can get it here... http://amfband.com/bf/
> > Look under FILES
> >
>
> Thanks, for the file. I like your site, cool, Atari Look and Feel.
>
> RoyE
>
>

1800. Re: Repairing the Analog "Pocket Reference Card"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 06:33:25 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <109u953ieo6kd49@news.supernews.com>
Source record: 16007

On Sat, 08 May 2004 18:05:18 -0700, LarryWhite wrote:

> My Analog Pocket Reference Card has definitely seen better days! Some
> of the folds are about worn through. Any thoughts about what kind of
> tape (or ?) I might use to repair the worn folds? You used to be able
> to buy "Mystic Tape" in assorted colors, but I haven't seen any in quite
> a while. It's got to be flexible and hopefully won't look too awful.
> ("Silver" Duct Tape is out! :-) Even if I made a new one on card stock,
> it would still need to be joined at the seams, since the pocket card is
> approximately 2-2/3 sheets in length. (8-1/2" X 11") Any thoughts?
> Larry

Well, there are various tapes out there. I'm curious though... That
self-adhesive lamination is supposed to protect things for years without
yellowing, or otherwise degrading. Perhaps cut strips of it? Or print
the pages out, and laminate them (I've seen lamination available on
rolls, generally in the sewing or crafts area of stores, if you wanted
one continuous piece) or offset individual sheets on each side, to handle
the multiple sheets..

Terry
--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

1801. Re: Repairing the Analog "Pocket Reference Card"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 09:48:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040510054835.09204.00000230@mb-m17.aol.com>
Source record: 16008

Hi Terry-

> That self-adhesive lamination is supposed to protect things for years without yellowing, ... <

I'll check that out, too. I wasn't aware of the roll-type -- just "pouches" for individual sheets. Thanks!
Larry

1802. 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 13:42:57 UTC
From: fireflyst@earthlink.net
Message-ID: <c4bae4d1.0405100542.44227174@posting.google.com>
Source record: 16009

Side Note: This is my first post to the Atari 8-bit group, so gerretings to all you 8-bitters out there, and thanks for keeping the 8-bit scene alive!

I was searching the web for upgrades to my 400, and I came across a reference to a "48/64k upgrade for Atari 400" by a Claus Buchholz. Anyone know anything about this upgrade? Is there a 64K upgrade available anywhere for the 400 that I can just purchase?

Call it nostalgia, but I just have a preference for the 400. That, and I like pushing old hardware as far as I can :)

Can anyone help me?

Thanks

FST

1803. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 15:00:37 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <c56v90l8doh9b025dm603nv8s6sffdn4a6@4ax.com>
Source record: 16010

On 10 May 2004 06:42:57 -0700, fireflyst@earthlink.net (FireflyST)
wrote:

>Side Note: This is my first post to the Atari 8-bit group, so
>gerretings to all you 8-bitters out there, and thanks for keeping the
>8-bit scene alive!
>
>I was searching the web for upgrades to my 400, and I came across a
>reference to a "48/64k upgrade for Atari 400" by a Claus Buchholz.
>Anyone know anything about this upgrade? Is there a 64K upgrade
>available anywhere for the 400 that I can just purchase?
>
>Call it nostalgia, but I just have a preference for the 400. That,
>and I like pushing old hardware as far as I can :)
>
>Can anyone help me?
>
>Thanks
>
>FST

I can't help you with the upgrade. I have the same feelings toward
the 400, so you are not alone. One thing I can tell you is that 64k
upgrades for the 400/800 are not compatible with the 800xl/65xe/130xe
64k software, so it will only be good for a ramdisk.

kvn

1804. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 15:24:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E569F36C6BCslorcomcastnet@130.133.1.4>
Source record: 16011

>
>
> kvn
>

Hey Kevin - been trying to get ahold of you. Give me a yell!

--
Slor

1805. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 15:31:20 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <c18v909bitps4cpn8jkdb9664ns78mqi10@4ax.com>
Source record: 16012

On 10 May 2004 15:24:55 GMT, Slor <slor@comcast.net> wrote:

>>
>>
>> kvn
>>
>
>Hey Kevin - been trying to get ahold of you. Give me a yell!

okay, about the manual I didnt forget you.

kvn

1806. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 16:20:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E57354E78F8slorcomcastnet@130.133.1.4>
Source record: 16013

```
>
> okay, about the manual I didnt forget you.
>
>
>
>
> kvn
>

Cool man.

--
Slor
```

1807. Clearpic or Supervideo V2.1 for 1200XL?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 17:42:08 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <109vfniacctkfd3@corp.supernews.com>
Source record: 16014

Which is better? I would like to do this mod asap. Also would radio shack have the parts needed?

1808. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 20:00:31 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.05.10.20.00.30.180361@pianosa.freeserve.co.uk>
Source record: 16015

On Sun, 09 May 2004 18:03:54 -0400, LionOfJudah wrote:

> Well, just that you know I combined your quote with my web pages to create
> my own sig line below.

So I see.

> If you rather not have that association with my web page (not that it's
> implied, really), just let me know and I'll remove your name. I'd still like

Could be read either way, IMO. Still, you can leave my name ther if you
wish. Boosts the ego. :-)

> to use the quote though :)

No problem.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

1809. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 20:29:59 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c7ooo7089a@news1.newsguy.com>
Source record: 16017

Brad Rogers <brad@pianosa.freeserve.co.uk> wrote:
> On Fri, 07 May 2004 22:56:17 -0400, Son of man wrote:
>
> > Hey Brad, did you make that sig line yourself?
>
> Yes, I did. It came about as a result of a comment I made on a mailing
> list I subscribe to. Several people replied "Hey! You should put that in
> your .sig".
>
> > Just want to know who to give credit to when I quote it :)
>
> Your too kind.
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"

It reminds me of this quote:
The obscure we see eventually. The obvious takes a little longer.
(Edward R. Murrow)

--
Ryan 'Gozar' Collins

1810. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 20:45:53 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <4ORnc.92329$Uz1.5237@bignews3.bellsouth.net>
Source record: 16016

"Brad Rogers" <brad@pianosa.freeserve.co.uk> wrote in message
news:pan.2004.05.10.20.00.30.180361@pianosa.freeserve.co.uk...
> On Sun, 09 May 2004 18:03:54 -0400, LionOfJudah wrote:
>
> > Well, just that you know I combined your quote with my web pages to
create
> > my own sig line below.
>
> So I see.
>
> > If you rather not have that association with my web page (not that it's
> > implied, really), just let me know and I'll remove your name. I'd still
like
>
> Could be read either way, IMO. Still, you can leave my name ther if you
> wish. Boosts the ego. :-)
>
> > to use the quote though :)
>
> No problem.

Cool!

>
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
>

1811. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 21:35:29 UTC
From: "Mark C. Spaeth" <mspaeth@plancherel.mit.edu>
Message-ID: <409ff5a1$0$579$b45e6eb0@senator-bedfellow.mit.edu>
Source record: 16018
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

In comp.sys.apple2 Euphoric <nospam@nospam.net> wrote:
: Browsing through the discussion at 6502.org 's forum can be tedious, and
: Daryl doesn't read these newsgroups, so here is his original post on
: 6502.org:
:
: "After several months and many more revisions, I've completed laying out the
: traces for the converter. I still need to clean it up - straighten some
: traces, add 45 deg bends on the corners, check spacing around all pads and
: vias, etc.
:
: I added to the schematic. There are two jumpers. J2 allows you to select the
: gate for the 74x245 and J3 selects 2 inverters or 4 inverters as inputs to
: the AND gate.
:
: Check out the schematic, layout draft, and expressPCB files on my web site.
:
: http://65c02.tripod.com/conv.html
:
: Estimated cost for 10 boards would be $200. ($20 each)

Doesn't this seem a little ridiculous when 6502s can still be had
for under $10?

I think everyone would be happier trying to twist someone's arm (ie
someplace like rocelec.com) into finding, dicing, and packaging some
old 6502 wafers (assuming WDC isn't interested), and having the real thing.

In any case, I probably have well over 100 6502s in my house on arcade
game PCBs, and that's a much bigger market than retro PCs...

--
Mark Spaeth mspaeth@mtl.mit.edu
50 Vassar St., #38.265 mspaeth@mit.edu
Cambridge, MA 02139
(617) 452-2354 http://rgvac.978.org/~mspaeth

1812. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-10 21:40:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <2FSnc.23386$5a.16720@okepread03>
Source record: 16019
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

Hey Mark! It always strikes me to see someone from RGVAC on here! :)

Thomas

"Mark C. Spaeth" <mspaeth@plancherel.mit.edu> wrote in message
news:409ff5a1$0$579$b45e6eb0@senator-bedfellow.mit.edu...
> In comp.sys.apple2 Euphoric <nospam@nospam.net> wrote:
> : Browsing through the discussion at 6502.org 's forum can be tedious, and
> : Daryl doesn't read these newsgroups, so here is his original post on
> : 6502.org:
> :
> : "After several months and many more revisions, I've completed laying out
the
> : traces for the converter. I still need to clean it up - straighten some
> : traces, add 45 deg bends on the corners, check spacing around all pads
and
> : vias, etc.
> :
> : I added to the schematic. There are two jumpers. J2 allows you to select
the
> : gate for the 74x245 and J3 selects 2 inverters or 4 inverters as inputs
to
> : the AND gate.
> :
> : Check out the schematic, layout draft, and expressPCB files on my web
site.
> :
> : http://65c02.tripod.com/conv.html
> :
> : Estimated cost for 10 boards would be $200. ($20 each)
>
> Doesn't this seem a little ridiculous when 6502s can still be had
> for under $10?
>
> I think everyone would be happier trying to twist someone's arm (ie
> someplace like rocelec.com) into finding, dicing, and packaging some
> old 6502 wafers (assuming WDC isn't interested), and having the real
thing.
>
> In any case, I probably have well over 100 6502s in my house on arcade
> game PCBs, and that's a much bigger market than retro PCs...
>
> --
> Mark Spaeth mspaeth@mtl.mit.edu

> 50 Vassar St., #38.265 mspaeth@mit.edu
> Cambridge, MA 02139
> (617) 452-2354 http://rgvac.978.org/~mspaeth
>

1813. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 04:06:22 UTC
From: David Wilson <david@uow.edu.au>
Message-ID: <40a0513e$1@news.uow.edu.au>
Source record: 16020
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

"Mark C. Spaeth" <mspaeth@plancherel.mit.edu> writes:
>Doesn't this seem a little ridiculous when 6502s can still be had
>for under $10?

Yes, it would be ridiculous if all it gave you was a 6502.
This card gives you a 65802 which is a superior chip.

I actually have a 65802 I bought many years ago. It let me run Merlin 16
on my IIe clone.
--
David Wilson School of IT & CS, Uni of Wollongong, Australia

1814. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 09:09:38 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gzn8f72jx.fsf@legolas.mdh.se>
Source record: 16021
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

David Wilson <david@uow.edu.au> writes:

> "Mark C. Spaeth" <mspaeth@plancherel.mit.edu> writes:
>> Doesn't this seem a little ridiculous when 6502s can still be had
>> for under $10?
>
> Yes, it would be ridiculous if all it gave you was a 6502.
> This card gives you a 65802 which is a superior chip.

Maybe the subject line should say "16-bit 6502 upgrade" instead
of "16-bit 6502 replacement", even if the design doesn't provide
possibility to take advantage of *all* the 65816 features AFAIU.

Btw, how common is it that the CPU breaks down in an old computer,
arcade game or otherwise? From what I've understood, it is custom
chips and maybe memory chips that seem to die first.

--
Anders Carlsson

1815. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 10:50:39 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1084272547@rtfm.mit.edu>
Source record: 16022
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1816. problems in running rainbow136freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 12:58:59 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405110458.296a3390@posting.google.com>
Source record: 16023

I have BIG BIG problems in running rainbow136freeware

I've the following setup

amd 1800xp+proc
1/2 gig SDram
80+40gig h/d
the 80gig h/d is partitioned with win 98se on drv c
and win xp pro/corp ed. on drv e

both o/s have updated nvidia tnt2m64 drivers
both o/s have dir x 9

on win xp I back click on the rainbow exec. and click
on compataBILITY TAB

I select run at 256 colour mode

I copy over the roms I used for Atari 800 win plus,
renaming as specified into the same directory as
rainbow

all i get is cannot find OP_SYSXL, OP_SYS 400 etc

I also get this with win98se

is it possible that you could assist here

yours Atarily

CA

1817. Re: problems in running rainbow136freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 14:11:33 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10a1noht1lb539c@corp.supernews.com>
Source record: 16024

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0405110458.296a3390@posting.google.com...
> I have BIG BIG problems in running rainbow136freeware
>
> I've the following setup
>
> amd 1800xp+proc
> 1/2 gig SDram
> 80+40gig h/d
> the 80gig h/d is partitioned with win 98se on drv c
> and win xp pro/corp ed. on drv e
>
> both o/s have updated nvidia tnt2m64 drivers
> both o/s have dir x 9
>
> on win xp I back click on the rainbow exec. and click
> on compataBILITY TAB
>
> I select run at 256 colour mode
>
> I copy over the roms I used for Atari 800 win plus,
> renaming as specified into the same directory as
> rainbow
>
> all i get is cannot find OP_SYSXL, OP_SYS 400 etc
>
> I also get this with win98se
>
> is it possible that you could assist here
>
> yours Atarily
>
> CA

Hi,
You could probably change the rom names to OP_SYSXL for atarixl.rom and
OP_SYS 400 for atariosb.rom not for sure though. I only used
rainbow136freeware for a few days before deciding to uninstall this
emulator. Good Luck
RoyE

1818. Re: problems in running rainbow136freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 15:01:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E665F3C686Fslorcomcastnet@130.133.1.4>
Source record: 16025

> Hi,
> You could probably change the rom names to OP_SYSXL for atarixl.rom and
> OP_SYS 400 for atariosb.rom not for sure though. I only used
> rainbow136freeware for a few days before deciding to uninstall this
> emulator. Good Luck
> RoyE
>
>
>

That's correct - the names of the roms must be OP_5200, OP_BASIC, OP_SYSXL,
etc. The README.TXT with Rainbow spells out the names.

--
Slor

1819. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 15:46:13 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <9z6oc.16355$Hs1.11844@newsread2.news.pas.earthlink.net>
Source record: 16026
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

Anders Carlsson wrote:
> David Wilson <david@uow.edu.au> writes:
>
>
>>"Mark C. Spaeth" <mspaeth@plancherel.mit.edu> writes:
>>
>>>Doesn't this seem a little ridiculous when 6502s can still be had
>>>for under $10?
>>
>>Yes, it would be ridiculous if all it gave you was a 6502.
>>This card gives you a 65802 which is a superior chip.
>
>
> Maybe the subject line should say "16-bit 6502 upgrade" instead
> of "16-bit 6502 replacement", even if the design doesn't provide
> possibility to take advantage of *all* the 65816 features AFAIU.
>
> Btw, how common is it that the CPU breaks down in an old computer,
> arcade game or otherwise? From what I've understood, it is custom
> chips and maybe memory chips that seem to die first.
>

At least for the Atari 8 bit computers it is fairly common. A bad batch
of 6502C processors from Rockwell/Mexico made it into their production
runs in the early 80s. It isn't the leading cause of death, but in the
top 5.

1820. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 16:08:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40A0FA84.C4FB52DD@students.uni-mainz.de>
Source record: 16027

Hmmm,
I think the following game-makers produce "independant" programs:

- the Arcade Machine (by Broderbund), creates bootdisks that can be loaded without Basic (I have some games made with it, like Megablaster, C64-Invaders, Stonetime People, etc.)

- Pinball Construction Kit (by Electronic Arts, available as NTSC/Gr. 8 version with artifacting colors only and PAL/Gr. 15 version with 4 colors), this one produces disk-files, each with a length of 242 sectors; I have filled 8-12 disksides with freely available pinball games (all packed with Bewesoft`s Superpacker, to save some space)...

- the Wargame-Construction-Set (by SSI) should also produce independant / stand-alone games, but since I never owned it, I am not pretty sure about it...

- Robbo Construction-Kit (by LK Avalon), allthough I never owned it, I already have lots of stand-alone Robbo disk-files (Robo games, with alternative levels); maybe the constructor creates these files - or some clever people knew how to do it (like with the Boulder-Dash-Construction Kit: it does not produce stand-alone files, but some hackers were able to do so)...

- The Game-Designer`s Workshop (by KE-Soft), a very simple Turbo-Basic program, that contains lots of fonts/character-sets and other stuff, so you can create your very own (TB-XL, I guess) game-program; alas, the docs are only available in form of a german book and the games that can be produced with this application look like 20 year old Basic type-in listings...

- The Wizard-Adventure-Creator program (PD by ???), a program that lets you create your own text-adventure; all you have to do is create a list with rooms, objects, etc. and the program will create the text-adventure for you...

- The Adventure-Creator (cart. by Spinnaker), this program also lets you create text-adventures; since I do not own it, I cannot tell anything about it...

Well, that`s what I do remember about the commercial stuff - I guess all the other programs only create maps or levels that have to be used with the original program then. But there are also lots of PD game-makers (where the games and the editors are Public Domain, so it does not matter if you have to own the original game, since it is also PD). Thats what I do remember right now:

- Kitten + level editor
- (Basic) Boulder-dash + level editor
- Dandy + level editor
- Aliens + level editor
- The Wall + level editor
- Brik-Bat + level editor
- Sokoban + level - editor
- Socoban + level editor
- Think & Work + level editor

and many many more (comments, enhancements, etc. welcome!)...greetings,
Andreas.

Daniel Miller schrieb:
>
> Andreas, I really am in awe of your ability to rattle off such a list
> off the top of your head. You are an Atari madman! ;)
>
> Dare I really test you and ask that you identify which of the below
> construction kits produce games that may be freely distributed,
> without the recipients having to have a copy of the original program?
>
> On Wed, 05 May 2004 21:23:22 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Aha,
> >game-construction-kits or simply level editors. There are plenty for the
> >A8:
> >- Broderbund`s Arcade Machine
> >- Pinball Construction Set
> >- Racing Destruction Kit
> >- The Brundles (Lemmings clone!) Level editor,
> >- Dandy + level editor,
> >- Aliens + level editor,
> >- The Wall (Breakout clone) + level editor,
> >- Brik-Bat (Breakout clone) + level editor,
> >- Socoban + level editor
> >- Sogon (Socoban clone) + level editor,
> >- Bomber Jack + level editor,
> >- Cultivation + level editor,
> >- Boulder Dash Construction Kit,
> >- Polar Pierre + level editor,
> >- Mr. Robot + Robot Factory (level editor),
> >- Tobot 2 + level editor,
> >- Lords of Conquest + level/map editor,
> >- Seven Cities of Gold + map maker,
> >- Lasermania + Conctruction Kit
> >- Robbo + Construction Kit,
> >- Pole Position Race Designer (made by pirates!)
> >- Molecule Man + molecule designer,
> >- Slingshot (sort of minigolf) + construction kit,
> >- Kitten (a PD game in Basic) + level editor,

> >- etc. , etc.
> >
> >Just some games (and editors/creators) that come to mind... -Andreas.
> >
> >
> >Iain Laskey schrieb:
> >>
> >> I think he meant programs like the SEUCK (Shoot-em-up-contruction-kit).
> >>
> >> Iain Laskey
> >> Practical PC Online www.practical-pc.co.uk

1821. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 16:20:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40A0FD61.C4443BD2@students.uni-mainz.de>
Source record: 16028

Yep,
this is one. Produces stand-alone games. Alas, the ones that are
available right now are not that good... And er, the program itself
seems to be quite complicated , compared to the games, that can be
created with it... but anyway... -Andreas.

Daniel Miller schrieb:
>
> Is this a game maker? The "Arcade Machine?" Link:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8103019865&rd=1

1822. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 16:39:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40A101DA.48BEF24A@students.uni-mainz.de>
Source record: 16029

Well,
I think you are right in many points, except point 2, maybe. Imagine 1000 people registering / buying spartaDOS - the official registration fee was 20 Dollars, So that would be 20,000 dollars then (not one million dollars). I am not sure right now what the prices for Basic XL, Basic XE, Action, Mac 65 and/or the Mars8 enhancement were, but surely less than 1000 dollars each. so, imagine again 1000 people, where some bought / wanted to buy / payed for SpartaDOS registration, some payed for Basic XL, others for Basic XE, etc. (and some payed for more than one program), so that would be approx. 20,000 - 50,000 or maybe up to 100,000 dollars and still not one million dollars...

And thats what people/atarians are mostly angry about - not the 20+ dollars they paid for one single program, but the 20,000 to xx,000 dollars Mike earned when he decided to "run away"... The problem for me and why I am not judging Mike Hohman or hiring a lawyer to take him to court, is simple: I am sitting in Germany. I paid 20 dollars for SpartaDOS registration. Hiring a lawyer costs a little bit more than 20 dollars... and I guess some more Atarians have the same thoughts...
-Andreas.

Rick Cortese schrieb:
>
> SgtSilicon wrote:
>
> > Maybe he didn't originally intend to rip anyone off. Sometimes people
> > get in over their head, it goes bad and obligations aren't met. I
> > think most decent people can sympathize.
> >
> > But someone who over time refuses to make amends or redeem what was
> > wrong (intended or not), and rather lurks and hides is without honor.
>
> Just a few odd points that you are perfectly entitled to ignore if you wish.
>
> #1 For better or worse the USA is a nation of laws. That means even
> though lawyers and such can draw up contracts, the only ones that can
> resolve issues and enforce them are the courts.
>
> What this means is if there hasn't been a day in court, everything is
> just opinion including the opinions of the injured parties. We don't for
> instance let people say "FTE didn't deliver me $19.95 in merchandise so
> I get Mike's first born son."
>
> Understand when I say this I am not taking sides, I am just stating the
> way things work. I have never seen any judgments regarding FTE. IIRC:

> Even Newell said something to the effect that it was -his opinion- the
> FTE contract with him was unenforcible<in court> because of nonpayment
> of royalties. IOW: Mike could take him to court but he believed FTE
> would lose.
>
> #2 There has been a number of calls for people to state their grievances
> with FTE in public. The list of people that came forward with problems
> has always been very thin. I mean if there are thousands of people that
> got screwed they certainly haven't come forward around here.
>
> For me it is a math thing. I am a mathematical kind of guy. If there
> were thousands of people out thousands of dollars then FTE would have
> had (1,000)($1,000) or $1,000,000 in the bank. I don't know that FTE had
> that kind of money, I don't know that that didn't. I kind of suspect
> they didn't. This leads me to conclude that there weren't thousands of
> people out thousands of dollars. It's a common sense issue for me. I
> don't think some people have thought that part through.
>
> Not that you shouldn't be MAJOR P.O.ed if you are out a thousand
> dollars, just that you don't have a lot of 'out $1,000' company. Not
> that a thousand people shouldn't be P.O.ed if they are out a $1, just
> that it isn't something that is a huge injury. If you lost your house
> because you were a dollar short on the mortgage, well I am sorry for you.
>
> #3 The "I know someone who knows someone who knows someone who said they
> didn't have an order filled by FTE so that makes it is ok to take
> anything I want." phenomena.
>
> No you can't. That is why we have laws. The courts make sure it is only
> an eye for an eye and not "A million dollars because of the trauma I had
> almost seeing someone else lose an eye."
>
> That is what some of "injured" people in #2 are counting on doing to get
> even. They are out $20<$2,000 even, just a number> so they want to do
> $20^n damage to FTE. They know it looks unlikely they will ever see
> their $20 again so they don't want to see FTE again. Normal human
> emotion, I have it too, but it isn't the law.

1823. Supra/KP Hard disk interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 17:41:49 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0405110941.d2b324f@posting.google.com>
Source record: 16030

Hello,

Through the generousity of a fellow Atarian,I have a Supra?KP HD interface.
As life often does,there is a fly in the ointment!
I am unable to read the disks containing the documentation, and a search
here finds little useful information.

Does anyone have any docs on this interface or a contact for Bob Klaas?

Please help,as I am already grey-headed and I fear the frustration
may be fatal!

Ed

1824. Atari magazines, books & hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 20:53:28 UTC
From: GarageSalez <info@garagesaleznospamplease.us>
Message-ID: <mgd2a0lo48034i9tq9ktdnqe9c9v9fegrj@4ax.com>
Source record: 16031

8-bit and early 16-bit magazines and books for sale at:
http://garagesalez.us/

My books are listed in the right hand column at:
http://garagesalez.us/ataribookamz-2.html

Also included are links to several Atari resources.

==========

Previously I had announced that I would also have hardware for sale on that site and several people requested that I email them when the hardware section is ready. Well, plans have changed. That stuff belongs to my brother and our collaboration isn't working out (largely due to the fact that he doesn't have any idea what he wants to price things at). I suspect that you could get a pretty good deal on most/all of it.

He has several boxes of hardware and software. Some of the items are:

800 XLs
520 STs
130 XE - still in the box
monitors
floppy drives (8 & 16 bit)
850 interface
MPP modem
Koala Pad
power supplies
cables
accessories (joysticks, etc)
books
magazines
games
applications

That's as much as I recall. I know that he doesn't have any hard drives and his 16-bit stuff is all early (well, not real early... I recall having to load TOS from a floppy... his aren't that early).

If you send me either an offer or an inquiry at info@garagesalez.us, I'll pass the information along.

1825. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-11 22:56:07 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40a159c3.3215333@news>
Source record: 16032

Andreas Magenheimer <magea000@students.uni-mainz.de>:

>I paid 20 dollars for SpartaDOS registration.

You got the product though? What did the registration entitle you to?

Shawn Jefferson
(fix reply to for email)

1826. Re: 16-bit 6502 replacement bulk order : PCB schematics

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 00:34:58 UTC
From: Rick Balkins <rickbalkins.nospam@nospam.wavestarinteractive.com>
Message-ID: <10a2sb8l90ssn11@corp.supernews.com>
Source record: 16033
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.acorn.hardware,comp.sys.apple2

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:9z6oc.16355$Hs1.11844@newsread2.news.pas.earthlink.net...

> At least for the Atari 8 bit computers it is fairly common. A bad batch
> of 6502C processors from Rockwell/Mexico made it into their production
> runs in the early 80s. It isn't the leading cause of death, but in the
> top 5.

Most of those IIe can be replace by WDC 65c02s processors just fine. Look forward to picking them up but the WDC parts rarely fail. The NES ones are just fine. #1 problem the NES had was the "cartridge apparatus" thing. I replaced the apparatus once and voila the NES was alive just fine. The 65c02 chips are very long living chips and are among the most reliable in the world.

1827. new topic about game makers

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 01:08:38 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <68SdnZPGTZ2L5DzdRVn_iw@bresnan.com>
Source record: 16034

wonder if anyone came up with a run time for spinnakers adventure creator ?

--

Woodzy
http://rtdos.com/forum

1828. *PING* Lonny Purcell

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 13:22:51 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <mIGdndmJ58y3uD_dRVn-gg@bresnan.com>
Source record: 16035

missing one file on the download you sent me.

--

Woodzy
http://rtdos.com/forum

1829. still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 15:53:42 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405120753.63d6bac0@posting.google.com>
Source record: 16036

Sorry for being such a bore but as no-one seem to help me last time I
thought I'd better repost or a better solution

I STILL have BIG BIG problems in running rainbow136freeware

I've the following setup

amd 1800xp+proc
1/2 gig SDram
80+40gig h/d
the 80gig h/d is partitioned with win 98se on drv c
and win xp pro/corp ed. on drv e

both o/s have updated nvidia tnt2m64 drivers
both o/s have dir x 9

on win xp I back click on the rainbow exec. and click
on compataBILITY TAB

I select run at 256 colour mode

I copy over the roms I used for Atari 800 win plus,
renaming as specified in the rainbow manual into the same directory
as
rainbow

all i get is cannot find OP_SYSXL, OP_SYS 400 etc (which is what
rainbow tells me to call the files)

I also get this with win98se

is it possible to assist here, or at least supply me a set of roms,
or clearer instructions on how to get the emulator running

yours Atarily

CA

1830. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 16:16:35 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <D5soc.17370$V97.13494@newsread1.news.pas.earthlink.net>
Source record: 16037

Shawn Jefferson wrote:
> Andreas Magenheimer <magea000@students.uni-mainz.de>:
>
>
>>I paid 20 dollars for SpartaDOS registration.
>
>
> You got the product though? What did the registration entitle you to?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Small point: Everyone got the product, it was freeware. What
registration was supposed to get you was a manual. IIRC The manuals were
brand new from the original ICD printing run and fairly desirable.

1831. Re: still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 16:24:06 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <fasoc.1458$U4.1005@bignews6.bellsouth.net>
Source record: 16038

Any particluar advantage in using rainbow over the newest atari++ or
atari800win plus 4.0?

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0405120753.63d6bac0@posting.google.com...
> Sorry for being such a bore but as no-one seem to help me last time I
> thought I'd better repost or a better solution
>
>
> I STILL have BIG BIG problems in running rainbow136freeware
>
> I've the following setup
>
> amd 1800xp+proc
> 1/2 gig SDram
> 80+40gig h/d
> the 80gig h/d is partitioned with win 98se on drv c
> and win xp pro/corp ed. on drv e
>
> both o/s have updated nvidia tnt2m64 drivers
> both o/s have dir x 9
>
> on win xp I back click on the rainbow exec. and click
> on compataBILITY TAB
>
> I select run at 256 colour mode
>
> I copy over the roms I used for Atari 800 win plus,
> renaming as specified in the rainbow manual into the same directory
> as
> rainbow
>
> all i get is cannot find OP_SYSXL, OP_SYS 400 etc (which is what
> rainbow tells me to call the files)
>
> I also get this with win98se
>
> is it possible to assist here, or at least supply me a set of roms,
> or clearer instructions on how to get the emulator running
>
> yours Atarily

>
> CA

1832. Re: still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 17:28:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E77EDE5EB75slorcomcastnet@130.133.1.4>
Source record: 16039

Despite all prevention efforts, carmel_andrews@hotmail.com (carmel) wrote
in news:6912483e.0405120753.63d6bac0@posting.google.com:

> Sorry for being such a bore but as no-one seem to help me last time I
> thought I'd better repost or a better solution
>

You got multiple answers to your last post...

--
Slor

1833. Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 20:22:12 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2004.05.12.20.22.09.534403@pianosa.freeserve.co.uk>
Source record: 16040

On Mon, 10 May 2004 20:29:59 +0000, gozarcollins wrote:

> It reminds me of this quote:
> The obscure we see eventually. The obvious takes a little longer.
> (Edward R. Murrow)

He's not a person I've heard of, nor read anything by/about. Still, the
similarity is obvious.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

1834. *PING* mo

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-12 23:01:53 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0405121501.27e38153@posting.google.com>
Source record: 16041

i think i have ron hamiltons phone number (akak oldatarian) but the line is busy (it is listed as the only hamilton in blanchard, OK)

email me privately at sysop at rtdos dot com if you want to try it (don't really want to give it out publicly you know)

thx.

1835. Re: Atari magazines, books & hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 02:53:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E7DEB569BBFemuslor@130.133.1.4>
Source record: 16042

```
>
> That's as much as I recall. I know that he doesn't have any hard
> drives and his 16-bit stuff is all early (well, not real early... I
> recall having to load TOS from a floppy... his aren't that early).
>
> If you send me either an offer or an inquiry at info@garagesalez.us,
> I'll pass the information along.

Email inquiry sent.

--
Slor
```

1836. FA/FS/FT : Many boxed+new XL/XEGS Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 05:18:55 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0405122118.1cca5f90@posting.google.com>
Source record: 16043

Hi,

I still have many boxed+new ATARI 800 XL/XE cartridges which I want to
sell or trade.

The games are NTSC versions with English instructions.The games work
on PAL machines, too, although Lode Runner & Midnight Magic will be
without colors on PAL machines (no artifacting on PAL systems).

You may buy them on ebay :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-vi
deospiele&sort=3&rows=25&since=-1&rd=1

But I can sell the games withou ebay,too.

Trading is possible, too ; I will trade for ATARI 2600/7800, ATARI XL,
ATARI ST, C64, AMIGA, MS DOS, Nintendo, Colecovision, Intellivision ,
ATARI Lynx etc. games.

I have :

Archon (picture : www.vectrex.de/c/archon.jpg)
Ballblazer (picture : www.vectrex.de/c/ballblaz.jpg)
Crossbow (picture : www.vectrex.de/c/crossbow.jpg)
Final Legacy (picture : www.vectrex.de/c/finleg.jpg)
Gato (picture : www.vectrex.de/c/gato.jpg)
Hardball (picture : www.vectrex.de/c/hardball.jpg)
Joust (picture : www.vectrex.de/c/joust.jpg)
Millipede (picture : www.vectrex.de/c/millikl.jpg)
One on One Basketball (picture : www.vectrex.de/c/oneonone.jpg)
Pole Position (picture : www.vectrex.de/c/polexl.jpg)
Star Raiders 2 (picture : www.vectrex.de/c/starrai2.jpg)
Tennis (picture : www.vectrex.de/c/tennisxl.jpg)
Thunderfox (picture : www.vectrex.de/c/tfox.jpg)

and Mickey in the Great Outdoors on disk (picture :
www.vectrex.de/c/mickey.jpg)

I also sell these XEGS/XL cartridges :

Ace of Aces (picture : www.vectrex.de/c/aceofaces.jpg)
Airball (picture : www.vectrex.de/c/airball.jpg)
Crime Buster (picture : www.vectrex.de/c/crimebu.jpg)
Davidï¿½s Midnight Magic (picture : www.vectrex.de/c/davidmm.jpg)
Desert Falcon (picture : www.vectrex.de/c/desertxl.jpg)
Eastern Front 1941 (picture : www.vectrex.de/c/eastern.jpg)
Lode Runner (picture : www.vectrex.de/c/loderun.jpg)

Moon Patrol (picture : www.vectrex.de/c/moonxl.jpg)
Rescue on Fractalus (picture : www.vectrex.de/c/rescue.jpg)
RealSports Football (picture : www.vectrex.de/c/rsfoot.jpg)

I may ship worldwide, shipping depends on the final weight - you only
have to pay shipping if you buy games, not if we do a trade.

I can accept PAYPAL.

If youï¿½re interested, please write an email to me.

My email-address is webmaster@klassische-videospiele.de
or lord-chaos@t-online.de

Thimo Graef

1837. looking for upjoy program for use with rainbow 95

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 07:25:11 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405122325.4f3173aa@posting.google.com>
Source record: 16044

I am looking for a website, preferably one that doesn't have a broken
download link, or one that you have to pay to register for download,
that has the program 'upjoy' so that I can use my pc joypad with
rainbow 95, alternatively if someone can email me the file

carmel_andrews@yahoo.com or my work colleague
stevensmith0012000@yahoo.co.uk

any help would be greatly appreciated

Carmel A

1838. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 11:24:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130420390.30774-100000@onyx.spiritone.com>
Source record: 16045
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for
Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax
Rebate Dollars, spending Euro's from Europe or satisfying your Yen for
Atari! We Ship anywhere the Law allows! And If your in the United States,
take advantage of the cheaper Postage for Media Mail Rate. Got Questions?
E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club!
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1839. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 11:32:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130428220.30774-100000@onyx.spiritone.com>
Source record: 16046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1840. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 11:36:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com>
Source record: 15947
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1841. Re: Real.Dos Beta

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 14:18:14 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c7vvu5mcr1@reader13.wxs.nl>
Source record: 15948

Hey Cabell,

Are you sure stephen j. carden wants us to put this real.dos online? In the
past Stephen did not like the site of fox-1 with stuff he wrote online...
I'm not going to interfere with this, but I thought: before things are
getting out of hand, you might want to think it over.
Thanks!
Marius

"bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net> schreef in bericht
news:I4hmc.89594$G_.36515@nwrddc02.gnilink.net...
> You can get it here... http://amfband.com/bf/
> Look under FILES
>
>
> "RoyE" <r-dean@ charter.net> wrote in message
> news:10922jvj8ims987@corp.supernews.com...
> >
> > So just how do I get a copy of REAL.DOS if I don't have the software to
> > download a copy. Are there anyother places that this file is available
> > except for Telnet. I get to log on but the file will not download. I
> keep
> > getting a file of Zero "0" length file.. Oh Well!
> >
> > RoyE
> >
> >
>
>

1842. Indus RamCharger: homebrewing?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 15:17:29 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0405130717.680a11f5@posting.google.com>
Source record: 15949

I have an Indus drive and the RamCharger CP/M utility disks but no RamCharger board. Anyone know what this board contained? I would love to build a homebrew version and kick the drive into Z80 computer mode!

Was it just 64K of RAM and some associated logic or was it intelligent in any way?

Thanks
Jerry

(Incidentally, RamCharger or Ram Charger?)

1843. Re: still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 18:16:11 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c80ebo$nv2$1@reader08.wxs.nl>
Source record: 15950

I know this is not what you want to hear, but I think this is the best thing
you can do:

do NOT use that emulator. In it's days it was ok, but now we have MUCH
better emulators; like the (almost perfect) Atari800Win+

http://atariarea.histeria.pl/PLus/index_us.htm

I am NOT an emulator lover. I prefer the real thing most. But in case of no
real thing available, this Atari800Win+ is a worthy substitute!

Marius

"carmel" <carmel_andrews@hotmail.com> schreef in bericht
news:6912483e.0405120753.63d6bac0@posting.google.com...
> Sorry for being such a bore but as no-one seem to help me last time I
> thought I'd better repost or a better solution
>
>
> I STILL have BIG BIG problems in running rainbow136freeware
>
> I've the following setup
>
> amd 1800xp+proc
> 1/2 gig SDram
> 80+40gig h/d
> the 80gig h/d is partitioned with win 98se on drv c
> and win xp pro/corp ed. on drv e
>
> both o/s have updated nvidia tnt2m64 drivers
> both o/s have dir x 9
>
> on win xp I back click on the rainbow exec. and click
> on compataBILITY TAB
>
> I select run at 256 colour mode
>
> I copy over the roms I used for Atari 800 win plus,
> renaming as specified in the rainbow manual into the same directory
> as
> rainbow
>
> all i get is cannot find OP_SYSXL, OP_SYS 400 etc (which is what
> rainbow tells me to call the files)
>
> I also get this with win98se

>
> is it possible to assist here, or at least supply me a set of roms,
> or clearer instructions on how to get the emulator running
>
> yours Atarily
>
> CA

1844. Re: still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 19:48:52 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <77k7a092oe3tdk2v4p40gp8olq635s6o9g@4ax.com>
Source record: 15951

On Thu, 13 May 2004 20:16:11 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>I am NOT an emulator lover. I prefer the real thing most. But in case of no
>real thing available, this Atari800Win+ is a worthy substitute!

I agree, I could always find something wrong the Atari 8bit emulators,
but Atari800win actually feels like an 8bit. I even sold one of my
8bits after I tried it.

kvn

1845. tried to google this but

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 20:27:57 UTC
From: *ProteanThread* <"moc dot sodtr at posys">
Message-ID: <4fdcfe1c072769b66ac78e860a5cb995@news.teranews.com>
Source record: 15952

what is a good Atari emulator for DOS ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

1846. Re: tried to google this but

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 23:29:35 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <g618a0p5mg1p1i49d5dfgiar46c6r2j7i2@4ax.com>
Source record: 15954

XL-It.

On Thu, 13 May 2004 20:27:57 GMT, "*ProteanThread*" <moc dot sodtr at
posys> wrote:

>what is a good Atari emulator for DOS ?

1847. Re: tried to google this but

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-13 23:31:07 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40a4051c.5238561@news>
Source record: 15953

"*ProteanThread*" <moc dot sodtr at posys>:
>what is a good Atari emulator for DOS ?

Atari800 ?

Shawn Jefferson
(fix reply to for email)

1848. Old logic books

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 00:33:16 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <gtUoc.19336$Hs1.16839@newsread2.news.pas.earthlink.net>
Source record: 15955

Thought I might ask here.

I am cleaning up my stash of books. I have some rather esoteric stuff like 74LS data books, Motorola 68000 processor book, maybe even a Motorola 6800<before there was a 6802-9!> micro book.

Shipping on books is a flat rate in the USA, something like $3 no matter what size. For a lot of the books, I don't think I paid that much to buy them in the first place. The logic families are somewhat obsolete with new PGA stuff available. If anyone wants to pay shipping for them, get me an email.

1849. Re: Transdisk IV, MidiMaster, Tari-Talk from Page 6 Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 02:40:57 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0405131840.4da5c360@posting.google.com>
Source record: 15956

"PJR" <pjr1969@#hotmail.com> wrote in message
news:<Lmmnc.1111$wI4.137916@wards.force9.net>...
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:l1dnc.15435$SB.13893@newssvr31.news.prodigy.com...
> > <snip>
> > How can you transfer data 8-bit <-> ST without some interface?
> > I think at least a null modem and 850 would be required.?
> > Russg
>
> You can't, but this package comes complete with the necessary cable.
>
> PJR

Hello russg & all,

In an early issue of ROM magazine (Canadian) there was details on how
to build a simple cable to connect the ST serial port to the 8 bit
joystick port and transfer files at a low baud rate (300,I think)
IIRC,it was issue #3.

Ed

1850. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 03:32:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <RYWoc.14639$5z5.5081@bignews2.bellsouth.net>
Source record: 15957

Here is what I experienced with FTE......

Back when they released the SDX v.4.22 upgrade ROM, I ordered it. When
it arrived it didn't work.

I called FTE and told them about the problem, I sent the ROM back to
them and waited and waited for
a return. Finally after 2 months or more I sent them a letter stating
that if I didn't get a working ROM I would
make sure alot of Atari 8bit users would know about their business
practices. A Brand new SDX cart v.4.22
arrived by priority mail soon after sending the letter. I then called
FTE and thanked them. They did state
that they had been very busy.

But, a friend of mine was having problems with his MIO and he sent it to
FTE to see if it could be
fixed and what the cost would be. Months past by and he was told that
the MIO couldn't be fixed or
would be to costly to fix. I believe they offered to sell him another
one.
He asked for his MIO back and I told him to send it to me. The only
problem with that MIO was the
cable connection that you connect to the 800xl or 130xe adapter was
loose.

All that had to be done was to take the end off the ribbon cable and
snip a few inches off and replace the
end. Worked fine after that. We couldn't figure out how anyone that
really looked at that MIO could
have missed that simple repair. The guy was without his MIO for around 4
months or more over a
simple cable connection problem.

I guess it could have been overlooked.

Did anyone else reading this send FTE MIOs or other ICD products to be
fixed? If so any problems?

phantomm@bellsouth.net

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:D5soc.17370$V97.13494@newsread1.news.pas.earthlink.net...
> Shawn Jefferson wrote:
> > Andreas Magenheimer <magea000@students.uni-mainz.de>:
> >
> >

> >>I paid 20 dollars for SpartaDOS registration.
> >
> >
> > You got the product though? What did the registration entitle you
to?
> >
> > ---
> > Shawn Jefferson
> > (fix reply to for email)
>
> Small point: Everyone got the product, it was freeware. What
> registration was supposed to get you was a manual. IIRC The manuals
were
> brand new from the original ICD printing run and fairly desirable.

1851. Atari 8-bit CD-ROM $5 weekend special!! Read on....

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 10:13:12 UTC
From: dgs@clara.net
Message-ID: <3568e886.0405140213.592ff20@posting.google.com>
Source record: 15958

Hello All,

From 14-17 May, we are pleased to offer our Atari 8-bit CD-ROM commercial software collection for an amazing US$5 including shipping!

This CD includes most of our commercial software products on a CD-ROM. All software is in both ATR and DCM format, with original manuals in PDF format. They can be run in 8-bit emulators, or copied over to disks for running on the Atari (extra hardware/software required for this).

Your $5 will get you full versions of the Quick programming language (with support disks), SAM 80-col desktop system (with utility disks), Digi-Studio digitized music package, Print-Filer print image utility, 26 issues of our old magazine, a selection of PD disks from our library, a 22 minute video (in MPEG1 format) of the AMS96 show held in the UK, 4 commercial games, an advanced character set editor utility, and more!

You can buy a copy right now using any credit/debit card (through PayPal), from our web site (full product details are there too): http://www.dgs.clara.net

Dean Garraghty

1852. Re: still having problems with rainbow v136 freeware

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 11:37:36 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405140337.5cfbe5a2@posting.google.com>
Source record: 15959

Thankx for the suggestion, obviously because you don't know me you won't know the fact that I still have my various 8bit setups (800, 800XL ram expanded, and several xe's and disk drives) and that was since early 1986, I only use emulators to play the games I never had or played on my trusty 8bit

1853. Re: looking for upjoy program for use with rainbow 95

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 15:30:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E96ADD2C7B4slorcomcastnet@130.133.1.4>
Source record: 15960

Despite all prevention efforts, carmel_andrews@hotmail.com (carmel)
wrote in news:6912483e.0405122325.4f3173aa@posting.google.com:

> I am looking for a website, preferably one that doesn't have a broken
> download link, or one that you have to pay to register for download,
> that has the program 'upjoy' so that I can use my pc joypad with
> rainbow 95, alternatively if someone can email me the file
>
> carmel_andrews@yahoo.com or my work colleague
> stevensmith0012000@yahoo.co.uk
>
> any help would be greatly appreciated
>
> Carmel A
>

You can grab it here:
http://www.slor.net/upjoy.zip

It's designed as a joystick driver for Win 3.1, so I don't know how well
it will work with a newer OS.

--
Slor

1854. FA: Atari 130XE Complete

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 16:55:22 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94E97948EBBDFslorcomcastnet@130.133.1.4>
Source record: 15961
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In my recent dealings, I managed to end up with a spare 130XE. It includes standard hookups, power supply, manual, and box. About 36 hours remain on the auction:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4130642138

Thanks!

--
Slor

1855. Re: tried to google this but

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-14 23:41:50 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0405141541.5825b16c@posting.google.com>
Source record: 15962

Daniel Miller <NOSPAMdaclmi@sisna.com> wrote in message
news:<g618a0p5mg1p1i49d5dfgiar46c6r2j7i2@4ax.com>...
> XL-It.
>
> On Thu, 13 May 2004 20:27:57 GMT, "*ProteanThread*" <moc dot sodtr at
> posys> wrote:
>
> >what is a good Atari emulator for DOS ?

Hello Dan,

I have an old Dell Pentium 100 set up just for Atari emulation,under
MS-DOS.I use PCXformer 3.8 with good results.
You can find it at www.emulators.com

Ed

1856. Atari 8-bit $5 CD-ROM (can now buy in UK pounds too)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-15 10:25:17 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1084616701.22479.0@damia.uk.clara.net>
Source record: 15963

Hello All,

Further to our post of yesterday, we can now accept payment for our Weekend special priced CD-ROM in UK pounds for UK buyers (2.75pounds).

Here's a repeat of yesterday's post if you missed it:

From 14-17 May, we are pleased to offer our Atari 8-bit CD-ROM commercial software collection for an amazing US$5 including shipping!

This CD includes most of our commercial software products on a CD-ROM. All software is in both ATR and DCM format, with original manuals in PDF format. They can be run in 8-bit emulators, or copied over to disks for running on the Atari (extra hardware/software required for this).

Your $5 will get you full versions of the Quick programming language (with support disks), SAM 80-col desktop system (with utility disks), Digi-Studio digitized music package, Print-Filer print image utility, 26 issues of our old magazine, a selection of PD disks from our library, a 22 minute video (in MPEG1 format) of the AMS96 show held in the UK, 4 commercial games, an advanced character set editor utility, and more!

You can buy a copy right now using any credit/debit card (through PayPal), from our web site (full product details are there too): http://www.dgs.clara.net

Dean Garraghty

1857. Way off topic... Re: WFS: Non-working XE games

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-15 13:43:49 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <c856ql0qd1@news2.newsguy.com>
Source record: 15964

Brad Rogers <brad@pianosa.freeserve.co.uk> wrote:
> On Mon, 10 May 2004 20:29:59 +0000, gozarcollins wrote:
>
> > It reminds me of this quote:
> > The obscure we see eventually. The obvious takes a little longer.
> > (Edward R. Murrow)
>
> He's not a person I've heard of, nor read anything by/about. Still, the
> similarity is obvious.

He's the father of news journalism on TV. I don't know where I found the quote, but here's more info on him:
http://www.museum.tv/archives/etv/M/htmlM/murrowedwar/murrowedwar.htm

--
Ryan 'Gozar' Collins

1858. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-15 16:25:31 UTC
From: Jetware <res0wvwzat@verizon.net>
Message-ID: <%vrpc.128787$G_.22597@nwrddc02.gnilink.net>
Source record: 15965

I did the 48K upgrade to my 400 back in 1985. As I recall, 64K upgrades were not practical because the operating system and cartridge used that memory space, so going beyond 48K required significant extra logic to swap memory pages.

Jetware

"FireflyST" <fireflyst@earthlink.net> wrote in message news:c4bae4d1.0405100542.44227174@posting.google.com...
> Side Note: This is my first post to the Atari 8-bit group, so
> gerretings to all you 8-bitters out there, and thanks for keeping the
> 8-bit scene alive!
>
> I was searching the web for upgrades to my 400, and I came across a
> reference to a "48/64k upgrade for Atari 400" by a Claus Buchholz.
> Anyone know anything about this upgrade? Is there a 64K upgrade
> available anywhere for the 400 that I can just purchase?
>
> Call it nostalgia, but I just have a preference for the 400. That,
> and I like pushing old hardware as far as I can :)
>
> Can anyone help me?
>
> Thanks
>
> FST

1859. Re: Percom drive with SIO2PC - Can it work?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-15 16:27:31 UTC
From: Jetware <res0wvwzat@verizon.net>
Message-ID: <Txrpc.128793$G_.31871@nwrddc02.gnilink.net>
Source record: 15966

Well, this was the key. 10k resistors were too much though, APE couldn't see any command activity on the interface when I put 10k on pins 5 and 7. But when I dropped that to 3.3k (the next value I had handy) everything started working fine.

Thanks for the suggestions.

Jetware

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:Hpujc.11579$eZ5.10697@newsread1.news.pas.earthlink.net...
> Jetware wrote:
>
>> This appears to be the case. When the 14C89-based cable is plugged in to
>> the Percom drive, pins 5 and 7 drop from 5 volts down to 3. It sounds
>> like I need a cable that doesn't load down the SIO data and command
>> lines.
>
> IMO: 3 volts should be enough for most logic so the Percoms are probably
> the problem.
>
> The fix since you are using a 14C89 would probably be to just add series
> resistors on the data and command lines. IIRC: The 14C89 and 1489 both
> kind of artificially load the lines more then they have too to meet the
> RS232 spec. The internals are equivalent to a ~3 transistor high gain
> inverting amp, so they could probably be driven with a whisper.
>
> If you have an extra SIO cable here is what I would do.
>
> Plug the Percom into the Atari and the extra SIO cable into the Percom.
> Connect the SIO2PC cable to the SIO cable using jumpers for all the lines
> other then DATA and COMMAND. For DATA and COMMAND use ~10k resistors. Just
> stack the connectors on top of each other and do the jumpers pin for pin.

1860. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-15 22:21:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <9r5da053b74fnk4ve0dc9i03isgt1nt7q8@4ax.com>
Source record: 15967

On Thu, 13 May 2004 23:32:07 -0400, "Phantom" <phantomm@bellsouth.net> wrote:

>
>Here is what I experienced with FTE......
>
>Back when they released the SDX v.4.22 upgrade ROM, I ordered it. When
>it arrived it didn't work.
>[...]
>Did anyone else reading this send FTE MIOs or other ICD products to be
>fixed? If so any problems?

I never sent anything to be fixed.

I did buy a 4.22 ROM, which arrived and worked fine.

I also registered 3.2g, which I believe resulted in receiving disk(s) and
ICD's printed instructions, also all fine.

I think that was all my business with FTe. So to me the business seemed up
and running ok at least for a while..

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1861. Re: FA: Atari 130XE Complete

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-16 02:18:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94EAD8749FCD2emuslor@130.133.1.4>
Source record: 15968
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns94E97948EBBDFslorcomcastnet@130.133.1.4:

> In my recent dealings, I managed to end up with a spare 130XE. It
> includes standard hookups, power supply, manual, and box. About 36
> hours remain on the auction:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4130642138
>
> Thanks!
>

Last few hours and still at a pretty good price. Thanks again!

--
Slor

1862. Anyone remember these two fairly obscure games?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-16 07:38:02 UTC
From: Jerri Kohl <spinavision@netscape.net>
Message-ID: <40A71B20.1090103@netscape.net>
Source record: 15969

I have fond memories of two games that I can't seem to locate in all of the games out there on the 'net for emulators. Any help would be greatly appreciated.

I had two games for my Atari 8-bit that I can't remember the name of. They were both created by the same small company, had an overhead view scrolling map view (ala above ground in Ultimas), played in realtime with a joystick, and also were developed in BASIC IIRC. The one took place in a setting that primary (only?) included a cemetary and had you fighting/fleeing undead. The other was a fantasy or medieval setting that included the Black Forest, in which lived a crazy man whom you could fight and perhaps talk with as well.

Boy, if this isn't a shot in the dark! ;) I'll be extremely impressed if someone can name these games based on these descriptions.

Thanks,
Jerri Kohl

1863. Atari 8-Bit Computers: Frequently Asked Questions

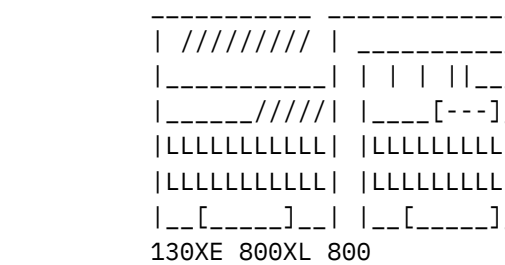
Newsgroup: comp.sys.atari.8bit
Date: 2004-05-16 08:54:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1084697642@rtfm.mit.edu>
Source record: 15970
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: March 31, 2004

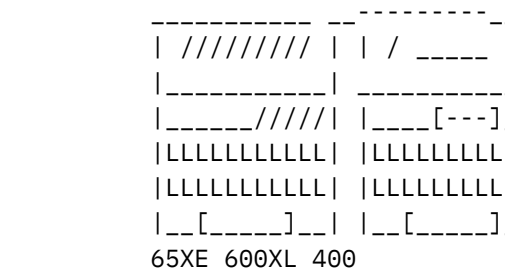
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

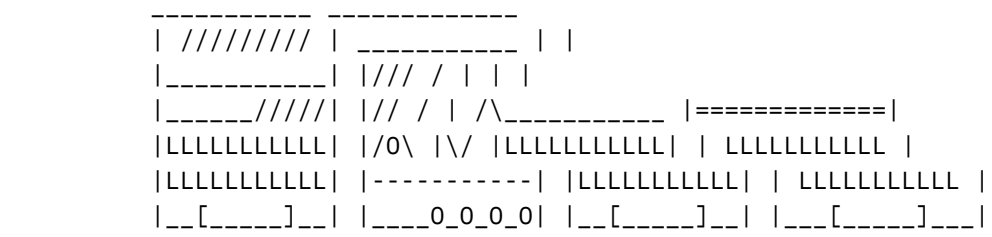
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel free to reproduce this file, in whole or in part, so long as the content of that portion reproduced is not modified, and so long as credit is given to this FAQ list or its Maintainer, or the author of that section reproduced when given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

****
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
****

UPDATES SINCE PREVIOUS POSTING
2004.03.31 8.1 updated to Revision 1.9 (2004-3-30), thanks Freddy Offenga

---

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?
3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) What can I do to extend the life of my floppy disks?
3.8) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?
6.18) What preventative maintenance can I do on my Atari system?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?
8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?

8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often

outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++ Map	160 x 192	2
D	7	Map	160 x 96	4
E	15	++ Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9	+ Map	80 x 192	1 **
F	10	+ Map	80 x 192	9
F	11	+ Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse
video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four
2-bit wide, 120 or 240 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to OR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two.
The only 8-bit Atari with a membrane keyboard rather than a full-stroke
keyboard. One of the few 8-bit Ataris lacking a composite monitor port.
Originally released with just 8K RAM, but most were sold with 16K RAM. Atari
sold the Atari 400 48K RAM Expansion Kit, which required a little soldering,
to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also
present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer."

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Jason Harmon writes: (12 Feb 2004)
"..the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots."

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading: "64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled; Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port; The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled; Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat
(Mathew Ratcliff). This assumes one knows at least how to boot a disk
with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book
published by Atari through the Atari Program Exchange (APX) and copyright 1982
by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the
full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other
systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA.
However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA,
and POKEY. These chips were designed by Atari engineers primarily to take
much of the burden of housekeeping off of the 6502, thereby freeing the 6502
to concentrate on computations. While they were at it, they designed a great
deal of power into these chips. Each of these chips is almost as big (in terms
of silicon area) as a 6502, so the three of them together provide a tremendous
amount of power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow
them to coexist, ANTIC must shut off the 6502, a process called DMA. The

6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

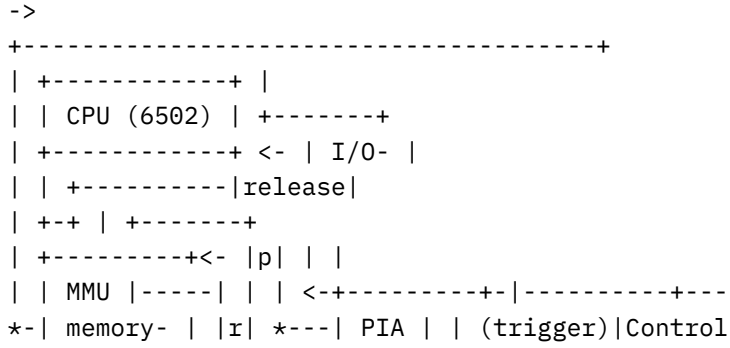
And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

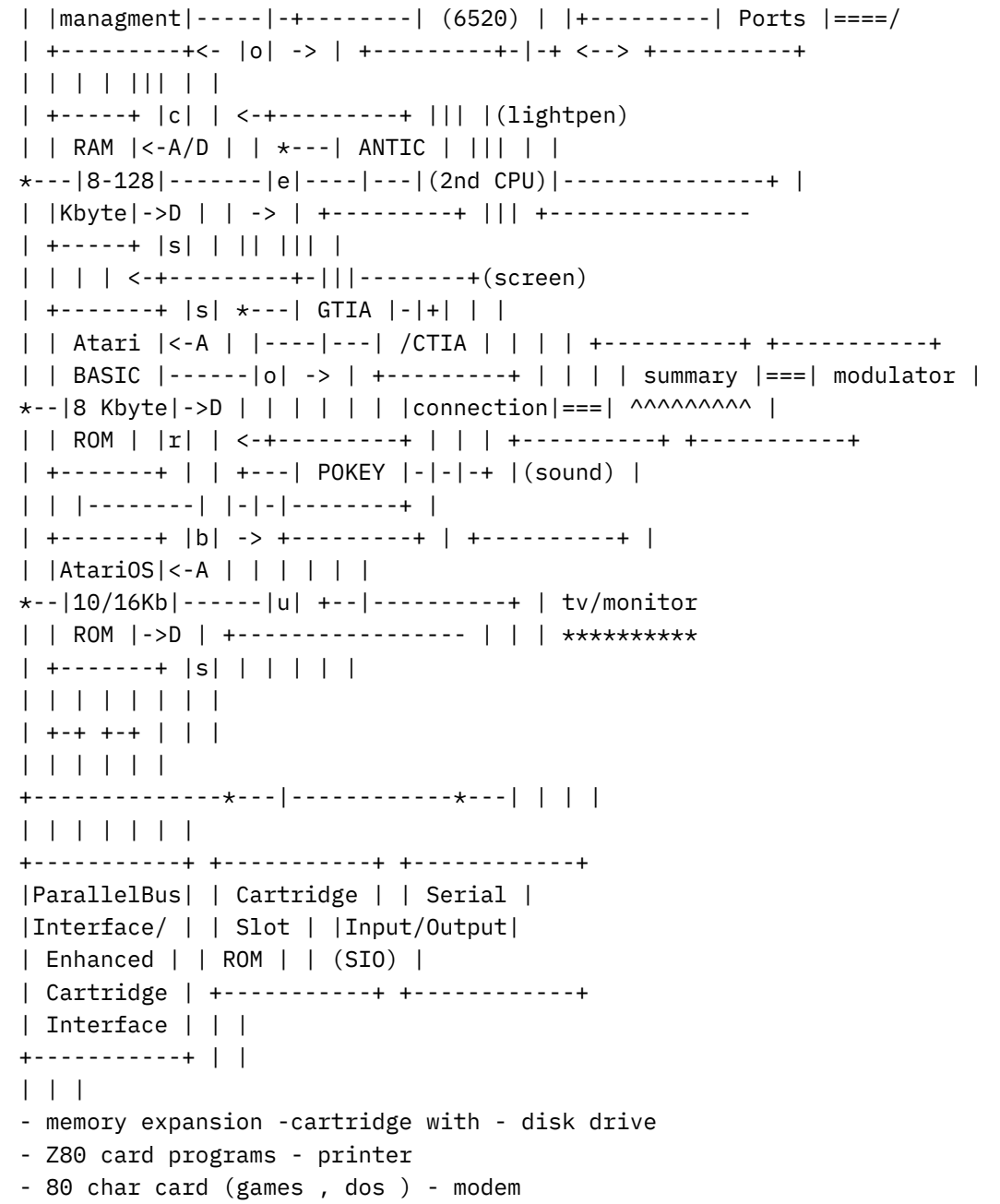
======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://www.atari-history.com/articles.html
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only

* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western Europe, several South American countries, some Middle East and Asian countries, several African countries, Australia, New Zealand, and other Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari? Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it from there. However, besides the GTIA PAL and NTSC machines differ in other

aspects. For example, on PAL machines an additional oscillator of 5/4 of the main frequency is present to generate the color frequencies needed to drive GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is also the reason why you don't get "artifacted colors" on PAL machines (or, at least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7

12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5

9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.wolfpup.net/atari/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler" or "Up-converter." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box from AV Toolbox, http://www.avtoolbox.com. AV Toolbox produces several other similar devices. An earlier popular adapter was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video
breakout box featuring phono connectors for composite video, chroma,
luminance, and mono audio; it also features an s-video jack providing chroma
and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program
Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip
stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain
- Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

---

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12,
generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg

XL12 Program Recorder -XC12 w/slight changed design.
Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready".
Czech/Slovak/Poland

For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to Atari program recorders, with speeds up 9600 baud, see http://jindroush.atari.org

Unlike other microcomputer systems of the time, it was very unusual to use anything but Atari brand program cassette recorders. One third-party product released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the program was saved, and whether you want to run the program or just load it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine

language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5/box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html
810 Duplicator (DT-Duplicating Technologies) -- copy disks, double-density,
"read 18 sectors in the time normally for 1"

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:

CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
(Happy Computers) Happy Backup. also read/write 180K 5.25" MS-DOS floppies
I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 57Kbps (Happy clone), 8kb buffer,
(Compy-Shop, now ABBUC) DOS, copier, track & density displays, beep speaker
Mini-Speedy same as Speedy 1050, but without displays & speaker
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)
1050 Duplicator (Duplicating Technologies (DT))
SS SD/ED/DD "read 18 sectors in the time normally for 1"
sources(Jim Patchell)http://www.oldcrows.net/~patchell/atari/duplicator.html
Klone ???????

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power

Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM, this results in rare compatibility issues. Specifically, these commercial disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.
8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing and UltraSpeed (but no track buffer!); can use disk partitions (2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D) or standard 360kbytes (5.25") / 720kbytes (3.5"); can theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas
Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printerport,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,

TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html)
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K printbuffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave

RCP 200 DS SD/DD dual drives, slave

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I mean you can't use high density disks. They must be double density to use with the 1050. Almost all double density 5 1/4" disks have a hub ring, high density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the type of oxide coating used on the high density floppy media; they cannot write reliably to them. The hub ring has just become a sort of marker to distinguish the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) What can I do to extend the life of my floppy disks?

Lee Hart writes (January 2004):

Personally, I have several hundred floppy disks for my Atari 800, Kaypro 4, Heathkit H89, and IMSAI 8080 computers that are 10-20 years old. What I can say in general:

- Most disks stored in plastic boxes or ziplock baggies survived.
- Most disks stored in cardboard boxes or just their sleeves did NOT survive.
- Some brands lasted better than others, but I haven't collated the information so as to make any kind of definitive statements.
- If a disk cannot be read, CLEAN THE DISK DRIVE HEAD before attempting to read another disk! Otherwise, crap from the bad disk will remain on the head, and will scar and destroy any SUBSEQUENT disk you put in the drive! (the voice of painful experience).
- For lack of a better plan, for each of my surviving disks I am:
a. reformatting another blank disk
b. copying the data from an old disk onto the blank disk
Then I have a more recently-produced backup disk in case the

original disk later fails.

Subject: 3.8) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,

optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.wolfpup.net/atari/atari.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE Disk
Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000 baud
- emulates Atari disks D1: to D8:
- can be used with any Atari DOS and OS
- can be used without any problems with other SIO devices (disk drivers,
printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)

* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg) can
be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns

- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL
series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /..; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE
series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed

- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi,
condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit
computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari

- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received, from modem to modem, via
standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)
Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial modem can work well with the Atari. These have been commonly sold for PCs for many years. The Hayes Smartmodem more or less defined the market for these, initially.

One common way to use an industry standard external serial modem with the Atari is to connect it to the SIO port via an Advanced Interface Devices (A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with the Atari is to attach it through the 9-pin RS232C serial port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the serial port on the 850 is DB9 female, where the PC world ended up standardizing on a DB9 male connector for this purpose. But gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters,

line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -

7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)

CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man),2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC bk,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,incl disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives(controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine

65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in voltamps or watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts) * (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========
AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)

9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the
centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above. What happens if power
supplies for the Atari 1050 and Indus GT are mixed? Paul Alhart writes
(20 Jan 2004): "The Indus requires DC, the 1050 uses AC. Plug an Indus
supply into a 1050 and it will usually blow the rectifier diodes in the
1050. Plug an Atari supply into an Indus and it will blow the fuse in
the supply. It can damage the mother board as well."
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and Bug Hunt cart all in one package and b) in a separate package, containing the Lightgun and the Bug Hunt cartridge); thats's why Bug Hunt does not have its own package, it was always included with the Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun, it is my personal impression, that the Atari lightgun merely works ok on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun works alright on TV's and (most) monitors. Since I never had a Best

lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the
Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;

- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound

could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug.

MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter program, which can convert *.MID sounds into other Atari sound formats (that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough these interfaces are there to provide a better text display with 80

chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque
developed some networking-computer-hardware to link two or more Ataris
together, so that multiplayer games are possible, where each user has
its own computer and tv/monitor screen. The hardware was/is computer
independant and will run fine on any Atari 8Bit computer (whereas most

software for it will only work on XL/XE computers). During a 3-4 year
period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two
computers together via the joystick ports. It is limited to a maximum
of 2 computers and thus 2 or 6 players, meaning one free port per
XL/XE computer and 3 free ports per 400/800 computer. However, the
few existing games for this hardware merely support 2 players, no
matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8
computers together via the SIO-port. One computer will then act as
the master and has to boot up the software (from tape, disk, harddisk,
etc.) first. Then all other "slave" computers connect to it and boot
off of this master computer (one after another of course). In Europe
we call this device "Multilink", mostly because of the games written
by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms.
A two-computer link-network can easily be done with one SIO cable, just
open the end of the SIO cable and exchange cables number 3 and 5. You
now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer
hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced
project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules
video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

----

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~

A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL

XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
~~~~

3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
example, the ASCII code for uppercase M is 77. Most computers use ASCII codes
to represent text, which makes it possible to transfer data from one computer
to another.

The 8-bit Atari computers use a modified version of the ASCII character set
called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
===============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o

64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code.
Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth
College, BASIC is one of the earliest and simplest high-level programming
languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a
version of BASIC for their upcoming home computers. The following worked
together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines
supplied by Fred Ruckdeschel (author of the acclaimed text,
BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge
C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug. Rev B fixed most (maybe all, I don't remember) of these, but in the process, they added a new bug. You see, the crashes were caused by a bug in one of OSS's memory move routines. When the bug was fixed, the fix mistakenly applied to a routine that actually worked in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must admit I don't have very much experience with C as I go back to B after using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or 6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS) versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It consists of a single file, DOS.SYS, which is loaded into memory from disk on startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
- DOS.SYS is loaded into memory from disk on startup
- DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives. The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake. The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and
hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90.
Defaults to a 3 character file length/free sector count instead of MyDOS's
normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9).
Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in
the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code
is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS,
though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them
all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely
different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD
4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon
a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands.
Highspeed SIO routines NOT included. Recommended for use in emulators
(especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one
for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it
determines what CIO handler to load, and has MS-DOS command set. Black
Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM

cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
============
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
============
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
===================
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
=============
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters,
file copiers, sector copy, tape+turbo tape copy, small games, CMC finder
and player and much much more; works with 64k RAM and keyboard input;
disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor
and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC
or Turbo BASIC and are very restricted; most of them merely look like a GUI
but need to much memory for everyday use. Thats why most users still prefer
those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device
handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways
in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways.
Either they are (A) loaded into memory from DOS just before running the main
terminal application, or (B) the terminal program is appended to the handler,
so that in practice, a single file is loaded from DOS which contains both the
R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari computer is turned on with a P:R: Connection or powered 850 connected, but no powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO in order to take full advantage of the high-speed hardware handshaking capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 8.1) What programming languages are available for the Atari?

This section is by Freddy Offenga.

Revision : 1.9
Date.... : 2004-3-30

==========
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Maintainer: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT

h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer
- Winston Smith
- Carsten Strotmann

Revision history
================

1.9
- X-Assembler updated
- Added "QS FORTH" info from Winston Smith
- Added FORTH section work from Michael Current (thanks to Carsten Strotmann)
(see also: http://www.strotmann.de/twiki/bin/view/APG/LangForth)
- Several updates in the assembler section

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Assi (download)
version, year : 0.0.41, 2000
author/company : MacFalkner
available..... : http://members.aol.com/macfalkner/atariindex.htm
package..... : assembler, file linker
features..... : source include, data include, code relocation
Cross assembler for Win32. Source code is highly compatible with
Atmas for the Atari.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),
conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : 1.0, 13/12/1986

author/company : E.Reuss, Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 1.01, 1984
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : ?
features...... : ?

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?

package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAC/65 Macro Assembler (disk)
version, year : 4.20, 1994
author/company : Stephen D. Lawrow, Fine Tooned Engineering
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk)
version, year : 4.20 demo version, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for PC/DOS. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?

available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : 4.0, 1982
author/company : Steve Hales, Synapse Soft
available..... : http://www.atariland.com/members/oldatarian/
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.
An Adaptation by Steve Hales of the S.C. Assembler II.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- Xasm
version, year : 2.5.2, 2002
author/company : Piotr Fusik
available..... : http://xasm.atari.org
package....... : assembler, docs
features...... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC/DOS. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?

package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".
Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package..... : Compiler, Linker
features..... : ?

Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package....... : Compiler, Optimizer, Linker
features...... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package....... : ?
features...... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?

features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

- INTER-LISP/65 (disk)
version, year : 2.2, 1982
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package..... : ?
features..... : ?
Seems to be based on fig-FORTH, but with some unique "Words".
Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick Mullarky, APX
available..... : APX-20029

http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig
package..... : ?
features..... : ?

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... :
based on 10/16/82 release of fig-FORTH by Striepe

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : ?

based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... :
based on 6502 fig-Forth. The major difference is in the size of the
screen on disk (512 bytes instead of 1024 bytes).
Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines.
based on fig-FORTH.

- Turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... :
compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and
sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : ?
based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package....... : ?
features...... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft

available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
Mulvey, Steven E. Posey (Party Quiz), Andreas Magenheimer, Florian Dingler

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by Electronic Arts,

- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by Fred Pinho from Antic magazine:
http://www.atarimagazines.com/v3n2/animate.html
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms? by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- PQ: The Party Quiz Game by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheeprace by F.Dingler (1 to 8 players Sheep-race);
- Cardgrabber by F.Dingler (2 to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (4 to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);

- Shoot Em' All by R.Sterba (16 players shooting-game)

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase (by First Star Software) Parker Bros.
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bacterion! Kyle Peacock/Tom Hudson/ANALOG#20
(http://www.cyberroach.com/analog/an20/bacterion.htm
patch for XL/XE available:
http://www.cyberroach.com/analog/an20/bacterion_patch.htm)
Bandits Sirius Software
BearJam Chalkboard
Boulders And Bombs CBS
Chicken Synapse
Dancing Feats (by Softsync) Romox
Demon Attack Imagic
Dreadnaught Factor, The Activision
Drelbs Synapse
File Manager 800+ Synapse
Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable: http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II Sierra On-Line
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard
Leo's Links Chalkboard
Letter Perfect (before v6) LJK

LogicMaster Chalkboard
Mac/65 [ver. 1.00, orange] OSS
Mario Bros. ('83) Atari
Maze Epyx
Micro Illustrator Chalkboard
MicroMaestro Chalkboard
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
QS Forth James Abanese / [QS] Quality Software
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Synassembler Synapse
Text Wizard Datasoft
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:

To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
(online: http://www.atarimagazines.com/v3n2/insideatari.html)
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selftest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Thomas Richter contributes further details (16 Jan 2004):

There are a couple of reasons why some games don't run on the XL/XE
models. I try to order them by "likeliness", of course biased by my

personal observations:

i) The printer buffer of the XL Operating System in page 3 is a couple of bytes shorter. The additional bytes are used for extended OS variables not available in the 800 series. Most prominent is the $3fa location, holding a shadow register of GTIA's TRIG3 signal. While a true joystick trigger line in the 400/800 series, this signal is used as "cart inserted" signal for XL/XE models. Unfortunately, the OS compares GTIA trig3 with the shadow register at $3fa in each vertical blank, running into an endless loop if the register contents don't match. This causes hangs for games using page 3 either as copy-buffer or for player-missile graphics. (Hangs by Ms. Pac-Man and Bacterion! are caused by this, and many others...) This is "fixable" either by the translator disk, or by a quick hack into the game, replacing the OS vertical blank or poking TRIG3 frequently into its shadow. The reason for the OS behaviour might be that Atari wanted to prevent crashes if the cartridge is inserted or removed while the machine is running. The 400/800 is powered down when a cart is inserted, the XL/XE lacks the cover of the older models that triggered a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This OS equate defines whether on a warm start, the BASIC ROM shall be mapped back in. If its contents are altered, a program triggering a reset as part of its initialization will find itself then with 8K less RAM occupied by a BASIC ROM, making it crash. Similarly, writes to the cartridge checksum $3eb could cause a cold-start on a "reset initialization". This is fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed, disabling the ROM, and thus crashing the machine. This is not fixable by the translator since it is a hardware issue.

iv) Direct jumps into the OS ROM, not using the documented vectors in the $e450 area. Interestingly, this fault is not as common as it may sound since games hardly ever use the OS. It causes failures of some "serious applications", most notably "QS Forth" and applications compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented jump-ins exist for the math-pack ($d800 to $dfff). It is not really part of the OS, but looks more like a part of the BASIC interpreter that didn't make it into the OS because there was no room left. Thus, direct jump-ins have to be used here that are documented in the De Re Atari (for example). Atari never changed them, but it seems likely that this documentation happened more or less as an accident since the same source also lists some mathematics-related jump-ins into the Basic (namely, to compute SIN and COS and related) that are only valid for the Rev. A BASIC. Thus, the math pack might be a couple of routines that have been originally intended for "private use" of the BASIC ROM, but then have been found "too useful" by many others to

remain "closed". Otherwise, it is hard to explain why the otherwise
pretty cleaned-up OS comes with a construction like this.

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate
as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);
- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- --------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC available. I am not

sure if this tape version behaves like the old 800 version or like the newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball and ST-mouse. Although MC works with both input devices does not mean, they are the same. they are not !! Connect the TB to an ST computer and you see: it does not work at all !! You have to do a small conversion to convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.
(use left paddle trigger for left flipper and right paddle trigger for right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);

- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;

(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board

Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);

XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same
problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1

AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;
Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)

Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by
FTE; seems to be very incompatible to existing software and
bankswitching cartridges (OSS, Atari, etc.), because normal RAM at
4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one
PIA chip there is simply no bit left to switch between main RAM and
extra RAM / Ramdisk. But with the installation of a second PIA chip
one would be able to do so. Furthermore one may use (almost) any
setup or banks he likes then (with a second PIA chip one could
control up to 256 Megabytes of RAM). Basic: To be able to select the
internal Basic, connect a toggle switch between ground and the
motherboard where PB1 was removed (PIA `Hole' 11). The switch is not
much different than the Option Key, and I found it more versatile.
(Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs.
It requires moving the OS into RAM before any banking of that Bit
occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,

C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F

81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)

D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)

=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;
(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;

b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!

this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;

(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers
available, of course most of these programs are limited to certain/special
upgrades and merely perform their stereo effects on these items (with
otherwise upgraded or non-upgraded Ataris, the sounds or programs will
only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play *.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);

- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or
sampled sound in 8Bit resolution rather than in 4Bit resolution. The
following programs support the Covox-Upgrade:

- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed
the following games: The City, Cybertank, Cybership, Bio-War, Lords
of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer,
but also a modem, a modem-driver and/or a terminal program (like Kermit,
Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the
sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal
programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-
network" (two or more Ataris linked together). Thus, there is software
that supports either one or the other hardware (namely Gamelink-1 or
Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;
- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;
- description of multilink/gamelink-2 hardware and schematics by
Bewesoft (two texts, one in czech and one in english; schematics
presented as an Atari Gr.8 picture for a) easy-2-computer hardware
and b) more complicated 2-8 computer hardware);

- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink
[gamelink-2] hardware" (text available in english and czech, with
lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft
(free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around 1985. It will compress and store groups of files as one file, making it easier and quicker to download programs and support files at once. Because of the ease of use and availability of this program, it quickly became the defacto standard for file archives on Intel-based IBM machines. Files compressed and stored with ARC or a compatible utility are normally given the filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with Atari software as files or "images" containing the data from an entire disk, data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename extensions. These are all filename extensions used to name files containing entire 8-bit Atari floppy disk images, cassette tape images, or cartridge images.

.DCM -Image format invented by Bob Puff for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy protected. For boot
disks, this usually involved a large number of special formatting that
couldn't be copied using ordinary sector copiers. Usually the boot process
involved checking to see if a certain sector error occurred, then proceeding.
If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of
memory and see if the value changed. If the value changed, the cart program
was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at
which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption,
which must be decrypted before the program can run. This to make more
difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of
protected software for the A8. The most common way to defeat copy protection
was to disassemble the software and revise sections of code so that the copy
protection was defeated. A software with defeated copy protection is called a
'cracked' software. The basic procedure is to understand how cart/tape/disk
software initializes, loads and runs. Usually make a file out of the software
and 'follow the code', starting with loading of the program, to decryption to
the actual running of the program. Today, it is unnecessary to copy original

commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and related programs available. Use one of these programs for accessing a dial-up Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell

account" with your Internet Service Provider (ISP). Dial-up shell accounts
are no longer widely available here in the 21st century! (There is no
general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in
conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)

File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina II BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems.
ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use
of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group
(JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy
customization by the use of menus. Many BBSes before it required that you had
to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("Pro!")--6.0b 1999, Lance Ringquist/Video 61
Originally by Keith Ledbetter/Orion Micro Systems.
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a
large ramdisk. R-Time 8 is fully supported.

o Carina II BBS -- v2.7 (1995), David Hunt/Shadow Software
Carina II was originally developed by Jerry Horanoff.

Requires an XL or XE computer, at least 500K of storage capacity (including
ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

More Carina II information and links:
http://jybolac.virtualave.net/carina/

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with
a number of machine language routines), it was expandable and had was able to
load new BASIC programs with the BBS running. In fact, it was quite modular
and would load different sections of the BBS at runtime. I actually used it
when I ran a BBS some time back.

o Carnival BBS -- essentially AMIS with an overlay to allow for private
messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80"
and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS
for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I
think that this is the great-grandparent of the FOREM-XE BBSs that survive
today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing,

as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo. Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have

standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and BobTerm on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from BobTerm, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin and a Atari 8-bit 9 pin cable connector. eg. If you check continuity from pin 3 of 25 pin end and it goes to pin 4 of nine pin end, you have an Atari serial cable. If pin

3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.wolfpup.net/atari/atari.html

Atari810
========
Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection of a stock 1050 disk drive directly to a PC's serial port for use by the PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand-built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirement had been met.

The first "real" consumer units were shipped in Nov. of '79 and were 400s to Sears followed very shortly by 800s."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here: http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells the Consumer Electronics and Home Computer divisions of Atari Inc. to Tramel Technology on Monday, July 2.

Atari Corporation is formed by Tramel Technology and its products marketed under the Atari brand.

{ Warner sells the AtariTel division of the former Atari Inc. to Mitsubishi Electric, and the former AtariTel becomes Luma Telecom.

A complete line of cutting-edge telecommunications products had been under development at AtariTel since 1981, but no products had been released under Atari.

However, the Atari Videophone was nearly completed, and the product eventually surfaced as the Mitsubishi Luma Video Phone, aka Luma-Phone, aka LumaPhone. "The Visual Telephone"

Mitsubishi has since shut down Luma.
}
(
Warner also initially retains the arcade division of the former Atari Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is (re-)purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the Atari brand and registered trademark for all operations, effectively changing the name of the entire company to Atari.

Additionally, the Company's wholly-owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board games, changes its name to Atari Interactive, Inc.

TODAY = http://www.atari.com/

Infogrames Entertainment
==========
Founded in 1983 by Bruno Bonnell and Christophe Sapet, Infogrames Entertainment SA today has more than 1,800 employees worldwide (approximately 60% in Europe and 40% in the U.S.). A publicly traded company, Infogrames Entertainment SA (Euronext: 5257) is one of the top five publishers of interactive entertainment software in the world and is widely regarded for developing and distributing quality games for the mass entertainment audience.

Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the

Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company.

==========
End of atari-8-bit/faq
==========

1864. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-16 11:11:04 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <91jea0pi6g1j4rj52hgh3120e606lsj3gk@4ax.com>
Source record: 15971

Hello Michael,

I had a similar order to yours, and it was filled promptly and
followed up by a long-distance call from Mike. Those must have been
the days before he ran into trouble, because others I know well had
serious problems with him that were never resolved.

Take care.

Alan

On Sat, 15 May 2004 22:21:52 GMT, Michael Current
<hunmanik@earthlink.net> wrote:

>On Thu, 13 May 2004 23:32:07 -0400, "Phantom" <phantomm@bellsouth.net> wrote:
>
>>
>>Here is what I experienced with FTE......
>>
>>Back when they released the SDX v.4.22 upgrade ROM, I ordered it. When
>>it arrived it didn't work.
>>[...]
>>Did anyone else reading this send FTE MIOs or other ICD products to be
>>fixed? If so any problems?
>
>I never sent anything to be fixed.
>
>I did buy a 4.22 ROM, which arrived and worked fine.
>
>I also registered 3.2g, which I believe resulted in receiving disk(s) and
>ICD's printed instructions, also all fine.
>
>I think that was all my business with FTe. So to me the business seemed up
>and running ok at least for a while..
>
>-Michael
>
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

1865. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 12:02:28 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405170402.7cab8805@posting.google.com>
Source record: 15972

It is somewhat disappointing to hear that so many fellow Atari users are having such problems in their business dealings with FTE, I can only hope and trust that FTE buck up their ideas/pull their finger out and sort out this mess they've created, as it doesn't help Atari Users and FTE themselves in attracting more NEW 3rd party commercial support of Atari H/W users in what in unfortunately a dwindling market nowadays, if this is the way FTE conduct themselves in business

IN saying that though, I do remember from my school day's, I was told that most international Industrialized markets Legal legislation and framework is largely based or is a sub sect of the English legal framework, and therefore English law

With that in mind, I am pretty sure that in most parts of Europe (predominantly the EU) and most parts of Asia and North and Cont. USA, you have something similar to Consumer Law and Advertising Law

In addition to that I am also pretty sure that in these other non UK markets, you have something similar to what we call in England ☐Trades Descriptions Act/Law" and also "Sale of goods Act/Law" (which as I am told also applies to suppliers/providers of services) and also in addition to that that most major industrialized markets have an Advertising Standards Body (like the ASA in the UK) to oversee and make sure that commercial establishments who advertise comply and adhere to advertising law

In addition to that, anyone who receives a written document to support a business transaction, under English law anyway, does constitute a ☐contract' or ☐agreement' and therefore constitutes a legally binding document (I am sure this also applies to most international markets)

I hate to whittle on and bore the crap out of my fellow Atari Users, but I've always been a fan of ☐standing up for your consumer rights' or ☐statutory rights' as we call it in England

Lastly, I thinks it's fair to say that FTE can run and hide all they like, but they neglect to relies that the LAW (like GOD) works in mysterious ways and FTE will get caught and found out eventually (in saying that of course there is always TWO SIDES TO A STORY)

Happy Atari'ng

Carmel A

1866. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 15:20:14 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OK4qc.3650$H_3.1946@newsread1.news.pas.earthlink.net>
Source record: 15973

carmel wrote:

> I hate to whittle on and bore the crap out of my fellow Atari Users,
> but I've always been a fan of ☐standing up for your consumer rights'
> or ☐statutory rights' as we call it in England

I think I have finally put my finger on what strikes me as being so unusual about this. Verbose explaination as usual.

About 2 months ago 3 items<motorcycle parts> from two different vendors on eBay I bought for ~$42 hadn't arrived. I turned in a 'failed to deliver report' to Paypal. One of the transation resulted in Paypal telling me "Looks like you are out $20" and the other resulted in a $22 refund.

My point: For the friggin life of me I can't remember the name of the outfits that were involved in the non deliver of goods. The one I got a partial refund for had the name "tammy" somewhere in the email address I think. I don't care anymore as both of the bad actors are now off/suspended from eBay. Just bought some more parts off eBay in the last month as a matter of fact. I let it go and got on with my life. It's OVER!

I'm not sure when FTE went belly up, 1990 or so, that was 14 years ago! Yet 14 years latter FTE is still the persona non grata ahead of the Tramiels, Warner, you name it.

I'm American of Sicilian descent, I know the meaning of vendetta. I still have some hard feelings that go back 40 years. There are people I have avoided for 20 years and I plan on putting a provision in my will that they not be allowed to attend my funeral. Still a lot of people out do me with the vendetta thing. I did not think that possible.

1867. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 15:43:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net>
Source record: 15974
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?

Shut up dickhead.

1868. dataques t816 upgrade... was: fine tune engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 16:07:52 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405170807.5a4e89e2@posting.google.com>
Source record: 15975

In relation to the Dataque T816 upgrade, apparently the publisher of this u/g did also come out with a 816 aware o/s, apparently the early versions were very buggy (according to article in the UK based Atari newsletter 8/16 by BaPAUG) BaPAUG also tried to market the upgrade in EU/UK (don't know how successful the were (I did meet one of the partners of BaPAUG several times at various UK atari events ... embarrassingly enough I can't remember his name, might have been colin or chris, definately something beginning with C)

Anyway Mr Steinmann (the proprietor of Dataque) according to the rumours I heard did try an swing a deal with Atari themselves (so that he could design a patched xl/xe/800 o/s to be 816 aware) atari apparently nixed the deal (unsupprisingly) stating that Atari wanted betw. 10-50 USD for every patched Atari o/s rom sold with the unit

This is why dataque walked away from it and come out with it's own 816 aware o/s (they apparently came out with some patches for the various atari programming/3rd party programming carts (for them to be 816 aware)

One of the packages offered (in the UK/EU at least was Turbo view (a gui based 816 aware o/s) and an 816 aware assembler editor programme (apparently u could also edit 650x code as well

Not that I wish to try and correct inaccurate information but in relation to Omnimon and Omniview, I fail to see Newells relationship with these products as I seem to remember from the ad's that David Young @ CDY consulting was responsible for these products (and therefore the originator) unless newell bought out David young/CDY or bought the product rights, I cant quite see the assoc./relationship betw. newell and the CDY products

1869. Average size of a disk game???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 20:32:23 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40a9217f$0$123$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 15976

Howdy folks

Can somebody please tell me what the average size of a game (commercial/PD/Share-Ware/whatever) is when placed on a floppy? I don't mean the memory it needs in the 8 bit Atari computer, I mean the number of bytes/sectors it needs on a disk.

CU Mathy van Nisselroy

1870. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 20:38:27 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40a9232c$0$127$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 15978

Howdy Hias, folks

> BTW: just check if the source and destination directories are
> different, otherwise you'll run into problems :-)

That check is already in there. What I need is a way to find out where
the directory starts, preferably by using a safer methode that browsing
every directory in the line from main to chosen directory for subdirectory
entries.

CU Mathy van Nisselroy

1871. Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 20:38:47 UTC
From: spaz@wiltecinc.com
Message-ID: <16a5f0f.0405171238.7f74461d@posting.google.com>
Source record: 15977

About 6 weeks ago I had a short dialog with Steve from
http://www.atarimax.com regarding his Ape/ProSystem software. About 2
weeks later I ordered it...

In the weeks since, I've sent multiple e-mails requesting the status
(no replies) and have even called his cell phone (no answer but left a
voice mail). Has anyone experienced anything similar? Is he still in
business?

-- Tom

1872. *PING* Lonny Purcell (again, sorry)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 21:22:55 UTC
From: *ProteanThread* <"moc dot sodtr at posys">
Message-ID: <20f8695a88c9e78e4e0ea0e0df652379@news.teranews.com>
Source record: 15979

would you mind sending me those links to the privous versions again ? i
forgot where i downloaded 'em. :">

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

1873. Re: Average size of a disk game???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 21:27:12 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <c8bajd0mfl@news4.newsguy.com>
Source record: 15982

> Can somebody please tell me what the average size of a game
> (commercial/PD/Share-Ware/whatever) is when placed on a floppy? I don't
> mean the memory it needs in the 8 bit Atari computer, I mean the number of
> bytes/sectors it needs on a disk.

16.85kB / 17250 bytes / 138 SD sectors / 69 DD sectors

Demivec

1874. css address

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 21:34:50 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40a93002$0$141$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15980

Howdy folks

Can somebody please tell me if the snail mail address as shown on the CSS site www.nleaudio.com/css is still being used by CSS? Does anybody live close enough to physically go there and check it out.

CU Mathy van Nisselroy

1875. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 21:36:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94ECA8F3924F2slorcomcastnet@130.133.1.4>
Source record: 15981

> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?
>
> -- Tom
>

I've ordered from Steve a couple times. Last time took a little while, and
I had a similar experience to you not receiving email for a while, but I
did indeed eventually receive what I ordered.

I say keep trying until you get ahold of him. You'll get him eventually.

--
Slor

1876. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-17 21:51:32 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40a933e5@news.inet.com.pl>
Source record: 15983

Tom Martin wrote:
> About 6 weeks ago I had a short dialog with Steve from
> http://www.atarimax.com regarding his Ape/ProSystem software. About 2
> weeks later I ordered it...
>
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?

Seems so. Very recently I ordered a flash cart and received it in a
reasonable time (across the ocean). He also replied most of the e-mail
but almost never in a prompt manner. Seems that the matters need to get
"mature" on his side before he takes actions ;-) kidding... I sugges to
try on or use some other channels. (Forums?)

1877. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 00:22:03 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40ab5466.1667656@news.charter.net>
Source record: 15984

On Mon, 17 May 2004 15:20:14 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>My point: For the friggin life of me I can't remember the name of the
>outfits that were involved in the non deliver of goods. The one I got a
>partial refund for had the name "tammy" somewhere in the email address I
>think. I don't care anymore as both of the bad actors are now
>off/suspended from eBay. Just bought some more parts off eBay in the
>last month as a matter of fact. I let it go and got on with my life.
>It's OVER!
>
>I'm not sure when FTE went belly up, 1990 or so, that was 14 years ago!
>Yet 14 years latter FTE is still the persona non grata ahead of the
>Tramiels, Warner, you name it.

Here are a few differences comparing the motoercycle parts from ebay
and the FTE thread that keeps hanging around:

1. This is a nostalgic newsgroup about Atari8 and all things related.
Therefore it is understandable that past matters are still discussed
here from time to time, if not even a lot.

2. As you so aptly pointed out, you can find numerous other suppliers
of motorcycle parts. Because FTE is hiding, there is no more FTE to
do business with. This deprives the Atari8 community of opportunity.
There is much more scarcity in the A8 area.

3. For people that dealth with FTE, there was no PayPal to intercede
in the middle of the transaction.

Other than that, I guess it's all about the same.

>I'm American of Sicilian descent, I know the meaning of vendetta. I
>still have some hard feelings that go back 40 years. There are people I
>have avoided for 20 years and I plan on putting a provision in my will
>that they not be allowed to attend my funeral. Still a lot of people out
>do me with the vendetta thing. I did not think that possible.

Now that's some real heavy stuff. Instead of trying to prevent them
from attending your funeral, why not let them attend, but will that
certain statements be read to all those in attendance? Certain
statements which will make the assholes transparent.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

1878. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 00:23:54 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <40ac574e.2411734@news.charter.net>
Source record: 15985

I ordered cables and software from him a couple years ago and he came through very nicely. Also was personally available to help me with support.

But like I said, that was a while back.

On 17 May 2004 13:38:47 -0700, spaz@wiltecinc.com (Tom Martin) wrote:

>About 6 weeks ago I had a short dialog with Steve from
>http://www.atarimax.com regarding his Ape/ProSystem software. About 2
>weeks later I ordered it...
>
>In the weeks since, I've sent multiple e-mails requesting the status
>(no replies) and have even called his cell phone (no answer but left a
>voice mail). Has anyone experienced anything similar? Is he still in
>business?
>
>-- Tom

** To email a reply, please remove everything up to and including the underscore in my email reply header.

1879. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 02:51:17 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <FSeqc.18740$th.12396@fe2.columbus.rr.com>
Source record: 15986

I really hope he's still in business because I placed an order with him
about two weeks ago - still waiting on it. I also won an ebay auction of his
about a week ago - again still waiting. Haven't sent him emails about the
purchases yet but he did respond promptly to questions I had about the APE
trial I was having problems with. He really did help with his responses to
my iquiries. I'm sure he'll make good on our orders.

"Tom Martin" <spaz@wiltecinc.com> wrote in message
news:16a5f0f.0405171238.7f74461d@posting.google.com...
> About 6 weeks ago I had a short dialog with Steve from
> http://www.atarimax.com regarding his Ape/ProSystem software. About 2
> weeks later I ordered it...
>
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?
>
> -- Tom

1880. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 12:19:13 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0405180419.2818b291@posting.google.com>
Source record: 15987

Tom,

Hi, I ordered one of Steve's modified 1200XLs. It took about three months to get, but it did eventually arrive. I ran into the same phone and e-mail issues. I'd say just be persistent. I'd call and/or e-mail every couple of days until you get him. Steve will get back to you. At least that's been my experience.

Good luck,
John

1881. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 13:09:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5980@comcast.net>
Source record: 15988

>Side Note: This is my first post to the Atari 8-bit group, so
>gerretings to all you 8-bitters out there, and thanks for keeping the
>8-bit scene alive!
>
>I was searching the web for upgrades to my 400, and I came across a
>reference to a "48/64k upgrade for Atari 400" by a Claus Buchholz.
>Anyone know anything about this upgrade? Is there a 64K upgrade
>available anywhere for the 400 that I can just purchase?
>
>Call it nostalgia, but I just have a preference for the 400. That,
>and I like pushing old hardware as far as I can :)
>
>Can anyone help me?
>
>Thanks
>
>FST

I had my 400 upgraded to 48k years ago and also got a regular
keyboard install. I had never heard of a 64k upgrade, but I would
not dought that it exists. I would try either B&C Computers or
else Best Electronics. I know I have seen the upgrade at these
places. Good luck....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1882. Re: Anyone remember these two fairly obscure games?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 13:09:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5981@comcast.net>
Source record: 15989

>I have fond memories of two games that I can't seem to locate in all of
>the games out there on the 'net for emulators. Any help would be greatly
>appreciated.
>
>I had two games for my Atari 8-bit that I can't remember the name of.
>They were both created by the same small company, had an overhead view
>scrolling map view (ala above ground in Ultimas), played in realtime
>with a joystick, and also were developed in BASIC IIRC. The one took
>place in a setting that primary (only?) included a cemetary and had you
>fighting/fleeing undead. The other was a fantasy or medieval setting
>that included the Black Forest, in which lived a crazy man whom you
>could fight and perhaps talk with as well.
>
>Boy, if this isn't a shot in the dark! ;) I'll be extremely impressed if
>someone can name these games based on these descriptions.
>
>Thanks,
>Jerri Kohl

The first one sounds familar and I think it is called "The
Knightmare". It mainly takes place in a castle, but there is a
cemetary outside that you can go to. It is very old, bought it in
the early 80's and is still fun to play. I could be wrong, but
hey, it is just a guess.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1883. Re: Average size of a disk game???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 13:09:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5982@comcast.net>
Source record: 15990

>Howdy folks
>
>Can somebody please tell me what the average size of a game
>(commercial/PD/Share-Ware/whatever) is when placed on a floppy? I don't
>mean the memory it needs in the 8 bit Atari computer, I mean the number of
>bytes/sectors it needs on a disk.
>
>CU Mathy van Nisselroy
>

Most of the good 8-bit games I have average about 150-200 sectors.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1884. Re: *PING* Lonny Purcell (again, sorry)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 13:50:58 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <TcWdnSnBCehdiTfdRVn-jA@bresnan.com>
Source record: 15991

```
"*ProteanThread*" <moc dot sodtr at posys> wrote in message
news:20f8695a88c9e78e4e0ea0e0df652379@news.teranews.com...
> would you mind sending me those links to the privous versions again ? i
> forgot where i downloaded 'em. :">
>
>
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Woodzy
> http://rtdos.com/forum
>
> This message is for the designated recipient only and may contain
> privileged, proprietary, confidential, or other wise private information.
> If you have received this message in error, please notify the sender
> immediately and delete the original. Any other use of this email by
> you is prohibited.
>
>

THX!!!
```

1885. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 14:55:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Dtpqc.168$Tn6.25@newsread1.news.pas.earthlink.net>
Source record: 15992

SgtSilicon wrote:

> On Mon, 17 May 2004 15:20:14 GMT, Rick Cortese
> <ricortes@earthlink.net> wrote:
>
>
>>My point: For the friggin life of me I can't remember the name of the
>>outfits that were involved in the non deliver of goods. The one I got a
>>partial refund for had the name "tammy" somewhere in the email address I
>>think. I don't care anymore as both of the bad actors are now
>>off/suspended from eBay. Just bought some more parts off eBay in the
>>last month as a matter of fact. I let it go and got on with my life.
>>It's OVER!
>>
>>I'm not sure when FTE went belly up, 1990 or so, that was 14 years ago!
>>Yet 14 years latter FTE is still the persona non grata ahead of the
>>Tramiels, Warner, you name it.
>
>
> Here are a few differences comparing the motoercycle parts from ebay
> and the FTE thread that keeps hanging around:
>
> 1. This is a nostalgic newsgroup about Atari8 and all things related.
> Therefore it is understandable that past matters are still discussed
> here from time to time, if not even a lot.

The motorcycles I was buying parts for were a 1974 Kawasaki G5 and a
1975 Kawasaki KS. I attend AHMRA<American Historic Motorcycle Racing
Association> races and belong to several discussion groups about the
same. The oldest bike I restored is a 1971 TS 185 for my grandson.

IOW: More nostalgic, passionate, and active, then anything Atari.
>
> 2. As you so aptly pointed out, you can find numerous other suppliers
> of motorcycle parts. Because FTE is hiding, there is no more FTE to
> do business with. This deprives the Atari8 community of opportunity.
> There is much more scarcity in the A8 area.

There is a vendor list posted here monthly with people still selling
Atari items like Best and B&C<www.myatari.com> under their new
incarnation. A while back someone posted that Bob Puff would even do
another run of Black Box(es) if he got enough preorders.
>
> 3. For people that dealth with FTE, there was no PayPal to intercede
> in the middle of the transaction.

AFAIK: Paypal only intercedes if the money hasn't been transferred to
the sellers account. I still lost $20 out of $42.
>
> Other than that, I guess it's all about the same.

It's exactly the same.
>
>
>>I'm American of Sicilian descent, I know the meaning of vendetta. I
>>still have some hard feelings that go back 40 years. There are people I
>>have avoided for 20 years and I plan on putting a provision in my will
>>that they not be allowed to attend my funeral. Still a lot of people out
>>do me with the vendetta thing. I did not think that possible.
>
>
> Now that's some real heavy stuff. Instead of trying to prevent them
> from attending your funeral, why not let them attend, but will that
> certain statements be read to all those in attendance? Certain
> statements which will make the assholes transparent.

Problems with Catholic/penance superstitions.

It gets a little complicated for someone normal to understand.<grin>

1886. Re: How can I find out where a (sub)directory starts

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 19:30:53 UTC
From: Matthias Reichl <usenet-200405@hias.horus.com>
Message-ID: <slrncakp3d.293.usenet-200405@camel.hias.horus.com>
Source record: 15993

On Mon, 17 May 2004 22:38:27 +0200, Music Shop Landgraaf wrote:
> What I need is a way to find out where
> the directory starts, preferably by using a safer methode that browsing
> every directory in the line from main to chosen directory for subdirectory
> entries.

Ah, OK. I had a quick look at the MyDOS source code (4.50 and a version
Lee emailed me some time ago). There are several addresses to look for:

The one is the default directory (D:), labels DIUNIT (the drive number,
$10 = D1:, $20 = D2:, etc) and CDIREC (the sector number of the
default directory, lo/hi byte).

The other location is within the file control block (of the current
CIO channel, each FCB is 16 bytes long) and is called DIRBAS. It
contains the directory start sector of the current open file.
This means you could simply do a "OPEN #1,6,0,"Dx:SOMEDIR:*.*"
to determine the start sector of that directory.

I ran a quick test with MyDOS 4.53/4 and found out that the
addresses are different to the 4.50 source code I've got. So, if you
would like to use one of these methods, you'd first have to determine
the exact MyDOS version (and hope that you don't get it wrong).
Maybe Lee knows a little bit more about that.

In MyDOS 4.53/4 DIUNIT is located at $07B7 and CDIREC is at $07B8.
DIRBAS for #1 is at $0879/$087A, for #2 at $0889/$088A, etc.

so long,

Hias

1887. Alternate Reality Character Editors

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 19:35:37 UTC
From: dm0527@hotmail.com
Message-ID: <e60c466a.0405181135.34c35f77@posting.google.com>
Source record: 15994

Anyone have the Character Editors as DCM/ATR? I'm running AR again
(just for fun) in an emulator and I want to have a cheat and a no
cheat character...I'm looking for an editor for either city or
dungeon...either way.
-
dm

1888. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 22:11:25 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8e1tn$8so$1@reader11.wxs.nl>
Source record: 15995

This Steven Tucker is ok!

All products I bought from him were fine, and everything is delivered.

I have mailed him about APE/XP, and he wrote he is terrible busy with some
things.

So I guess: please be patient. Everything will be fine!

Marius

"Tom Martin" <spaz@wiltecinc.com> schreef in bericht
news:16a5f0f.0405171238.7f74461d@posting.google.com...
> About 6 weeks ago I had a short dialog with Steve from
> http://www.atarimax.com regarding his Ape/ProSystem software. About 2
> weeks later I ordered it...
>
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?
>
> -- Tom

1889. FA : ATARI 800 XL/XE cartridge games; new and boxed

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 22:51:42 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0405181451.3ba7b9b2@posting.google.com>
Source record: 15996

Take a look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

There are 24 boxed and new ATARI XL/XE carts for low prices.

For example :

Airball :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8105395986

Rescue on Fractalus :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8105395363

Thunderfox :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8105389281

Crime Buster :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8105388945

and many more.

Ending in a few hours.

I will take PAYPAL and I can ship worldwide.

MG

1890. Re: FA : ATARI 800 XL/XE cartridge games; new and boxed

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 23:06:36 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94EDB839E8F9Dslorcomcastnet@130.133.1.4>
Source record: 15897

```
>
> I will take PAYPAL and I can ship worldwide.
>
> MG
>

Oh sure, NOW you take PayPal! :)

--
Slor
```

1891. alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-18 23:38:11 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <qeadnT03apD9AzfdRVn-sQ@bresnan.com>
Source record: 15898

anyone able to get alternate reality working on atari 800 win plus ?

--

Woodzy
http://rtdos.com/forum

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

1892. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-19 01:36:16 UTC
From: RickyLeeOH <19004389380@annonymous.com>
Message-ID: <kSyqc.152$Uq1.106@fe2.columbus.rr.com>
Source record: 15899

I play AR The City and The Dungeon regularly using Atari 800 winplus 3.1
without any problems.

1893. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-19 08:56:56 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <c8f7gpiif06$1@news.t-online.com>
Source record: 15900

Hi,

> anyone able to get alternate reality working on atari 800 win plus ?

maybe your atr-file is corrupted. A working AR version can be found at:

http://www.atarimania.com/detail_8bits2.php?menu=400-800&JEUX_ID=&VERSION_ID=238&Page=1&ADV=0&OK=OK&SFAMILLE_ID=0&SOFT_LIB=altern&btn_sauver.x=0&btn_sauver.y=0&TRI=SOFT_LIB&SENS=ASC

Andrï¿½

1894. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-19 13:50:05 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <O5CdnfHD-v6X-zbdRVn-ig@bresnan.com>
Source record: 15901

"stein" <stein@agnld.uni-potsdam.de> wrote in message
news:c8f7gpiif06$1@news.t-online.com...
> Hi,
>
> > anyone able to get alternate reality working on atari 800 win plus ?
>
> maybe your atr-file is corrupted. A working AR version can be found at:
>
>
http://www.atarimania.com/detail_8bits2.php?menu=400-800&JEUX_ID=&VERSION_ID=238&Page=1&ADV=0&OK=OK&SFAMILLE_ID=0&SOFT_LIB=altern&btn_sauver.x=0&btn_sauver.y=0&TRI=SOFT_LIB&SENS=ASC
>
> Andr&#65533;

thx.

1895. Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-19 20:56:31 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <31d2e$40abc9cc$3e6d682a$14730@nf3.news-service-com>
Source record: 15902

Hi there louts!

I've always envied those C64, Spectrum, CPC, you name it cassette games with their fancy tape loaders. I know loading Atari games from tape is an - uh- unhurried matter, hence the absence of graphics, sounds etc. for most games.

Few games though have really great loaders, e.g. the U.S. Gold games ("Watch out for other great new titles for your ATARI from U.S Gold... Elevator Action... Summer Games II & Winter Games..." ah, well) or "Trivial Pursuit", which seems to bypass the OS' SIO routines altogether and in my eyes (and ears, mind you!) has the coolest loader ever, even cooler than e.g. Elektra Glide's large blocks.

So, hands up for some not-quite-so-usual tape loaders!

Cheers from Germany,

Frank

1896. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-19 22:38:11 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <nlRqc.584$9f6.373@fe2.texas.rr.com>
Source record: 15903

"fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:31d2e$40abc9cc$3e6d682a$14730@nf3.news-service-com...
> Hi there louts!
>
> I've always envied those C64, Spectrum, CPC, you name it cassette games
with
> their fancy tape loaders. I know loading Atari games from tape is an - uh-
> unhurried matter, hence the absence of graphics, sounds etc. for most
games.
>
> Few games though have really great loaders, e.g. the U.S. Gold games
("Watch
> out for other great new titles for your ATARI from U.S Gold... Elevator
> Action... Summer Games II & Winter Games..." ah, well) or "Trivial
Pursuit",
> which seems to bypass the OS' SIO routines altogether and in my eyes (and
> ears, mind you!) has the coolest loader ever, even cooler than e.g.
Elektra
> Glide's large blocks.
>
> So, hands up for some not-quite-so-usual tape loaders!
>
> Cheers from Germany,
>
> Frank
>
>
My favorites were the old originals from Atari like States and Capitals and
Hang man. I love the disco music with the DeeJay sounding guy speaking
instructions while the tape loads.
Mo

1897. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 02:29:39 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <L4CdnV6r3JiOhTHdRVn-hg@comcast.com>
Source record: 15904

It definitely does run.....so hoppefully the new image will work for you.

-z-

"*ProteanThread*" <rtdos hotmail com> wrote in message
news:qeadnT03apD9AzfdRVn-sQ@bresnan.com...
> anyone able to get alternate reality working on atari 800 win plus ?
>
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
> This message is for the designated recipient only and may contain
> privileged, proprietary, confidential, or other wise private information.
> If you have received this message in error, please notify the sender
> immediately and delete the original. Any other use of this email by
> you is prohibited.
>
>

1898. Anybody using the NETWORK feature on AtariWin ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 02:34:34 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <TtGdnRuFp_ymhDHdRVn-sw@comcast.com>
Source record: 15905

Hey -

Have any of you guys tried the "network" feature in AtariWin (3.1) plus???
If you've been successful (in 2-player or more over a network) let me know
what game[s].

I'll have to give it another shot, but it wasn't working for me last time a
tried a while back.
I wanted to get a multi-player game of M.U.L.E. going over the net.....I
tried a simple set up between my 2 networked PCs at home, but no dice.

-later people,
-z-

1899. Re: Anybody using the NETWORK feature on AtariWin ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 03:41:39 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <q9ydnQhyyoFutTHdRVn-jg@adelphia.com>
Source record: 15906

> Have any of you guys tried the "network" feature in AtariWin (3.1) plus???
> If you've been successful (in 2-player or more over a network) let me know
> what game[s].
>
> I'll have to give it another shot, but it wasn't working for me last time
a
> tried a while back.
> I wanted to get a multi-player game of M.U.L.E. going over the net.....I
> tried a simple set up between my 2 networked PCs at home, but no dice.

I got it working once. I played a game of "One on One" with someone in CA
(I'm east coast). The ping time was a little bad so the game wasn't so
great. I do remember it being quite difficult to do. One of the gotchas is
that both players have to have the exact disk image.

HTH,
~brian

1900. WTB: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 13:05:07 UTC
From: Bernie <bkeith@sympatico.ca>
Message-ID: <552rc.69145$325.1486072@news20.bellglobal.com>
Source record: 15907

I'm rebuilding my 400 collection so I need a BASIC cartridge.
Does anyone have one (or two) that they'd part with cheaply? Next to Star Raiders, isn't it one of most numerous cartridges around?

A power supply would be handy, too, but I can improvise.

Preferably in Canada/Ontario/GTA

Thanks.

1901. Re: alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 13:49:04 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <o8idnWkmgarRKjHdRVn-tA@bresnan.com>
Source record: 15908

```
"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:L4CdnV6r3JiOhTHdRVn-hg@comcast.com...
> It definitely does run.....so hoppefully the new image will work for you.
>
> -z-
>
> "*ProteanThread*" <rtdos hotmail com> wrote in message
> news:qeadnT03apD9AzfdRVn-sQ@bresnan.com...
> > anyone able to get alternate reality working on atari 800 win plus ?
> >
> >
> >
> > --
> >
> >
> > Woodzy
> > http://rtdos.com/forum
> >
> > This message is for the designated recipient only and may contain
> > privileged, proprietary, confidential, or other wise private
information.
> > If you have received this message in error, please notify the sender
> > immediately and delete the original. Any other use of this email by
> > you is prohibited.
> >
> >
>
>

thanks everyone.
```

1902. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 16:24:25 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZY4rc.9683$eH1.5415314@newssvr28.news.prodigy.com>
Source record: 15909

'A 400 collection?'
A stock 400 has 16K. This would severely limit the things you can do. You could get a BASIC cart, but not be able to run many BASIC programs.
Other than nostalgia for the 400, why not get a 800XL?
Then the next most important thing to get would be a DOS disk and disk drive. Now you're cooking. Throw in an SIO2PC/APE cable and software and you have just about the entire world of Atari 8-bit at your disposal. You can download a file BASIC, Star Raiders, 1000s of programs and games.
But I ramble.
Russg
Bernie <bkeith@sympatico.ca> wrote in message news:552rc.69145$325.1486072@news20.bellglobal.com...
> I'm rebuilding my 400 collection so I need a BASIC cartridge.
> Does anyone have one (or two) that they'd part with cheaply? Next to Star
> Raiders, isn't it one of most numerous cartridges around?
>
> A power supply would be handy, too, but I can improvise.
>
> Preferably in Canada/Ontario/GTA
>
> Thanks.
>
>

1903. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 21:20:57 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10aq89rjn74icaf@corp.supernews.com>
Source record: 15910

I have a lot of game carts that I am selling. How much are you looking to spend? I am in Seattle.

Tim

"Bernie" <bkeith@sympatico.ca> wrote in message news:552rc.69145$325.1486072@news20.bellglobal.com...
> I'm rebuilding my 400 collection so I need a BASIC cartridge.
> Does anyone have one (or two) that they'd part with cheaply? Next to Star
> Raiders, isn't it one of most numerous cartridges around?
>
> A power supply would be handy, too, but I can improvise.
>
> Preferably in Canada/Ontario/GTA
>
> Thanks.
>
>

1904. Hi-speed Drivers for 800 (not XL)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 21:25:05 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040520172505.25300.00001216@mb-m22.aol.com>
Source record: 15911

Were there any hi-speed SIO drivers that worked with the 800? I.e. -- they would not "hide" under the OS or beyond the normal 48K of an 800 OS.
Thanks,
Larry

1905. Re: game makers for atari 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-20 22:15:30 UTC
From: "Pawel (Paul)" <dexter12345@poczta.onet.pl>
Message-ID: <c8jalu$3o8$1@81.210.117.122>
Source record: 15912

> Well,
> there are very few *single persons* left nowadays. I recall Sheddy, who
> is working on the Space Harrier conversion project and Analmux who is
> working on a Super Mario 3 conversion (more info about these can be
> found at www.atari-age; Atari 8bit computer forum). There are also some
> hobbyists in Poland, Czech Republic and Slovakia who write new XL/XE
> games from time to time... And there is the ABBUC software contest
> (visit www.abbuc.de - rules, etc. available in german and english) which
> will most probably/hopefully also feature some new XL/XE games. But
> there is no kind of game-maker scene for the A8, even the A8 demo-maker
> scene (mostly Poland, Czech Republic and Slovakia) is *almost* dead...
> at least in my eyes... -Andreas.
>

It's sad but true atari-scene is dying. In Poland there are parties like
"Lato Ludzikow" and every time there is the same group of atari-sceners.
They do great job. In Poland is not so bad with Atari-scene but i see
Commodore-scene is bigger than Atari now.

>
> *ProteanThread* schrieb:
> >
> > where there any ?
> >
> > --
> >
> > Woodzy
> > http://rtdos.com/forum

1906. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 03:18:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202015350.6472-100000@onyx.spiritone.com>
Source record: 15913
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for
Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax
Rebate Dollars, spending Euro's from Europe or satisfying your Yen for
Atari! We Ship anywhere the Law allows! And If your in the United States,
take advantage of the cheaper Postage for Media Mail Rate. Got Questions?
E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1907. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 03:25:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202021240.6472-100000@onyx.spiritone.com>
Source record: 15914
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1908. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 03:28:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202025110.6472-100000@onyx.spiritone.com>
Source record: 15915
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1909. XL & XE Repair help needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 04:32:41 UTC
From: kokkiklhs@yahoo.com
Message-ID: <d97adc24.0405202032.2416d9c7@posting.google.com>
Source record: 15916

Hi there!
I recently acquired a lot of 3 computers from an auction, all out of order, and need some advice, trying to fix them...
The symptoms have as follows:

800 XL & 130 XE

Full BLANK RED screen on power up, no other reaction, no self-test, no nothing..

800 XE

Same as above, but with a still vertical white line on the left side of BLANK RED screen... Seems that on this one were once soldered 8 more 4264s for RAM expansion, now removed, but PCB looks OK!

On all 3 computers, every component and IC is in its place, I looked on working ones for comparison! I also checked my PSU, works fine with other 800 XL & 130 XE!
Tried piggy-backing some working 4264 SRAMs over the existing, nothing at all happened!
This trick has ALWAYS worked for me with RAM-fried C=64s & C=128s!
I suppose this is not RAM problem! Unfortunately all 3 computers have no socketed ICs, they're all soldered directly..
Any suggestions??? Would very much appreciate any kind of help!
TIA and greetings from Athens-Greece!!!

1910. WTB/WTT: Gyruss

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 05:57:48 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F09CD5C7BEemuslor@130.133.1.4>
Source record: 15917

I'd like to get ahold of a Gyruss cart. If anyone has one for sale or
trade, please drop me a line.

thanks

--
Slor

1911. 2600 Wanted! (Melbourne, Australia)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 07:58:24 UTC
From: Daniel O'Shea <spam@spam.spam.au>
Message-ID: <40adb6a0@news.comindico.com.au>
Source record: 15918

all I want is a 2600 console and power supply, in known good working condition! I now have three of the older style VCS consoles, none of which work (although it could be the one power supply I have that is at fault - gets REALLY hot!) if anyone has a spare 2600, I'd love to trade you for it - just the system unit and power supply, I have a stack of games and too many joysticks already! you can have all three of my 2600's if you think you'd have a better chance at getting them to work than I have, I have a bunch of joysticks if you need some, also a bit of C64 and PC stuff, and the following 2600 carts to trade:

Chopper Command
Smash Hit Pak
Missile Command (x2)
Air Sea Battle
Space Invaders (x3)
Solaris
Asteroids
Pac-Man
Enduro
Tom Boy
Berzerk (x2)
Summer Games
Combat (x3)
Superman
Sports Action Pak
Backgammon
Kung-Fu Master
Codebreaker
Tennis
Dodge 'Em

contact me on dan at ozramp d0t net d0t au

1912. Re: 2600 Wanted! (Melbourne, Australia)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 08:16:48 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <QVirc.305$L.145@news-server.bigpond.net.au>
Source record: 15919

Daniel O'Shea wrote:
> all I want is a 2600 console and power supply, in known good working
> condition! I now have three of the older style VCS consoles, none of
> which work (although it could be the one power supply I have that is at
> fault - gets REALLY hot!) if anyone has a spare 2600, I'd love to trade
> you for it - just the system unit and power supply, I have a stack of
> games and too many joysticks already! you can have all three of my
> 2600's if you think you'd have a better chance at getting them to work
> than I have, I have a bunch of joysticks if you need some, also a bit of
> C64 and PC stuff, and the following 2600 carts to trade:
>
> Chopper Command
> Smash Hit Pak
> Missile Command (x2)
> Air Sea Battle
> Space Invaders (x3)
> Solaris
> Asteroids
> Pac-Man
> Enduro
> Tom Boy
> Berzerk (x2)
> Summer Games
> Combat (x3)
> Superman
> Sports Action Pak
> Backgammon
> Kung-Fu Master
> Codebreaker
> Tennis
> Dodge 'Em
>
> contact me on dan at ozramp d0t net d0t au

Slightly OT, But where in Melbourne are you? I might be able to help
with fixing the units. I am in the South Eastern Suburbs.

Mark

1913. anyone know how to get a hold of ron hamilton (aka oldatarian) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 13:48:58 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <-7idnXKtvepYITPdRVn-hQ@bresnan.com>
Source record: 15920

he has my disks haven't heard from him since last july. i'd really like my
atari collection back.

--

Woodzy
http://rtdos.com/forum

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

1914. Re: FLOPPY SIO Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 15:59:52 UTC
From: "Pawel (Paul)" <dexter12345@poczta.onet.pl>
Message-ID: <c8l91d$1fe$1@81.210.117.122>
Source record: 15921

> Hello,
>
> I'm looking for an SIO interface to build for plug a 3,5" PC Floppy (for
ex
> with a PIC or a micro controller and a WD 1772) I have a 1050 but dead
> (speed rotation PB)
> TIA
>
Hello
I don't know if this is possible but if it is I'm interessted too.
WD1772 is with this 3,5" PC floppy or its on other place?
I know that my LDW Super 2000 5,25" floppy for atari can read pc disk's in
dos format, it's modified from original (very high speed transfer, 720kb
disk support and other things, but i don't have any instructions to this so
i don't know how to use all of the enchancements).

1915. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 16:12:10 UTC
From: "Pawel (Paul)" <dexter12345@poczta.onet.pl>
Message-ID: <c8l9oe$3k4$1@81.210.117.122>
Source record: 15922

> already see those..
> But i'm from outside US, and it isnt cheap to buy that...
> Besides, i'll like to know how-to do it myself ;o)

I'm from outside US too, and I calculated it to my own currency (PLN) and
its not so expensive.
I'll buy it in summer (maybe the 8mb version because I see it's not so
expensive but maybe more usefull).
But this cartridge is cool.

1916. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 16:38:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40AE3089.B5BA0CB3@students.uni-mainz.de>
Source record: 15923

Hmm,
I think you should get a printed manual and some more Sparta-DOS stuff
if you licensed the copy, but I am not sure. Anyway, since I already
have the shareware version of sparta, it just does not matter. My
friends had less luck, they ordered and paid Action! and Mac 65 from FTE
and got nothing in return. So all they can do now is use pirate copies
(file versions, which work not as good as the original cart versions
though; no bank-switching you know)...

Shawn Jefferson schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de>:
>
> >I paid 20 dollars for SpartaDOS registration.
>
> You got the product though? What did the registration entitle you to?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

1917. FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 16:50:26 UTC
From: David Ormand <dlormand@aztecfreenet.org>
Message-ID: <TLKdnV5yzMZGrDPdRVn-uw@gbronline.com>
Source record: 15924

I'm wanting to unload a system, figured I would give the
newsgroup a shot before ebay. I'd like $30 plus shipping
from Zip 85711.

Atari 800 computer
Power brick, nice dustcover, monitor cable
1050 floppy drive (stock)
Power brick, cable
Atari Touch Tablet (don't know what it does, never tried it)
BASIC XL cartridge and book
Commercial educational software (disks and cartridges)
Many disks
DOSes
Games
Applications

1918. Re: FS: 800 system

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 16:51:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F078B285E1Fslorcomcastnet@130.133.1.4>
Source record: 15925

Despite all prevention efforts, David Ormand <dlormand@aztecfreenet.org>
wrote in news:TLKdnV5yzMZGrDPdRVn-uw@gbronline.com:

> I'm wanting to unload a system, figured I would give the
> newsgroup a shot before ebay. I'd like $30 plus shipping
> from Zip 85711.
>
>
> Atari 800 computer
> Power brick, nice dustcover, monitor cable
> 1050 floppy drive (stock)
> Power brick, cable
> Atari Touch Tablet (don't know what it does, never tried it)
> BASIC XL cartridge and book
> Commercial educational software (disks and cartridges)
> Many disks
> DOSes
> Games
> Applications
>

I'm interested. Drop me a line.

--
Slor

1919. Re: XL & XE Repair help needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 20:52:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8lqhl$2n5$1@reader08.wxs.nl>
Source record: 15926

The past 20 years I'm working with atari 8bit computers I have seen MANY red screens on the atari 8bits.

I have experienced this can be several problems.

But most of the time it was:

1) Bad RAM
2) Bad CPU (6502)
3) Bad ROM IC

Please do NOT piggy back good rams on bad rams... soldering rams is really tricky at all and the can be harmed VERY easily. Even if you think they are ok, the might be instable after your solder-adventure ;-)

My first advice: please try to replace ram with 100% good.

Marius

"Kokkiklhs" <kokkiklhs@yahoo.com> schreef in bericht news:d97adc24.0405202032.2416d9c7@posting.google.com...
> Hi there!
> I recently acquired a lot of 3 computers from an auction, all out of
> order, and need some advice, trying to fix them...
> The symptoms have as follows:
>
> 800 XL & 130 XE
> ---------------
> Full BLANK RED screen on power up, no other reaction, no self-test, no
> nothing..
>
> 800 XE
> ------
> Same as above, but with a still vertical white line on the left side
> of BLANK RED screen... Seems that on this one were once soldered 8
> more 4264s for RAM expansion, now removed, but PCB looks OK!
>
> On all 3 computers, every component and IC is in its place, I looked
> on working ones for comparison! I also checked my PSU, works fine with
> other 800 XL & 130 XE!
> Tried piggy-backing some working 4264 SRAMs over the existing, nothing
> at all happened!
> This trick has ALWAYS worked for me with RAM-fried C=64s & C=128s!
> I suppose this is not RAM problem! Unfortunately all 3 computers have
> no socketed ICs, they're all soldered directly..
> Any suggestions??? Would very much appreciate any kind of help!

> TIA and greetings from Athens-Greece!!!

1920. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 20:55:16 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8lqma$2ou$1@reader08.wxs.nl>
Source record: 15927

YEAH I AGREE!!!!!

I have "European Countries and Capitals" ... and I really love that american accent this guy is talking with!

By the way: in European Countries and Capitals there is a MAJOR mistake. The Capital of The Netherlands is AMSTERDAM (it has been Amsterdam for centuries now haha) ... but the program told me it is The Hague. How wrong!

I live in the netherlands... believe me: it is AMSTERDAM :-)

Marius

"momo" <quality_us@yahoo.com> schreef in bericht
news:nlRqc.584$9f6.373@fe2.texas.rr.com...
> "fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
> news:31d2e$40abc9cc$3e6d682a$14730@nf3.news-service-com...
> > Hi there louts!
> >
> > I've always envied those C64, Spectrum, CPC, you name it cassette games
> with
> > their fancy tape loaders. I know loading Atari games from tape is an -
uh-
> > unhurried matter, hence the absence of graphics, sounds etc. for most
> games.
> >
> > Few games though have really great loaders, e.g. the U.S. Gold games
> ("Watch
> > out for other great new titles for your ATARI from U.S Gold... Elevator
> > Action... Summer Games II & Winter Games..." ah, well) or "Trivial
> Pursuit",
> > which seems to bypass the OS' SIO routines altogether and in my eyes
(and
> > ears, mind you!) has the coolest loader ever, even cooler than e.g.
> Elektra
> > Glide's large blocks.
> >
> > So, hands up for some not-quite-so-usual tape loaders!
> >
> > Cheers from Germany,
> >
> > Frank
> >
> >
> My favorites were the old originals from Atari like States and Capitals
and

> Hang man. I love the disco music with the DeeJay sounding guy speaking
> instructions while the tape loads.
> Mo
>
>
>

1921. ATARI 8bit users with Cassette only?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 20:56:18 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8lqo7$2pq$1@reader08.wxs.nl>
Source record: 15928

Hi!

are there still any atari 8bit users here, using their 8bit in combination
with a datarecorder (like 1010 or XC11/XC12 etc.)

Thanks!
Marius

1922. Re: XL & XE Repair help needed!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 21:58:04 UTC
From: "Pawel (Paul)" <dexter12345@poczta.onet.pl>
Message-ID: <c8lu0s$te8$1@81.210.117.122>
Source record: 15929

> The past 20 years I'm working with atari 8bit computers I have seen MANY
red
> screens on the atari 8bits.
>
> I have experienced this can be several problems.
>
> But most of the time it was:
>
> 1) Bad RAM
> 2) Bad CPU (6502)
> 3) Bad ROM IC
>
> Please do NOT piggy back good rams on bad rams... soldering rams is really
> tricky at all and the can be harmed VERY easily. Even if you think they
are
> ok, the might be instable after your solder-adventure ;-)
>

I think theres not needed to solder all the chips, when they're removed, put in their place sockets for these chips and no more needed to solder such things.

Paul

> My first advice: please try to replace ram with 100% good.
>
> Marius
>
> "Kokkiklhs" <kokkiklhs@yahoo.com> schreef in bericht
> news:d97adc24.0405202032.2416d9c7@posting.google.com...
> > Hi there!
> > I recently acquired a lot of 3 computers from an auction, all out of
> > order, and need some advice, trying to fix them...
> > The symptoms have as follows:
> >
> > 800 XL & 130 XE
> > ---------------
> > Full BLANK RED screen on power up, no other reaction, no self-test, no
> > nothing..
> >
> > 800 XE
> > ------
> > Same as above, but with a still vertical white line on the left side
> > of BLANK RED screen... Seems that on this one were once soldered 8
> > more 4264s for RAM expansion, now removed, but PCB looks OK!

> >
> > On all 3 computers, every component and IC is in its place, I looked
> > on working ones for comparison! I also checked my PSU, works fine with
> > other 800 XL & 130 XE!
> > Tried piggy-backing some working 4264 SRAMs over the existing, nothing
> > at all happened!
> > This trick has ALWAYS worked for me with RAM-fried C=64s & C=128s!
> > I suppose this is not RAM problem! Unfortunately all 3 computers have
> > no socketed ICs, they're all soldered directly..
> > Any suggestions??? Would very much appreciate any kind of help!
> > TIA and greetings from Athens-Greece!!!
>
>

1923. Re: ATARI 8bit users with Cassette only?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 22:05:42 UTC
From: "Pawel (Paul)" <dexter12345@poczta.onet.pl>
Message-ID: <c8luf6uol1@81.210.117.122>
Source record: 15930

> Hi!
>
> are there still any atari 8bit users here, using their 8bit in combination
> with a datarecorder (like 1010 or XC11/XC12 etc.)
>
> Thanks!
> Marius
>

Hello
I'm using 1010, XC12, XCA12, CA12 because I've got many software on cassette's (some about 150-200cassetes, most in normal mode and almost every cassette is original). I've got disk drive too but I'm trying to learn how to use all of the enchancements of this drive. It's LDW Super 2000 and has modified soft (faster load up to 19200baud rate maybe more, can double the disk size, can read pc dos disk's).
But my first cassete player was 1010 and I think this is the best model of cassete player Atari made, it has such things as hardware modulated sound.

Paul

1924. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 22:12:45 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <x9vrc.1884$y04.499@fe1.columbus.rr.com>
Source record: 15931

Got everything today. I had no doubt.
Thanks Steve.

"Tom Martin" <spaz@wiltecinc.com> wrote in message
news:16a5f0f.0405171238.7f74461d@posting.google.com...
> About 6 weeks ago I had a short dialog with Steve from
> http://www.atarimax.com regarding his Ape/ProSystem software. About 2
> weeks later I ordered it...
>
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?
>
> -- Tom

1925. Re: ATARI 8bit users with Cassette only?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 22:25:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8lvvc$75n$1@reader08.wxs.nl>
Source record: 15932

Hi!

I am porting some cool demo's to tape, especially for some cassette-only users I know. They pay me the price of a cassette and shipping costs, and they are happy with their stuff. It is a cool job... and amazing to see some of the best demo's ever written, running from TAPE!

Marius

"Pawel (Paul)" <dexter12345@poczta.onet.pl> schreef in bericht news:c8luf6uol1@81.210.117.122...
> > Hi!
> >
> > are there still any atari 8bit users here, using their 8bit in combination
> > with a datarecorder (like 1010 or XC11/XC12 etc.)
> >
> > Thanks!
> > Marius
> >
> Hello
> I'm using 1010, XC12, XCA12, CA12 because I've got many software on
> cassette's (some about 150-200cassetes, most in normal mode and almost every
> cassette is original). I've got disk drive too but I'm trying to learn how
> to use all of the enchancements of this drive. It's LDW Super 2000 and has
> modified soft (faster load up to 19200baud rate maybe more, can double the
> disk size, can read pc dos disk's).
> But my first cassete player was 1010 and I think this is the best model of
> cassete player Atari made, it has such things as hardware modulated sound.
>
> Paul
>
>

1926. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 22:34:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8m0gu$7c3$1@reader08.wxs.nl>
Source record: 15933
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I still think every person supporting the atari computer, is great!

Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo Sierra Computers (and others like Best-Electronics) we are still able to purchase things in good condition.

If you do not want to buy from him, simply ignore him.

I'm VERY glad he is posting in the newsgroups.

Thanks
Marius

"Clockmeister" <no-one@nowhere.com> schreef in bericht
news:40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> > Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
>
> Shut up dickhead.
>
>
>

1927. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 22:55:29 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8m1d5$g3t$1@news.freedom2surf.net>
Source record: 15934
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c8m0gu$7c3$1@reader08.wxs.nl...
> I still think every person supporting the atari computer, is great!
>
> Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
Sierra
> Computers (and others like Best-Electronics) we are still able to purchase
> things in good condition.
>
> If you do not want to buy from him, simply ignore him.
>
> I'm VERY glad he is posting in the newsgroups.
>
> Thanks
> Marius

Theres always the exception to the rule...

Coda

1928. Re: WTB: SDX CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 23:07:09 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40ae8ba4@news.inet.com.pl>
Source record: 15935

Shawn Jefferson wrote:

>>Sign up for the forum, there are hundreds of pre-made images there to burn on
>>flash carts, plus
>>a complete open source dev kit to roll your own if you desire.
>
>
> Have you released the source of the actual flashing module? It would be
> neat for custom project to be able to write to the cartridge.
>

All sources are available and recently are no longer Windows-Only
assembler dependent.

1929. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 23:13:56 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10at39i5oll0ma5@corp.supernews.com>
Source record: 15936
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

And there is always the "Block Sender" for those who have an IQ above 10.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in the
Americas!

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c8m1d5$g3t$1@news.freedom2surf.net...
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:c8m0gu$7c3$1@reader08.wxs.nl...
> > I still think every person supporting the atari computer, is great!
> >
> > Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
> Sierra
> > Computers (and others like Best-Electronics) we are still able to
purchase
> > things in good condition.
> >
> > If you do not want to buy from him, simply ignore him.
> >
> > I'm VERY glad he is posting in the newsgroups.
> >
> > Thanks
> > Marius
>
> Theres always the exception to the rule...
>
> Coda
>
>

1930. Atari 8-bit $5 Weekend special: PPP Games double pack

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-21 23:16:29 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1085181347.2883.0@lotis.uk.clara.net>
Source record: 15937

Hello All,

We're running another $5 special over this weekend. This week, it's a double pack of the commercial PPP games Rubberball and Bombi. These two excellent games are available this weekend only for US$5 the set including shipping to any country! (UK buyers may pay in Pounds). That's less than half price! To order with a credit/debit card (through PayPal) and for more info on the offer, please visit our website: http://www.dgs.clara.net

We will be running more special weekend offers in the coming weeks, so keep a look out on our website.

Dean Garraghty

1931. any one hear from ron hamilton (aka old atarian) or

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 01:16:23 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <CICdnT3Ax-V1NDPdRVn-hg@bresnan.com>
Source record: 15938

open to calling him ? i think have his number.

--

Woodzy
http://rtdos.com/forum

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

1932. Re: 64k on Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 05:18:28 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <40AEE2A4.7A11ADAE@a8maestro.com>
Source record: 15939

FireflyST wrote:

> Side Note: This is my first post to the Atari 8-bit group, so
> gerretings to all you 8-bitters out there, and thanks for keeping the
> 8-bit scene alive!
>
> I was searching the web for upgrades to my 400, and I came across a
> reference to a "48/64k upgrade for Atari 400" by a Claus Buchholz.
> Anyone know anything about this upgrade? Is there a 64K upgrade
> available anywhere for the 400 that I can just purchase?
>
> Call it nostalgia, but I just have a preference for the 400. That,
> and I like pushing old hardware as far as I can :)
>
> Can anyone help me?
>
> Thanks
>
> FST

The upgrade I have is from/via The Windhover Project newsletter..it
modifies the 400s ram card.
64K can be useful. A 101 sector ramdsik can reside in the upper 16K.

The file and pic are on my site: www.a8maestro.com/atari/info/ballhc.htm

Rick D.

1933. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 09:41:18 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40af1e4f$0$37805$c30e37c6@lon-reader.news.telstra.net>
Source record: 15940
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:10at39i5oll0ma5@corp.supernews.com...
> And there is always the "Block Sender" for those who have an IQ above 10.
>

Most people are against spammers so I have forwarded his details to the
relevant people to be dealt with.

1934. Re: ATARI 8bit users with Cassette only?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 12:11:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40aeeeda807bd0@comcast.net>
Source record: 15941

>Hi!
>
>are there still any atari 8bit users here, using their 8bit in combination
>with a datarecorder (like 1010 or XC11/XC12 etc.)
>
>Thanks!
>Marius

I still use my cassette player, but not as much as I used to since
I only have about 5 games on cassette.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1935. Ali Baba and The Forty Thieves - XL/XE Version

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 12:11:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40aeeeda807bd1@comcast.net>
Source record: 15942

Hello All,

I was wondering if there was anyone who knows where I can a copy
of the XL/XE version of Ali Baba and The Forty Thieves? I have the
400/800 version, but would like to play it on my either my 800XL
or 130XE. I would take the an ATR version also. Thanks...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1936. Re: Hi-speed Drivers for 800 (not XL)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 13:00:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040522090039.22796.00001427@mb-m27.aol.com>
Source record: 15943

> Were there any hi-speed SIO drivers that worked with the 800? <

Looks like I struck out on this one. I thought that one of the drivers from the "Happy Hacker" might have supported the 800, but looks like they were all for the XE/XL.

I did remember that WARP DOS from Happy Computers worked with the 800. And the closest thing that I found was Top Dos, which added a Happy Warp Module. There are probably other Dos versions that had high speed support, too.
Larry

1937. Re: Anyone remember these two fairly obscure games?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-22 18:03:09 UTC
From: Jerri Kohl <spinavision@netscape.net>
Message-ID: <40AF96B9.4090005@netscape.net>
Source record: 15944

Edward S. Baiz Jr. wrote:
The first one sounds familar and I think it is called "The Knightmare".
It mainly takes place in a castle, but there is a cemetary outside that
you can go to. It is very old, bought it in the early 80's and is still
fun to play. I could be wrong, but hey, it is just a guess.

Thanks for taking the effort to make a guess! I think you might be
talking about the Activision game, Knightmare?
(http://www.uvlist.com/game-34396)

The games I'm thinking of are completely overhead, small details view,
sorta like Ultima, but real-time (I think), joystick-controlled.

1938. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 02:38:55 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <9b30b096a32l0mgerijb6p364qvp1u5db7@4ax.com>
Source record: 15945

I have to agree with Marius, but I'd like to qualify it a little bit.

My only contact with Atari8-bit computers at this time is through emulation. Ben Smith cannot sell me anything. In spite of that, I think he's doing a service by posting each month to let people know that they can still find products related to the Atari 8-bit.

But I have to say that three wordy messages where one brief one will do can be objectionable to some people. It doesn't bother me.

Take care.

Alan

On Sat, 22 May 2004 23:39:00 +0200, "Marius Diepenhorst" <grover25@zonnet.nl> wrote:

>What do you mean with that?
>
>Bravo Sierra is NOT sending Spam. It is very hard to get real atari stuff,
>so you have to see this as support, and not as spam.
>
>Marius
>
>"Coda" <info@janthomas.f2s.nospam.com> schreef in bericht
>news:c8m1d5$g3t$1@news.freedom2surf.net...
>> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
>> news:c8m0gu$7c3$1@reader08.wxs.nl...
>> > I still think every person supporting the atari computer, is great!
>> >
>> > Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
>> Sierra
>> > Computers (and others like Best-Electronics) we are still able to
>purchase
>> > things in good condition.
>> >
>> > If you do not want to buy from him, simply ignore him.
>> >
>> > I'm VERY glad he is posting in the newsgroups.
>> >
>> > Thanks
>> > Marius
>>
>> Theres always the exception to the rule...
>>
>> Coda

>>
>>
>

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

1939. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 03:07:53 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <10b05fhshkj479e@corp.supernews.com>
Source record: 15946
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Marius Diepenhorst wrote:
> Bravo Sierra is NOT sending Spam.

It's not spam, it's a cross-posting spam substitute!

We're having spam, spam, spam, spam, spam, spam, spam, spam, and spam.

Spammity spam, wonderful spam!

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

1940. Re: WTB/WTT: Gyruss

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 06:59:06 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10b0itqh8ptqode@corp.supernews.com>
Source record: 15847

"Slor" <slor@comcast.net> wrote in message
news:Xns94F09CD5C7BEemuslor@130.133.1.4...
> I'd like to get ahold of a Gyruss cart. If anyone has one for sale or
> trade, please drop me a line.
>
> thanks
>
> --
> Slor

I might have one....

1941. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 12:42:06 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405230442.5bfa1900@posting.google.com>
Source record: 15848

I paid 70 pounds (GBP) for MAC65 (cart version) this was in the day's b4 they had an official UK importer (even then the prices didn't come down that much) I bought mine, as many did thru sillica shop (sidcup branch).. It pains me to say it, but I rarely used it anyway, and that includes it's relative, the Atari assm. Cart (but i still have it and believe it or not... the manual)

1942. creating binary files from ATR files using Atari 800win built in MLM

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 12:52:53 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405230452.2fb37fbd@posting.google.com>
Source record: 15849

I would like to create my own binary files, from the ATR files that already proliferate the internet, Just as I did when I was using my Atari xe (with built in ultimon/omnimon, the various game disks I had and superdos (as it gave a lower memlo and u could load in upto 255 sectors or 32k worth of sectors)

I would like to do this thru Atari 800win+ (v40b3), however I am told that the monitor part of atari800 win+ only defaults to drive one (which means it cant be done.. as u would need 3 disks, disk two would be a blank dos formatted ATR, disk, disk one would be the dos u are using (superdos) and disk 3 is the ATR file u are trying to hack

Is there a working version of Omnimon/Ultimon available on the net that u can use as o/s overlays, or any of the more recent european equivalents like Qmeg, Speedy o/s etvc.etc)

any help, greatly apprec..

Happy Atari'ng

CA

1943. Re: Anyone remember these two fairly obscure games?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 15:50:52 UTC
From: Deftone <deftone@intraserv.net>
Message-ID: <deftone-E3BEEC.10505223052004@corp.supernews.com>
Source record: 15850

In article <40AF96B9.4090005@netscape.net>,
Jerri Kohl <spinavision@netscape.net> wrote:

> Edward S. Baiz Jr. wrote:
> The first one sounds familar and I think it is called "The Knightmare".
> It mainly takes place in a castle, but there is a cemetary outside that
> you can go to. It is very old, bought it in the early 80's and is still
> fun to play. I could be wrong, but hey, it is just a guess.
>
> Thanks for taking the effort to make a guess! I think you might be
> talking about the Activision game, Knightmare?
> (http://www.uvlist.com/game-34396)
>
> The games I'm thinking of are completely overhead, small details view,
> sorta like Ultima, but real-time (I think), joystick-controlled.
>

It's one of the Marc Russell Beinoff series of Epyx games, probably "The
Nightmare", I believe there were three others: King Arthur's Heir,
Escape from Vulcan Isle, Crypt of the Undead. Fun games. I remember
getting them all at a software liquidation sale (huge tent in a parking
lot) for something like $5 each.

1944. For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 17:39:38 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <ul5sc.13007$UJ6.1544@newssvr24.news.prodigy.com>
Source record: 15851

$145.00 Free shipping in the US
Paypal Verified or money orders.

1945. Re: For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 17:53:15 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <Wq5sc.11135$Sc.7395@bignews1.bellsouth.net>
Source record: 15852

128 games in 1 cart?

Can you name some of the best games?

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

"Mr. Lee" <sega_man@msn.com> wrote in message
news:ul5sc.13007$UJ6.1544@newssvr24.news.prodigy.com...
> $145.00 Free shipping in the US
> Paypal Verified or money orders.
>
>

1946. Re: For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 18:10:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <bO5sc.39881$5a.3288@okepread03>
Source record: 15853

Is this the latest one? The one that has everything but Jr. Pac Man?

Thomas

"Mr. Lee" <sega_man@msn.com> wrote in message
news:ul5sc.13007$UJ6.1544@newssvr24.news.prodigy.com...
> $145.00 Free shipping in the US
> Paypal Verified or money orders.
>
>

1947. Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 18:42:49 UTC
From: FBergemann@web.de
Message-ID: <95e97960.0405231042.25568f8b@posting.google.com>
Source record: 15854

Hi,

there are games available as *.exe or *.bin or ATR for ATARI XL
Emulator.
But when trying to load *.exe or *.bin, i need to use a DOS (e.g.
Mydos).
Some games don't work being started from a DOS - i guess, because the
DOS takes some memory.
For using the old XL Hardware and the floppy we used a game loader
called NDOS III.
Is this available on an ATR image somewhere?

- Thanks!

Best Regards!

Frank

1948. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 20:49:06 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040523214906.2672A@ilba14195.www.blueyonder.co.uk>
Source record: 15855

In article <6912483e.0405230442.5bfa1900@posting.google.com>,
carmel_andrews@hotmail.com (carmel) wrote:

> I paid 70 pounds (GBP) for MAC65 (cart version) this was in the day's
> b4 they had an official UK importer (even then the prices didn't come
> down that much) I bought mine, as many did thru sillica shop (sidcup
> branch).. It pains me to say it, but I rarely used it anyway, and that
> includes it's relative, the Atari assm. Cart (but i still have it and
> believe it or not... the manual)
Ah yes, the manual that proudly proclaims 'all listings are double checked
and guaranteed to be correct'. Including the one that begins '10 ERROR - '
of course.

Iain Laskey
Practical PC Online www.practical-pc.co.uk

1949. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 21:23:52 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <mg52b0l66cfcev9kp5bq9bum94n5jkjv3s@4ax.com>
Source record: 15856

On 23 May 2004 11:42:49 -0700, FBergemann@web.de (FBergemann) wrote:

>Hi,
>
>there are games available as *.exe or *.bin or ATR for ATARI XL
>Emulator.
>But when trying to load *.exe or *.bin, i need to use a DOS (e.g.
>Mydos).
>Some games don't work being started from a DOS - i guess, because the
>DOS takes some memory.
>For using the old XL Hardware and the floppy we used a game loader
>called NDOS III.
>Is this available on an ATR image somewhere?
>
>- Thanks!
>
>Best Regards!
>
>Frank

with atari800win you can load an exe or bin file without using dos,
just load it from within the emulator and it boots up.

kvn

1950. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 21:49:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8r6h3$o94$1@reader11.wxs.nl>
Source record: 15857

This NDOS thing I have somewhere, I could put it on an atr for you.

But... i have a much better alternative:

micro spartados (by Bewedos).

Make a 16mb atr. format it with spartados. Use the microspartados
gameloader, and there you go!

All you .exe, .bin, .com etc. files are loadable, and you can store up to
16mb in ONE atr!!!

I modified this gameloader for MyIDE btw. So you are able to use it with
myide too.

Marius

"|<evin" <nospam@nospam.com> schreef in bericht
news:mg52b0l66cfcev9kp5bq9bum94n5jkjv3s@4ax.com...
> On 23 May 2004 11:42:49 -0700, FBergemann@web.de (FBergemann) wrote:
>
> >Hi,
> >
> >there are games available as *.exe or *.bin or ATR for ATARI XL
> >Emulator.
> >But when trying to load *.exe or *.bin, i need to use a DOS (e.g.
> >Mydos).
> >Some games don't work being started from a DOS - i guess, because the
> >DOS takes some memory.
> >For using the old XL Hardware and the floppy we used a game loader
> >called NDOS III.
> >Is this available on an ATR image somewhere?
> >
> >- Thanks!
> >
> >Best Regards!
> >
> >Frank
>
> with atari800win you can load an exe or bin file without using dos,
> just load it from within the emulator and it boots up.
>
>
>
>
>

> kvn

1951. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-23 22:15:10 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <40B1226E.60606@math.tu-berlin.de>
Source record: 15858

Hi Frank,

> I've always envied those C64, Spectrum, CPC, you name it cassette games with
> their fancy tape loaders. I know loading Atari games from tape is an - uh-
> unhurried matter, hence the absence of graphics, sounds etc. for most games.

Well, the big difference between the C64 and the Atari tape is that the
Atari hardware (the one in the computer) is actually unable to decode
the audio signals on the tape. Thus, there's additional hardware in the
tape recorder to do that, so writing "custom" tape loaders (e.g. to make
loading faster, quite usual on the C64) is rather hard for the Atari.
You cannot change the audio frequencies coding is based on or the tape
hardware would freak out... I've heard from a hardware modification of
the tape recorder to speed it up (together with a custom SIO then), but
that's about it...

So long,
Thomas

1952. Re: 2600 Wanted! (Melbourne, Australia)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 01:28:28 UTC
From: Daniel O'Shea <spam@spam.spam.au>
Message-ID: <40b14fbc@news.comindico.com.au>
Source record: 15859

Mark Bedingfield wrote:

> Daniel O'Shea wrote:
>
>> all I want is a 2600 console and power supply, in known good working condition! I now have three of the older style VCS consoles, none of which work (although it could be the one power supply I have that is at fault - gets REALLY hot!) if anyone has a spare 2600, I'd love to trade you for it - just the system unit and power supply, I have a stack of games and too many joysticks already! you can have all three of my 2600's if you think you'd have a better chance at getting them to work than I have, I have a bunch of joysticks if you need some, also a bit of C64 and PC stuff, and the following 2600 carts to trade:
>>
>> Chopper Command
>> Smash Hit Pak
>> Missile Command (x2)
>> Air Sea Battle
>> Space Invaders (x3)
>> Solaris
>> Asteroids
>> Pac-Man
>> Enduro
>> Tom Boy
>> Berzerk (x2)
>> Summer Games
>> Combat (x3)
>> Superman
>> Sports Action Pak
>> Backgammon
>> Kung-Fu Master
>> Codebreaker
>> Tennis
>> Dodge 'Em
>>
>> contact me on dan at ozramp d0t net d0t au
>
>
>
> Slightly OT, But where in Melbourne are you? I might be able to help with fixing the units. I am in the South Eastern Suburbs.
>
> Mark

I'm in Richmond - if you could get even one out of the 3 to work (might need to get another power supply, or fix/build one), I'd be just as happy to trade any of the stuff I've mentioned in exchange for your help!

1953. Re: 2600 Wanted! (Melbourne, Australia)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 02:40:43 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Lgdsc.6843$L.5223@news-server.bigpond.net.au>
Source record: 15860

Daniel O'Shea wrote:
> Mark Bedingfield wrote:
>
> > Daniel O'Shea wrote:
> >
> >> all I want is a 2600 console and power supply, in known good working
> > condition! I now have three of the older style VCS consoles, none of
> > which work (although it could be the one power supply I have that is at
> > fault - gets REALLY hot!) if anyone has a spare 2600, I'd love to trade
> > you for it - just the system unit and power supply, I have a stack of
> > games and too many joysticks already! you can have all three of my
> > 2600's if you think you'd have a better chance at getting them to work
> > than I have, I have a bunch of joysticks if you need some, also a bit of
> > C64 and PC stuff, and the following 2600 carts to trade:
> >>
> >> Chopper Command
> >> Smash Hit Pak
> >> Missile Command (x2)
> >> Air Sea Battle
> >> Space Invaders (x3)
> >> Solaris
> >> Asteroids
> >> Pac-Man
> >> Enduro
> >> Tom Boy
> >> Berzerk (x2)
> >> Summer Games
> >> Combat (x3)
> >> Superman
> >> Sports Action Pak
> >> Backgammon
> >> Kung-Fu Master
> >> Codebreaker
> >> Tennis
> >> Dodge 'Em
> >>
> >> contact me on dan at ozramp d0t net d0t au
> >
> >
> >
> > Slightly OT, But where in Melbourne are you? I might be able to help
> > with fixing the units. I am in the South Eastern Suburbs.
> >
> > Mark

>
>
> I'm in Richmond - if you could get even one out of the 3 to work (might
> need to get another power supply, or fix/build one), I'd be just as
> happy to trade any of the stuff I've mentioned in exchange for your help!

Hi Daniel, try this for starters.

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1250&item=8105672523&rd=1

Perfect timing, eh. If you want I could probably build you a new PSU. I
can also look at the units if need be. But I reakon it will be stuffed
power supply. Call me at work on 9596 0822 if you like.

Mark

1954. Re: For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 04:51:40 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <wbfsc.89$d63.18@newssvr24.news.prodigy.com>
Source record: 15861

Is this the latest one? Yes
Jr. Pac Man? Yes

gfranks@brightok.net 145.00 free shipping

A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Final Legacy
Frisky Tom
Frogger 2 - Threedeep!
Frogger

Galaxian (Trainer)
Galaxian
Gorf
Gremlins
Gyruss (Trainer)
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis

Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Yellow Submarine Demo
Zaxxon
Zenji
Zone Ranger

1955. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 08:32:06 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405240032.66939855@posting.google.com>
Source record: 15862

As I understand it there were various tape speeder mod's (hardware) and quiet a few were czech based (based on the zx speccy type loader) and also 1 or 2 were UK based, the UK based one were released at different times but were one of the same thing (I remember it called RAMBIT... or was that the company) derek fern/firn (he of microdiscount fame- a brum if there was ever one) basically released the same product under a different name (A bit like the lazer/warp lazer, and the hyperdrive-1050's mods)

There were even a few software based one's released (I remember that they only increased the baud rate by 25 p/c to 900b) including the one that came built in, with the O/S controller card (computerhouse/stocksoft) this one allowed u to go upto and over 1200baud (100 p/c) computerhouse also used this o/s controller card patch for their own mod'd xl/xe systems thayt they were selling (they must of done... as I saw ad's of theres in Page6 and AU (database pub's))

1956. "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 08:57:27 UTC
From: shaun.bebbington@livepublishing.co.uk
Message-ID: <44a24a6c.0405240057.65fbcfbc@posting.google.com>
Source record: 15863
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Greetings all,

We are interested in looking at modded/upgraded "retro" systems for a possible upcoming feature. Things like an Amstrad CPC with 3.5" disk drive, Texas TI "PEB" systems, Sinclair Basic SE, C128 with SuperCPU etc... You get the idea.

In the office, I have brought in a C128 with SuperCPU, RAMLink, SmartMOUSE, FD2000, Retro Replay + RRNET (I've actually got the bloody thing working!!) and other Commodore hardware stuff, so It'd be really easy to start with Commodore, but I'd rather start with other formats.

Just to note that I'm no expert in any way, so this is why I've posted this thread. Basically, I'm thinking along the lines of what computer you have, who you are, how you have modded/upgraded it and what it can now do etc... I'm not interested in people who put PC technology into retro cases. It has to be building on the original technology somehow. The "PC in Retro cases" will probably be covered at another time, although I hate it when you see something really rare being ripped apart just so it can have a PC inside it. We'll probably also follow up with 16/32 bit systems such as the Amiga, Atari ST and Sinclair QL. (Okay, technically the Texas TI99/4a is 16 bit, but it belongs very much to the 8 bit era to my mind.)

Anyway, please contact me if you are interested; Also, if you know anyone who has done some cool stuff with BBC Micro, MSX and other systems, please forward this on to them.

Cheers,

Shaun.

1957. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 10:36:32 UTC
From: Matthias Reichl <usenet-200405@hias.horus.com>
Message-ID: <slrncb3k1g.1gv.usenet-200405@camel.hias.horus.com>
Source record: 15864

On Sun, 23 May 2004 23:49:46 +0200, Marius Diepenhorst wrote:
> But... i have a much better alternative:
>
> micro spartados (by Bewedos).

If you want to keep using MyDOS, I'd recommend MyPicoDos from my homepage http://www.horus.com/~hias/atari/ . The latest testing release is not yet linked from my homepage, you can download it from http://www.horus.com/~hias/atari/mypdos40-test3.zip

MyPicoDos supports 720-65535 sector disks/images in SD and DD (up to 16MB), MyDos subdirectories, D1: to D8:, and it is able to load EXE/COM, BAS, and BIN (boot) files. You can either use the initializer program to make disks bootable, or use the included ATR-file in D1: and a disk/image with a bunch of files in D2: to load files without writing the bootloader to it.

Furthermore, version 4.0 additionally supports long filenames, an automatical basic on/off switch, XF551 format recognition, Bibo DOS long directories (128 files on QD disks) and is available in a 'smart' high speed version (high speed SIO code is automatically enabled/disabled depending on the drive's capabilities) and a 'standard' version (using only the OS routines for disk access).

so long,

Hias

1958. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 11:07:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40B1D755.7F03177B@students.uni-mainz.de>
Source record: 15865

Well,
if you are talking about the Nano-DOS converter by S.Baucke, yes, I have this gamedos (and many others, like Micro-DOs, Pico-DOS) on an ATR image... Just e-mail me to get a copy... -Andreas.

FBergemann schrieb:
>
> Hi,
>
> there are games available as *.exe or *.bin or ATR for ATARI XL
> Emulator.
> But when trying to load *.exe or *.bin, i need to use a DOS (e.g.
> Mydos).
> Some games don't work being started from a DOS - i guess, because the
> DOS takes some memory.
> For using the old XL Hardware and the floppy we used a game loader
> called NDOS III.
> Is this available on an ATR image somewhere?
>
> - Thanks!
>
> Best Regards!
>
> Frank

1959. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 11:12:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40B1D885.7E9D689A@students.uni-mainz.de>
Source record: 15866

Well,
Micro-sparta-DOS uses spartaDOs format, of course. If you are searching
for a DOS 2 compatible gamedos try Nano-DOS, Micro-DOS or Pico-DOS
instead (or the Speed-Start-Initializer)... The new version of PicoDOS
(4.x) has the same options as Micro-Sparta-DOS, but of course for DOS 2
/ MyDOS (meaning it supports 720 to 65,535 sectors with 128 bytes each,
as well as 720 to 65,535 sectors with 256 bytes each; will load COM/EXE,
BAS and BIN files, has an ultrasped option, supports up to 8 drives,
supports long filenames up to 40 chars as well as 8.3 filenames, MyDOS
subdirs, etc.)... -Andreas.

Marius Diepenhorst schrieb:
>
> This NDOS thing I have somewhere, I could put it on an atr for you.
>
> But... i have a much better alternative:
>
> micro spartados (by Bewedos).
>
> Make a 16mb atr. format it with spartados. Use the microspartados
> gameloader, and there you go!
>
> All you .exe, .bin, .com etc. files are loadable, and you can store up to
> 16mb in ONE atr!!!
>
> I modified this gameloader for MyIDE btw. So you are able to use it with
> myide too.
>
> Marius
>
> "|<evin" <nospam@nospam.com> schreef in bericht
> news:mg52b0l66cfcev9kp5bq9bum94n5jkjv3s@4ax.com...
> > On 23 May 2004 11:42:49 -0700, FBergemann@web.de (FBergemann) wrote:
> >
> > >Hi,
> > >
> > >there are games available as *.exe or *.bin or ATR for ATARI XL
> > >Emulator.
> > >But when trying to load *.exe or *.bin, i need to use a DOS (e.g.
> > >Mydos).
> > >Some games don't work being started from a DOS - i guess, because the
> > >DOS takes some memory.
> > >For using the old XL Hardware and the floppy we used a game loader
> > >called NDOS III.

> > >Is this available on an ATR image somewhere?
> > >
> > >- Thanks!
> > >
> > >Best Regards!
> > >
> > >Frank
> >
> > with atari800win you can load an exe or bin file without using dos,
> > just load it from within the emulator and it boots up.
> >
> >
> >
> >
> >
> > kvn

1960. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 11:35:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40B1DDFE.A90E01A0@students.uni-mainz.de>
Source record: 15867

Well,
since I used a tape recorder until the early 90s, I know quite some
modified tape loaders. Some were software based, some were hardware
based, for example:

software based loaders:
- Speed Tape by Computer Kontakt (german magazine); should work with
approx. 1000 Baud (only the length of the gaps remainded unchanged);
think it cannot load programs longer than 32k-37k...
- CBAUD by Arndt Baer (also published in Computer Kontakt); should work
with approx 1200 Baud but required two programs: CBAUD-Copy to convert
normal tapes into the faster format and CBAUD to laod the faster tapes;
programs that could be transfered were limited to approx. 37kbytes;
- File-Copier 4.3 by ??? (author unknown) was actually a Cass-Disk
copier program; when loading/saving from/to tape one could choose
short/long gaps and 600 Baud or 800 Baud; limited to 37kbytes;

hardware based loaders:
- turbo 6000: a turbo tape enhancement built in the former GDR (german
democratic republic); it worked with 6000 Baud and required special
loading/saving programs that were available as disk-files and also as
cartridges;
- turbo 2000: a turbo tape enhancement built in Poland or the former
Czechoslovakia; it worked with different speeds (ranging from 600 Baud
to approx. 9600 Baud?) depending on the program itself and the transfer
program; also required a special loading/saving program, available as
disk-files and cartridges;
- rambit turbo tape: a turbo tape enhancement built in the UK by Richard
Gore and sold by Microdiscount (Derek Fern); it worked with 9600 Baud
and came with some special software on disk; Microdiscount also sold
many of its own commercial programs (Zeppelin games, etc.) on Rambit
turbo tape...

Nowadays there is a relatively simple CD-ROM loader for the XL/XE
available. Think it is based on the turbo 2000 concept (and since a tape
only uses 1/4 for data, every CD track has space for 4 different games,
meaning such a CD has space for approx. 500-600 tape games which load in
approx. 1 minute or less). but alas, this CD-ROM interface only works
with turbo-tape speed, which means it is still slower than a normal
floppy drive with 19,200 Baud (only good for tape-based game-files with
a length from 1k to 62k; not usable for big+fast animations or
movies)... -Andreas.

carmel schrieb:
>

> As I understand it there were various tape speeder mod's (hardware)
> and quiet a few were czech based (based on the zx speccy type loader)
> and also 1 or 2 were UK based, the UK based one were released at
> different times but were one of the same thing (I remember it called
> RAMBIT... or was that the company) derek fern/firn (he of
> microdiscount fame- a brum if there was ever one) basically released
> the same product under a different name (A bit like the lazer/warp
> lazer, and the hyperdrive-1050's mods)
>
> There were even a few software based one's released (I remember that
> they only increased the baud rate by 25 p/c to 900b) including the one
> that came built in, with the O/S controller card
> (computerhouse/stocksoft) this one allowed u to go upto and over
> 1200baud (100 p/c) computerhouse also used this o/s controller card
> patch for their own mod'd xl/xe systems thayt they were selling (they
> must of done... as I saw ad's of theres in Page6 and AU (database
> pub's))

1961. Re: Most sophisticated cassette loader?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 13:23:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040524092301.05832.00001751@mb-m03.aol.com>
Source record: 15868

Hi Andreas-

Thanks for the very nice compilation of cassette speeder info! I learned a lot from your post!

Larry

1962. Re: creating binary files from ATR files using Atari 800win built in MLM

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 21:48:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F3AAE6CFAA7slorcomcastnet@130.133.1.4>
Source record: 15869

Despite all prevention efforts, carmel_andrews@hotmail.com (carmel) wrote
in news:6912483e.0405230452.2fb37fbd@posting.google.com:

>
> Is there a working version of Omnimon/Ultimon available on the net
> that u can use as o/s overlays, or any of the more recent european
> equivalents like Qmeg, Speedy o/s etvc.etc)
>

You'll be receiving alternate OSes in your email shortly. :)

--
Slor

1963. Re: creating binary files from ATR files using Atari 800win built in MLM

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-24 22:15:30 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F3AF8FD9A4Bslorcomcastnet@130.133.1.4>
Source record: 15870

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns94F3AAE6CFAA7slorcomcastnet@130.133.1.4:

>> Is there a working version of Omnimon/Ultimon available on the net
>> that u can use as o/s overlays, or any of the more recent european
>> equivalents like Qmeg, Speedy o/s etvc.etc)
>>
>
> You'll be receiving alternate OSes in your email shortly. :)
>

Email failed, so feel free to grab Omnimon here:

http://www.slor.net/omnimon.zip

--
Slor

1964. Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 04:48:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040525004839.18679.00001259@mb-m26.aol.com>
Source record: 15871

Ok, here's an off-beat question.
I have always been interested in cryptology -- codes/ciphers. And in particular, fascinated with the WWII "Enigma" machines. Does anyone know of an Atari program that simulates the operations of an Enigma? I've found a couple of very good web sites, but something in Basic or Pascal or Action! would be terrific!
Thanks,
Larry

1965. Re: ATARI 8bit users with Cassette only?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 05:12:41 UTC
From: etom000001@aol.com
Message-ID: <20040525011241.13152.00002066@mb-m11.aol.com>
Source record: 15872
Body handling: HTML body converted to readable text

```
<< Subject: Re: ATARI 8bit users with Cassette only?
From: "Edward S. Baiz Jr." edbaizjr@comcast.net
Date: Sat, May 22, 2004 5:11 AM
Message-id: <40aeeeda807bd0@comcast.net>

>Hi!
>
>are there still any atari 8bit users here, using their 8bit in combination
>with a datarecorder (like 1010 or XC11/XC12 etc.)
>
>Thanks!
>Marius

I still use my cassette player, but not as much as I used to since
I only have about 5 games on cassette.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>>

So, do I. I've never invested in the floppy disk drive. Also, the emulators
make tape files more accessible by linking the "C:" device to whole files on
the host system. On the host system, it's easier to manage because I can use
directories and folders and longer file names! I understand that the physical
Atari System is quite the opposite, though. I actually would like to have a
Hard Drive for my Atari. Maybe when I can manage to plug my Atari 800 into my
other computer, then it'll be that way.

Edison Tom
```

1966. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 10:26:18 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0405250226.371f4685@posting.google.com>
Source record: 15873

Although slightly of topic, but still dealing with our beloved atari

I recently learned that when Atari originally laujnched the 7800 gmaes systems (1984), the 7800 sported what was then the world's most complex and advanced data encryprion algorithm technology at 90bit levels (most data encryption algorithm's these are 128bit or better)- the 7800 encryption was only recently (in the last 3-4 years) cracked- it was mentioned on the Atarihq.com site a few years back (John Hardie was one of the successfull encryption crackers)

Do you fancy yourself as the next alan turing/von neumann (who collaborated to design the world's first electronic computer) the very system that cracked the german emiga codes

Happy Atari'ng

CA

1967. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 12:10:00 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040525081000.08318.00001639@mb-m11.aol.com>
Source record: 15874

Hi Carmel-

> Do you fancy yourself as the next alan turing/von neumann (who collaborated to design the world's first electronic computer) the very system that cracked the german emiga codes <

No, I couldn't even "carry their slide rule" as we used to say. ;-) I just enjoy the subject matter.

1968. Re: WTB/WTT: Gyruss

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 16:54:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F47921F9D96slorcomcastnet@130.133.1.4>
Source record: 15875

Despite all prevention efforts, "Tim" <tjlazer@CRAPmail.com> wrote in
news:10b0itqh8ptqode@corp.supernews.com:

>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns94F09CD5C7BEemuslor@130.133.1.4...
>> I'd like to get ahold of a Gyruss cart. If anyone has one for sale
>> or trade, please drop me a line.
>>
>> thanks
>>
>> --
>> Slor
>
> I might have one....
>
>
>

I tried emailing you but haven't yet heard anything back. Did it get
through?

thanks

--
Slor

1969. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 18:22:03 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <f9Msc.18362$Hh.5309@fe1.texas.rr.com>
Source record: 15876

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040525081000.08318.00001639@mb-m11.aol.com...
> Hi Carmel-
>
> > Do you fancy yourself as the next alan turing/von neumann (who
collaborated
> to design the world's first electronic computer) the very system that
cracked
> the german emiga codes <
>
> No, I couldn't even "carry their slide rule" as we used to say. ;-) I
just
> enjoy the subject matter.
>

I saw on the net somewhere, don't have the URL handy. But there is a new kit available via mail order that is an electronic replica of the original 'Enigma'. Since mechanical parts were to hard to manufacture and assemble it was done elctronically. I may have seen this on slashdot.org I'll see if I can find it again.
Mo

1970. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 19:40:39 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <q887b0tsujtg3l07notekr3j4kjr45209q@4ax.com>
Source record: 15877

On Tue, 25 May 2004 18:22:03 GMT, "momo" <quality_us@yahoo.com> wrote:

>I saw on the net somewhere, don't have the URL handy. But there is a new kit
>available via mail order that is an electronic replica of the original
>'Enigma'. Since mechanical parts were to hard to manufacture and assemble it
>was done elctronically. I may have seen this on slashdot.org I'll see if I
>can find it again.
>Mo
>

I remember reading that article on slashdot.

kvn

1971. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 20:03:04 UTC
From: Bernie <bkeith@sympatico.ca>
Message-ID: <hBNsc.28603$tb4.1019883@news20.bellglobal.com>
Source record: 15878

Why? Because I asked for a BASIC cartridge. If anyone has a spare, I'd appreciate it.

You'd think no one else had ever heard of the things you suggest. I'd say anyone that is playing with 20+ year old computers knows the alternatives that are available. I have the rest of what you suggested, now I need a BASIC cart.

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message news:ZY4rc.9683$eH1.5415314@newssvr28.news.prodigy.com...
> 'A 400 collection?'
> A stock 400 has 16K. This would severely limit the things you can do. You
> could get a BASIC cart, but not be able to run many BASIC programs.
> Other than nostalgia for the 400, why not get a 800XL?
> Then the next most important thing to get would be a DOS disk
> and disk drive. Now you're cooking. Throw in an SIO2PC/APE cable and
> software and you have just about the entire world of Atari 8-bit at your
> disposal. You can download a file BASIC, Star Raiders, 1000s of programs
> and games.
> But I ramble.
> Russg
> Bernie <bkeith@sympatico.ca> wrote in message
> news:552rc.69145$325.1486072@news20.bellglobal.com...
> > I'm rebuilding my 400 collection so I need a BASIC cartridge.
> > Does anyone have one (or two) that they'd part with cheaply? Next to Star
> > Raiders, isn't it one of most numerous cartridges around?
> >
> > A power supply would be handy, too, but I can improvise.
> >
> > Preferably in Canada/Ontario/GTA
> >
> > Thanks.
> >
> >
>
>

1972. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 21:23:11 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <28e7b09j407h70q260ti536rt27tb5dh7i@4ax.com>
Source record: 15879

On 25 May 2004 04:48:39 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Ok, here's an off-beat question.
>I have always been interested in cryptology -- codes/ciphers. And in
>particular, fascinated with the WWII "Enigma" machines. Does anyone know of an
>Atari program that simulates the operations of an Enigma? I've found a couple
>of very good web sites, but something in Basic or Pascal or Action! would be
>terrific!
>Thanks,
>Larry
>

check out this link

"The Enigma-E is a DIY Building Kit that enables you to build your
own electronic variant of the famous Enigma coding machine that was
used by the German army during WWII. It works just like a real Enigma
and is compatible with an M3 and M4 Enigma as well as the standard
Service Machines. A message encrypted on, say, a real Enigma M4 can be
read on the Enigma-E and vice versa."

http://www.xat.nl/enigma-e/desc/index.htm

has nothing to do with atari, but you could have your own enigma! So
there you go.

kvn

1973. Re: Alternate Reality Character Editors

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 22:12:51 UTC
From: dm0527@hotmail.com
Message-ID: <e60c466a.0405251412.286fe4bb@posting.google.com>
Source record: 15880

dm0527@hotmail.com (Scott, Killer of all Ninjas) wrote in message
news:<e60c466a.0405181135.34c35f77@posting.google.com>...
> Anyone have the Character Editors as DCM/ATR? I'm running AR again
> (just for fun) in an emulator and I want to have a cheat and a no
> cheat character...I'm looking for an editor for either city or
> dungeon...either way.
> -
> dm

Anyone have the character editors at all? Either one - City or
Dungeon...I've been messing around with the ATR files on my PC, but I
haven't had much luck...
-
dm

1974. Re: "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-25 22:26:11 UTC
From: brian@8bit-micro.com
Message-ID: <16e450d9.0405251426.5876050f@posting.google.com>
Source record: 15881
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Hi Shaun,

Check out the article at: http://www.8bit-micro.com/trs-80-irda.htm it
shows some neat add-on to old tech using bluetooth and IRDA.

Good Luck,..
Brian K. Hahn
Canada

shaun.bebbington@livepublishing.co.uk (Shaun Bebbington) wrote in message
news:<44a24a6c.0405240057.65fbcfbc@posting.google.com>...
> Greetings all,
>
> We are interested in looking at modded/upgraded "retro" systems for a
> possible upcoming feature. Things like an Amstrad CPC with 3.5" disk
> drive, Texas TI "PEB" systems, Sinclair Basic SE, C128 with SuperCPU
> etc... You get the idea.
>
> In the office, I have brought in a C128 with SuperCPU, RAMLink,
> SmartMOUSE, FD2000, Retro Replay + RRNET (I've actually got the bloody
> thing working!!) and other Commodore hardware stuff, so It'd be really
> easy to start with Commodore, but I'd rather start with other formats.
>
> Just to note that I'm no expert in any way, so this is why I've posted
> this thread. Basically, I'm thinking along the lines of what computer
> you have, who you are, how you have modded/upgraded it and what it can
> now do etc... I'm not interested in people who put PC technology into
> retro cases. It has to be building on the original technology somehow.
> The "PC in Retro cases" will probably be covered at another time,
> although I hate it when you see something really rare being ripped
> apart just so it can have a PC inside it. We'll probably also follow
> up with 16/32 bit systems such as the Amiga, Atari ST and Sinclair QL.
> (Okay, technically the Texas TI99/4a is 16 bit, but it belongs very
> much to the 8 bit era to my mind.)
>
> Anyway, please contact me if you are interested; Also, if you know
> anyone who has done some cool stuff with BBC Micro, MSX and other
> systems, please forward this on to them.
>
> Cheers,
>
> Shaun.

1975. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 02:14:16 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <Y3Tsc.42762$9f6.8704@fe2.texas.rr.com>
Source record: 15882

"Bernie" <bkeith@sympatico.ca> wrote in message
news:hBNsc.28603$tb4.1019883@news20.bellglobal.com...
> Why?

Everyone was giving those away last year, now they seem kind of scarce.
Don't worry we'll be giving them away next year 8-).
Mo

1976. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 02:37:38 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <SpTsc.13047$eH1.6488330@newssvr28.news.prodigy.com>
Source record: 15883

OK, you want a BASIC cartridge. You want to make your 400 work. You have
all the stuff I suggested, so my brief reference to nostalgia is the reason.
I use BASIC regularly, but a file version.
I have one Atari BASIC cart, but I like to use it in a 1200XL.
So, I can't help you. This is the place to ask, maybe someone has an extra
or two. .... I just checked www.atarimax.com.
Steve has a BASIC cart for $3.00. Plus ship to Ontario. Hmm...
customs may be a problem with it. I'm also sure you can get one at Video
61, BCC or Ben Smith, the asa8 vendor list is extensive and maybe hard to
figure which vendor has what you want. I think those three would be places
to check.

Bernie <bkeith@sympatico.ca> wrote in message
news:hBNsc.28603$tb4.1019883@news20.bellglobal.com...
> Why? Because I asked for a BASIC cartridge. If anyone has a spare, I'd
> appreciate it.
>
> You'd think no one else had ever heard of the things you suggest. I'd say
> anyone that is playing with 20+ year old computers knows the alternatives
> that are available. I have the rest of what you suggested, now I need a
> BASIC cart.
>
>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:ZY4rc.9683$eH1.5415314@newssvr28.news.prodigy.com...
> > 'A 400 collection?'
> > A stock 400 has 16K. This would severely limit the things you can do.
> You
> > could get a BASIC cart, but not be able to run many BASIC programs.
> > Other than nostalgia for the 400, why not get a 800XL?
> > Then the next most important thing to get would be a DOS disk
> > and disk drive. Now you're cooking. Throw in an SIO2PC/APE cable and
> > software and you have just about the entire world of Atari 8-bit at your
> > disposal. You can download a file BASIC, Star Raiders, 1000s of
programs
> > and games.
> > But I ramble.
> > Russg
> > Bernie <bkeith@sympatico.ca> wrote in message
> > news:552rc.69145$325.1486072@news20.bellglobal.com...
> > > I'm rebuilding my 400 collection so I need a BASIC cartridge.
> > > Does anyone have one (or two) that they'd part with cheaply? Next to
> Star
> > > Raiders, isn't it one of most numerous cartridges around?

> > >
> > > A power supply would be handy, too, but I can improvise.
> > >
> > > Preferably in Canada/Ontario/GTA
> > >
> > > Thanks.
> > >
> > >
> >
> >
>
>

1977. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 07:11:09 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040526031109.28807.00002337@mb-m28.aol.com>
Source record: 15884

Thanks for the interest and link! The kit is quite interesting.

I have spent a couple more hours searching and had the best success by Googling "Enigma simulation in BASIC". The best link I've found for a BASIC program (so far) is
http://www.unix-ag.uni-kl.de/~conrad/krypto/misc/enigma.html
Both the BASIC Program and a "C" translation are available there. The BASIC program is written in MS QBasic (I think), so it would be most like our Atari Microsoft Basic. I think simple Atari graphics could be added reasonably easily.

I actually got interested in codes shortly after I got my first Atari computer in 1982. I wrote a little Q&D encryption program to encode some programs I had written. That got me started.

The History Channel (IIRC) has a very well-done program on Enigma.

Larry

1978. Repair Needed: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 13:30:20 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c9265c$6t5$1@terabinaries.xmission.com>
Source record: 15885

Anybody out there still performing repairs on 8bit Computers? I have a 130xe w/576k memory, the CSS 3way OS upgrade and many more that has just become flakely.

I assume its just too many upgrades and maybe things have become loose, but its not apparent.

1979. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 14:26:20 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <c7a9b0df4gskuqlf9pj1jlc92viddqpq36@4ax.com>
Source record: 15886

On 26 May 2004 07:11:09 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>The History Channel (IIRC) has a very well-done program on Enigma.

yes I caught that documentary and it was good.

kvn

1980. http://www.cclassic.szu.pl

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 18:25:05 UTC
From: daniel <cclassicss@wp.pl>
Message-ID: <2hk5o1Fdrhe1U1@uni-berlin.de>
Source record: 15887

```
EMU and ROM for 8/16 bit Computer
http://www.cclassic.szu.pl
```

1981. Re: Repair Needed: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 19:21:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c92qqh$mo2$1@reader10.wxs.nl>
Source record: 15888

Did you do the Stabalizing modification of Bob Puff?

It certainly might help you.

Marius

"James E. King" <jamesk@deuce.xmission.com> schreef in bericht
news:c9265c$6t5$1@terabinaries.xmission.com...
> Anybody out there still performing repairs on 8bit Computers? I have a
> 130xe w/576k memory, the CSS 3way OS upgrade and many more that has just
> become flakely.
>
> I assume its just too many upgrades and maybe things have become loose,
> but its not apparent.
>
>

1982. Re: "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-26 20:19:22 UTC
From: David <me@idontgiveaflyingfuck.com.com>
Message-ID: <c92u4a$6hm$1@titan.btinternet.com>
Source record: 15889
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

You definately need to put a bit of space on machines such as Sprinter,
Comodore 1, CPCNG and other such projects.

These at least show that exciting new hardware is being developed with the
spirit of the original machines in mind.

D

"Shaun Bebbington" <shaun.bebbington@livepublishing.co.uk> wrote in message
news:44a24a6c.0405240057.65fbcfbc@posting.google.com...
> Greetings all,
>
> We are interested in looking at modded/upgraded "retro" systems for a
> possible upcoming feature. Things like an Amstrad CPC with 3.5" disk
> drive, Texas TI "PEB" systems, Sinclair Basic SE, C128 with SuperCPU
> etc... You get the idea.
>
> In the office, I have brought in a C128 with SuperCPU, RAMLink,
> SmartMOUSE, FD2000, Retro Replay + RRNET (I've actually got the bloody
> thing working!!) and other Commodore hardware stuff, so It'd be really
> easy to start with Commodore, but I'd rather start with other formats.
>
> Just to note that I'm no expert in any way, so this is why I've posted
> this thread. Basically, I'm thinking along the lines of what computer
> you have, who you are, how you have modded/upgraded it and what it can
> now do etc... I'm not interested in people who put PC technology into
> retro cases. It has to be building on the original technology somehow.
> The "PC in Retro cases" will probably be covered at another time,
> although I hate it when you see something really rare being ripped
> apart just so it can have a PC inside it. We'll probably also follow
> up with 16/32 bit systems such as the Amiga, Atari ST and Sinclair QL.
> (Okay, technically the Texas TI99/4a is 16 bit, but it belongs very
> much to the 8 bit era to my mind.)
>
> Anyway, please contact me if you are interested; Also, if you know
> anyone who has done some cool stuff with BBC Micro, MSX and other
> systems, please forward this on to them.
>
> Cheers,
>
> Shaun.

1983. For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 03:27:13 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <ledtc.1317$py5.755@newssvr22.news.prodigy.com>
Source record: 15890
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

$145.00 Free shipping in the US

Multi-Game cartridge for Atari 5200 SuperSystem

Cartridge has on screen menu. Game is selected with joystick or by entering
game number on keypad

Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor

Final Legacy
Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian (Trainer)
Galaxian
Gorf
Gremlins
Gyruss (Trainer)
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix

Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Yellow Submarine Demo
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order

1984. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 12:56:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270551360.22259-100000@onyx.spiritone.com>
Source record: 15891
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for
Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax
Rebate Dollars, spending Euro's from Europe or satisfying your Yen for
Atari! We Ship anywhere the Law allows! And If your in the United States,
take advantage of the cheaper Postage for Media Mail Rate. Got Questions?
E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1985. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 13:01:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270556410.22259-100000@onyx.spiritone.com>
Source record: 15892
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standard! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and ST Plus 2600/ 7800 and Atari Jaguar Game Consoles! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1986. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 13:11:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270604530.22259-100000@onyx.spiritone.com>
Source record: 15893
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1987. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 13:15:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270611190.22259-100000@onyx.spiritone.com>
Source record: 15894
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1988. Re: Repair Needed: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 13:35:25 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <c94qqtktg1@terabinaries.xmission.com>
Source record: 15895

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> Did you do the Stabalizing modification of Bob Puff?

Is there a document readily available? I'll \google for it..

1989. Re: "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 14:44:36 UTC
From: shaun.bebbington@livepublishing.co.uk
Message-ID: <44a24a6c.0405270644.61b4701f@posting.google.com>
Source record: 15896
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"David" <me@idontgiveaflyingf*ck.com.com> wrote in message
news:<c92u4a$6hm$1@titan.btinternet.com>...
> You definately need to put a bit of space on machines such as Sprinter,
> Comodore 1, CPCNG and other such projects.
>
> These at least show that exciting new hardware is being developed with the
> spirit of the original machines in mind.
>
> D

I was planning on doing something with the clones (especially the
Spectrum ones) as I did with the "Attack of the Clones" articles I
penned for Micro Mart a couple of years ago.

What I'm specifically looking for is building on the original machine;
modding and/or upgrading.

A few people have been in touch - thanks to those!

Shaun.

1990. Re: anyone know how to get a hold of ron hamilton (aka oldatarian) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-27 18:39:56 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <Jzqtc.10609$ff2.1348@bignews4.bellsouth.net>
Source record: 15797

"*ProteanThread*" <rtdos hotmail com> wrote in message
news:-7idnXKtvepYlTPdRVn-hQ@bresnan.com...
> he has my disks haven't heard from him since last july. i'd really like
my
> atari collection back.

Hope he didn't pass away...

>
>
>
> --
>
>
> Woodzy
> http://rtdos.com/forum
>
> This message is for the designated recipient only and may contain
> privileged, proprietary, confidential, or other wise private information.
> If you have received this message in error, please notify the sender
> immediately and delete the original. Any other use of this email by
> you is prohibited.
>
>

1991. Re: Repair Needed: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 00:28:05 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <plvtc.15435$eH1.6877566@newssvr28.news.prodigy.com>
Source record: 15798

James E. King <jamesk@deuce.xmission.com> wrote in message
news:c94qqtktg1@terabinaries.xmission.com...
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
> > Did you do the Stabalizing modification of Bob Puff?
>
> Is there a document readily available? I'll \google for it..
Is that 'mod' ..... drop the computer on the desk from 3 feet up?
Jim's computer isn't exactly a stock 130XE. I've wondered about the power
use in large RAM mods.

1992. For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 02:17:52 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <kjxtc.1597$xp3.1198@newssvr22.news.prodigy.com>
Source record: 15799

$145.00 Free shipping in the US

Multi-Game cartridge for Atari 5200 SuperSystem

Cartridge has on screen menu. Game is selected with joystick or by entering
game number on keypad

Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Final Legacy

Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian (Trainer)
Galaxian
Gorf
Gremlins
Gyruss (Trainer)
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo

Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Yellow Submarine Demo
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order

1993. Re: BASIC cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 03:22:41 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <5gytc.18601$o97.5471@nwrddc01.gnilink.net>
Source record: 15800

I have both items but live in California. Email me if interested.
p.alhart@verizon.net

"Bernie" <bkeith@sympatico.ca> wrote in message
news:552rc.69145$325.1486072@news20.bellglobal.com...
> I'm rebuilding my 400 collection so I need a BASIC cartridge.
> Does anyone have one (or two) that they'd part with cheaply? Next to Star
> Raiders, isn't it one of most numerous cartridges around?
>
> A power supply would be handy, too, but I can improvise.
>
> Preferably in Canada/Ontario/GTA
>
> Thanks.
>
>

1994. Re: Atari 810 spindle motor

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 03:24:31 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Phytc.11914$nJ6.10009@nwrddc02.gnilink.net>
Source record: 15801

I think I can help. I am in California. Email me if interested.
p.alhart@verizon.net

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:Lpkmc.3422$eH1.1921656@newssvr28.news.prodigy.com...
> Anyone have a otherwise non-working 810 or just a spindle motor sitting
around
> to sell or trade?
>
> I have a nice 810 here but the motor that spins the disk is fried.
>
> Steve

1995. Re: 2600 Wanted! (Melbourne, Australia)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 03:24:31 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Phytc.11915$nJ6.11380@nwrddc02.gnilink.net>
Source record: 15802

I have a couple working 2600s, but live in California USA. Email me if interested at p.alhart@verizon.net

"Daniel O'Shea" <spam@spam.spam.au> wrote in message news:40adb6a0@news.comindico.com.au...
> all I want is a 2600 console and power supply, in known good working
> condition! I now have three of the older style VCS consoles, none of
> which work (although it could be the one power supply I have that is at
> fault - gets REALLY hot!) if anyone has a spare 2600, I'd love to trade
> you for it - just the system unit and power supply, I have a stack of
> games and too many joysticks already! you can have all three of my
> 2600's if you think you'd have a better chance at getting them to work
> than I have, I have a bunch of joysticks if you need some, also a bit of
> C64 and PC stuff, and the following 2600 carts to trade:
>
> Chopper Command
> Smash Hit Pak
> Missile Command (x2)
> Air Sea Battle
> Space Invaders (x3)
> Solaris
> Asteroids
> Pac-Man
> Enduro
> Tom Boy
> Berzerk (x2)
> Summer Games
> Combat (x3)
> Superman
> Sports Action Pak
> Backgammon
> Kung-Fu Master
> Codebreaker
> Tennis
> Dodge 'Em
>
> contact me on dan at ozramp d0t net d0t au

1996. Atari 8-bit CD collection $5 special (28-31 May)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 08:23:49 UTC
From: dgs@clara.net
Message-ID: <3568e886.0405280023.6d603782@posting.google.com>
Source record: 15803

Hello All,

From 28-31 May, we are repeating our offer of our Atari 8-bit CD-ROM commercial software collection for an amazing US$5 including shipping!

This CD includes most of our commercial software products on a CD-ROM. All software is in both ATR and DCM format, with original manuals in PDF format. They can be run in 8-bit emulators, or copied over to disks for running on the Atari (extra hardware/software required for this).

Your $5 (ï¿½2.75 for UK buyers) will get you full versions of the Quick programming language (with support disks), SAM 80-col desktop system (with utility disks), Digi-Studio digitized music package, Print-Filer print image utility, 26 issues of our old magazine, a selection of PD disks from our
library, a 22 minute video (in MPEG1 format) of the AMS96 show held in the UK, 4 commercial games, an advanced character set editor utility, and more!

You can buy a copy right now using any credit/debit card (through PayPal), from our web site (full product details are there too): http://www.dgs.clara.net

Dean Garraghty

1997. Re: "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 13:46:41 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0405280546.508d39e5@posting.google.com>
Source record: 15804
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

at I'm no expert in any way, so this is why I've posted
> this thread. Basically, I'm thinking along the lines of what computer
> you have, who you are, how you have modded/upgraded it and what it can
> now do etc...

I did not upgraded my old 8 bit computers...
But what I really need it integrate them to modern reality, to easy
share information from old computer to any modern, and backwards...

As far as I remember it was Kernigan, who told "computer is a net".
So, I don't really need disk drive, I don't really need bluetooth for
my Oric (Pravetz) or Mikrosha, or Spectrum (Magic).
I need no hardware.
I need software, modern software for old machine.
The only hardware thing I really need is network adapter, but it is
useless without software.

Best regards.

Norik
------
http://freenet.am/~norik
http://www.td.mart.ru/authors/?id=96
http://www.photosig.com/go/users/view?id=92998

1998. http://www.cclassic.szu.pl

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 15:05:48 UTC
From: "www.cclassic.szu.pl" <cclassic@szu.pl>
Message-ID: <40b7554c$0$13312$9b4e6d93@newsread2.arcor-online.net>
Source record: 15805

```
Computer Classic Games

We have thousands of Games online;

http://www.cclassic.szu.pl

AMIGA

AMSTRAD

ATARI ST

ATARI XL

APPLE II

COMMODORE C16/+4

COMMODORE C64

MSX

ZX 80/81

ZX SPECTRUM

ATARI 2600

ATARI 5200

VECTREX
```

1999. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 16:55:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40B76EF0.E40E53E8@students.uni-mainz.de>
Source record: 15806

hello larry,
how about reading some good old books by Edgar Allan Poe then ?!? afaik
one of his writings deals with the mystery of encryption (but I do not
remember its title right now - since I have the german version of it,
titled "Geheim-Schreiben" in one book and "Geheimschrift" in another
one)... I think the story of the "Gold Bug" also featured some secret
code and its decryption within the story (but I might be wrong here, it
is a long time since I last read EAP)...

ask the brits for the enigma decoding - they did that some 60+ years ago
(maybe our stupid german submarines still use that encryption, har har).
And I guess that an Atari 8Bit from 1979 and later also has the power to
do so... greetings, Andreas.

LarryWhite schrieb:
>
> Hi Carmel-
>
> > Do you fancy yourself as the next alan turing/von neumann (who collaborated
> to design the world's first electronic computer) the very system that cracked
> the german emiga codes <
>
> No, I couldn't even "carry their slide rule" as we used to say. ;-) I just
> enjoy the subject matter.

2000. Re: Alternate Reality Character Editors

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-28 16:59:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40B76FD5.2192E040@students.uni-mainz.de>
Source record: 15807

Well,
I have them in my PD collection, as well as hints, tips and tricks for
AR (but they are mostly written in german language). One utility is
called "DUNCHAR.COM", the Dungeon character editor, but I don`t remember
the name of the other utility right now. Anyway, if you are interested
in a copy, just e-mail me... -Andreas.

"Scott, Killer of all Ninjas" schrieb:
>
> dm0527@hotmail.com (Scott, Killer of all Ninjas) wrote in message
news:<e60c466a.0405181135.34c35f77@posting.google.com>...
> > Anyone have the Character Editors as DCM/ATR? I'm running AR again
> > (just for fun) in an emulator and I want to have a cheat and a no
> > cheat character...I'm looking for an editor for either city or
> > dungeon...either way.
> > -
> > dm
>
> Anyone have the character editors at all? Either one - City or
> Dungeon...I've been messing around with the ATR files on my PC, but I
> haven't had much luck...
> -
> dm

2001. For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-29 02:41:36 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <ALStc.1514$3w2.901@newssvr24.news.prodigy.com>
Source record: 15808

$145.00 Free shipping in the US

Multi-Game cartridge for Atari 5200 SuperSystem

Cartridge has on screen menu. Game is selected with joystick or by entering
game number on keypad

Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Final Legacy

Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian (Trainer)
Galaxian
Gorf
Gremlins
Gyruss (Trainer)
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo

Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Yellow Submarine Demo
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order

gfranks@brightok.net

2002. Re: For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-29 11:57:30 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <f7ugb05idnti03j833gstlnbbq4hgqbumg@4ax.com>
Source record: 15809

On Sat, 29 May 2004 02:41:36 GMT, "Mr. Lee" <sega_man@msn.com> wrote:

Pretty awesome. I know there is good portability factor between Atari
5200 and Atari 8bit computer games, but there are quite a few on this
list that I have never heard of for Atari 8bit. Like Sport Goofy, Xari
Arena, Barroom Baseball, Black Belt, Jum's Pong, Meebzork, and the
RealSports titles.

Any chance of you producing a similar Atari 8bit cart?

>$145.00 Free shipping in the US
>
>Multi-Game cartridge for Atari 5200 SuperSystem
>
>Cartridge has on screen menu. Game is selected with joystick or by entering
>game number on keypad

2003. Re: creating binary files from ATR files using Atari 800win built in MLM

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-29 12:54:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40b8335ee3e304@comcast.net>
Source record: 15810

>I would like to create my own binary files, from the ATR files that
>already proliferate the internet, Just as I did when I was using my
>Atari xe (with built in ultimon/omnimon, the various game disks I had
>and superdos (as it gave a lower memlo and u could load in upto 255
>sectors or 32k worth of sectors)
>
>I would like to do this thru Atari 800win+ (v40b3), however I am told
>that the monitor part of atari800 win+ only defaults to drive one
>(which means it cant be done.. as u would need 3 disks, disk two would
>be a blank dos formatted ATR, disk, disk one would be the dos u are
>using (superdos) and disk 3 is the ATR file u are trying to hack
>
>Is there a working version of Omnimon/Ultimon available on the net
>that u can use as o/s overlays, or any of the more recent european
>equivalents like Qmeg, Speedy o/s etvc.etc)
>
>any help, greatly apprec..
>
>Happy Atari'ng
>
>CA

I have a program that runs on the PC that will extract all the
files in an ATR file. Works great and is very fast...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2004. Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-29 20:59:47 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <7R6uc.4636$Ba.294@fe2.columbus.rr.com>
Source record: 15811

Just wondering if anyone might know what would cause the dreaded 'green screen' on an Atari 800xl? System powers up and the screen display is green - nothing else. Is there a common problem that can cause this? Also, is there an easy way to check or verify the problem? Ram is socketed.

Thanks for any help you can offer.

2005. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 00:52:26 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <s0cib096btakh1n86afcnjhvr92iric1m9@4ax.com>
Source record: 15812

On Sat, 29 May 2004 20:59:47 GMT, "Xakly" <djpahl@ANCHOVYhotmail.com>
wrote:

>Just wondering if anyone might know what would cause the dreaded 'green
>screen' on an Atari 800xl? System powers up and the screen display is
>green - nothing else. Is there a common problem that can cause this? Also,
>is there an easy way to check or verify the problem? Ram is socketed.
>
>Thanks for any help you can offer.
>

check to see if all chips are seated properly on the board. If they
are it sounds like a memory problem, so start there.

hope this helps

kvn

2006. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 01:07:07 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <%sauc.4889$DG4.3200@fe2.columbus.rr.com>
Source record: 15813

Thanks Kevin.
I'll give the memory chips a try. I've re-seated most of the chips on the board with no results. Do you know if the memory can be checked chip-by-chip (i.e. pull each chip one-at-a-time until the bad one is removed) or do they all have to be on the board (fully populated) to work? Also, where can I get the new memory chips from?
I guess I could ask one more question here. I had planned on doing some mods to this particular system including the memory modification. My question at this point would be - what is the best memory mod that I can do. I do realize though that I should get the system running before I sink anything into mods.

"|<evin" <nospam@nospam.com> wrote in message
news:s0cib096btakh1n86afcnjhvr92iric1m9@4ax.com...
> On Sat, 29 May 2004 20:59:47 GMT, "Xakly" <djpahl@ANCHOVYhotmail.com>
> wrote:
>
> >Just wondering if anyone might know what would cause the dreaded 'green
> >screen' on an Atari 800xl? System powers up and the screen display is
> >green - nothing else. Is there a common problem that can cause this?
Also,
> >is there an easy way to check or verify the problem? Ram is socketed.
> >
> >Thanks for any help you can offer.
> >
>
>
> check to see if all chips are seated properly on the board. If they
> are it sounds like a memory problem, so start there.
>
>
>
>
>
> hope this helps
>
> kvn

2007. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 01:53:09 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F8D477A287emuslor@130.133.1.4>
Source record: 15814

Despite all prevention efforts, "Xakly" <djpahl@ANCHOVYhotmail.com>
wrote in news:%sauc.4889$DG4.3200@fe2.columbus.rr.com:

> Thanks Kevin.
> I'll give the memory chips a try. I've re-seated most of the chips on
> the board with no results. Do you know if the memory can be checked
> chip-by-chip (i.e. pull each chip one-at-a-time until the bad one is
> removed) or do they all have to be on the board (fully populated) to
> work? Also, where can I get the new memory chips from?
> I guess I could ask one more question here. I had planned on doing
> some mods to this particular system including the memory modification.
> My question at this point would be - what is the best memory mod that
> I can do. I do realize though that I should get the system running
> before I sink anything into mods.
>

I bought the Wizztronics upgrade for my 800xl from Best Electronics:
http://www.best-electronics-ca.com
It was quite simple to install. Since I have this guy installed, I can
probably spare my original memory chips. If you're interested, drop me a
line.

--
Slor

2008. Free sets of 256k DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 02:07:25 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <xlbuc.23135$Ca2.22858@newssvr31.news.prodigy.com>
Source record: 15815

I have 5 extra sets of 8 256k DRAM chips. If anyone wants a set or two for memory upgrades you can have them free by sending me a stamped bubble mailer with your name/address on it.

E-mail if interested.

Thanks

Steve

2009. for sale 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 02:36:54 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <p4iib0hpb5rn4n3lh1u286b49595muj38p@4ax.com>
Source record: 15816

just kidding SLOR!!!! it's on it's way... you should have it by the
end of next week.

LOL

2010. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 03:24:25 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <Jtcuc.1006$gO4.571@fe1.columbus.rr.com>
Source record: 15817

Not a memory problem after all. I swapped chips with a known good system
until the good one exhibited the same behavior. Turns out it is the CPU.
I'll have to order one after the weekend.

"Slor" <slor@comcast.net> wrote in message
news:Xns94F8D477A287emuslor@130.133.1.4...
> Despite all prevention efforts, "Xakly" <djpahl@ANCHOVYhotmail.com>
> wrote in news:%sauc.4889$DG4.3200@fe2.columbus.rr.com:
>
> > Thanks Kevin.
> > I'll give the memory chips a try. I've re-seated most of the chips on
> > the board with no results. Do you know if the memory can be checked
> > chip-by-chip (i.e. pull each chip one-at-a-time until the bad one is
> > removed) or do they all have to be on the board (fully populated) to
> > work? Also, where can I get the new memory chips from?
> > I guess I could ask one more question here. I had planned on doing
> > some mods to this particular system including the memory modification.
> > My question at this point would be - what is the best memory mod that
> > I can do. I do realize though that I should get the system running
> > before I sink anything into mods.
> >
>
> I bought the Wizztronics upgrade for my 800xl from Best Electronics:
> http://www.best-electronics-ca.com
> It was quite simple to install. Since I have this guy installed, I can
> probably spare my original memory chips. If you're interested, drop me a
> line.
>
> --
> Slor

2011. Re: for sale 130xe manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 03:52:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F8E8ACE2FCEemuslor@130.133.1.4>
Source record: 15818

Despite all prevention efforts, "|<evin" <nospam@nospam.com> wrote in
news:p4iib0hpb5rn4n3lh1u286b49595muj38p@4ax.com:

>
> just kidding SLOR!!!! it's on it's way... you should have it by the
> end of next week.
>

Nice one Kev. :)

--
Slor

2012. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 03:54:30 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F8E90A99E3Aemuslor@130.133.1.4>
Source record: 15819

Despite all prevention efforts, "Xakly" <djpahl@ANCHOVYhotmail.com>
wrote in news:Jtcuc.1006$gO4.571@fe1.columbus.rr.com:

> Not a memory problem after all. I swapped chips with a known good
> system until the good one exhibited the same behavior. Turns out it is
> the CPU. I'll have to order one after the weekend.
>

Cool. Nice that all the chips are socketed, eh? Certainly made my
upgrades a lot easier than they could have been.

--
Slor

2013. FREE: Mapping the Atari (1st edition)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 04:09:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F8EBA6623C6emuslor@130.133.1.4>
Source record: 15820

Anyone who would like to pay postage is welcome to my spare copy of Mapping the Atari.

--
Slor

2014. XEP80 Overscan -- Part III?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 16:02:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040530120201.06192.00000114@mb-m13.aol.com>
Source record: 15821

I have been "reading up" on video displays, and I still can find no reason that the XEP80 should overscan so badly. Perhaps someone can shed some light on this? And perhaps they can correct any false notions that I currently have.

And of course, it overscans both vertically and horizontally -- although not always both on all displays. Most of the displays that I have used recently can get the entire width of the display, but cannot get the full height. In the past, most had trouble with the width, too -- progress, I guess. ;-)

According to the XEP docs, each character is contained in a 7 wide X 10 High cell which includes the "white space" between characters. With 25 lines of text, that's 250 lines. Interlaced wouldn't that translate to 500 lines, which is 25 less than the NTSC spec., but 20 more than the "safe" 480 typically used? I can see where "line doublers" would have a problem with the 25th line, but not the 24th -- but they do.

And the characters are sooo tall! If you look at the characters, there is no obvious reason why Atari should not have used a 7 X 9 or even 6 X 8 matrix. Yet there must be some reasons that "it is what it is." PAL and SECAM displays have more vertical lines. Is overscan an issue with those displays, also? Even if the (ROM) character set were changed, then the driver would have to be changed, wouldn't it? If the operating frequencies of the XEP were revised, then the driver would still have to be changed. "Catch 22."

I am getting a new video "gizmo" for my TV system -- it is a video scaler that should de-interlace the display and convert it to progressive scan. I'm skeptical, (but hopeful) that it works.

Larry

2015. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 16:19:54 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <KQnuc.17215$eH1.7467202@newssvr28.news.prodigy.com>
Source record: 15822

Xakly <djpahl@ANCHOVYhotmail.com> wrote in message
news:Jtcuc.1006$gO4.571@fe1.columbus.rr.com...
> Not a memory problem after all. I swapped chips with a known good system
> until the good one exhibited the same behavior. Turns out it is the CPU.
> I'll have to order one after the weekend.
Congrats. Swapping chips is almost the only way I ever repaired a A-8. I
did somehow find a bad multiple resistor in a 800 once.
I have tried using a logic probe, but not much success doing that.
I would compare probe signals with a known good computer.

2016. FA: many Atari 8-Bit game highlights...

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 20:55:25 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <c9dhnu$p76$01$1@news.t-online.com>
Source record: 15823

...like:

Alternate Reality - The City (boxed),
Alternate Reality - The Dungeon (boxed),
Spindizzy (boxed),
Zorro (boxed),
Bruce Lee (boxed),
Gyruss cartridge,
etc.

For an overview please follow:

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=chrodegang&sort=2&rows=25&since=-1&rd=1

I ship worldwide and I accept PayPal (without asking you fees :o)

Thanks for your attention,

Andrï¿½

2017. How to create a boot-menu?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 21:57:57 UTC
From: jack <abc@def.it>
Message-ID: <1slkb0d895vgjbfh1vp2dcc1c26j703ssa@4ax.com>
Source record: 15824

Hi everybody,

I just started using my sio2pc cable and enjoyed the feeling of the
good old atari boot-sound. :-)

I'm going to create a (virtual) hard disk, where I'll put all of my
favourite *.exe and *.com files. I'd like to create a start-up menu
for this disk, in order to avoid having to load the DOS, then having
to type L for load, then having to remember the filename. :-)

When I used to have a real 1050, I remember having special programs
who created a bootmenu by which I just had to type a key (0-9 and then
A-Z) to load a specific file.

Anyone has this software or knows where I can find it?

Thanks,
gianfranco

2018. Re: How to create a boot-menu?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 22:24:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94F9B11911CD1emuslor@130.133.1.4>
Source record: 15825

Despite all prevention efforts, jack <abc@def.it> wrote in
news:1slkb0d895vgjbfh1vp2dcc1c26j703ssa@4ax.com:

> Hi everybody,
>
> I just started using my sio2pc cable and enjoyed the feeling of the
> good old atari boot-sound. :-)
>
> I'm going to create a (virtual) hard disk, where I'll put all of my
> favourite *.exe and *.com files. I'd like to create a start-up menu
> for this disk, in order to avoid having to load the DOS, then having
> to type L for load, then having to remember the filename. :-)
>
> When I used to have a real 1050, I remember having special programs
> who created a bootmenu by which I just had to type a key (0-9 and then
> A-Z) to load a specific file.
>
> Anyone has this software or knows where I can find it?
>
> Thanks,
> gianfranco
>

What are you using on the back end? At least with APE, all you have to do
is set the virtual disk to D1: and you automatically get an execution menu
for all the files in the directory.

--
Slor

2019. J. D. Casten Search

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-30 22:48:59 UTC
From: johnsonjs@hotmail.com
Message-ID: <7f6d8407.0405301448.45fc53bc@posting.google.com>
Source record: 15826

Hi All...

From the pages of Antic magazine:

"But wait, there was still more. The disk also included a slick new enhancement of Biffdrop (Antic, December 1984) with moving obstacles that would look right at home in Blue Max 2001. We took this game down the hall to the Antic Catalog and now an APX Classics All-Casten Disk is in the works for the first quarter of '86.

"This new collection will feature a never-before published game plus enhanced versions of Antic's complete Casten game libarary-including Risky Rescue (April, 1984), Escape From Epsilon (June, 1984) and Advent X-5 (December 1984). By the way, if you've been trying to type in J.D.'s golden oldies, you'll find TYPO II line codes in the July, 1985 issue."

And...

"Readers of Antic can look forward to Casten's biggest opus yet, "Operation Omega," a super expansion of "Escape from Epsilon." When Casten finishes the game, it will be his first major machine language program and contain nearly 750 scrolling screens.

"Staring in Casten's last two action games is the dauntless Slyvester Biffdrop (not spelled Sylvester). Unfortunately when Antic published "Epsilon" the author didn't inform us that Sly is a duck, so we illustrated the program with an Indiana Jones type hero. In "Operation Omega" Sly will be joined by a flying rodent named Oswald Dipthello.

"What makes JD. Casten's games outstanding is their fast movement, smooth graphics and humorous plot backgrounds.

"Casten is also working on his second text adventure game. But be won't turn it in until he's satisfied that the new parser recognizes words more sophisticatedly than 'Advent X-5 " did."

Does anybody know where I could find this material?

I'm running the stuff now as it was originally published in Antic.... This sounds like there was some improvements and maybe even some other games.

2020. Re: How to create a boot-menu?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 00:30:00 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10bkv46cdm7dt54@corp.supernews.com>
Source record: 15827

```
"Slor" <slor@comcast.net> wrote in message
news:Xns94F9B11911CD1emuslor@130.133.1.4...
| Despite all prevention efforts, jack <abc@def.it> wrote in
| news:1slkb0d895vgjbfh1vp2dcc1c26j703ssa@4ax.com:
|
| > Hi everybody,
| >
| > I just started using my sio2pc cable and enjoyed the feeling of the
| > good old atari boot-sound. :-)
| >
| > I'm going to create a (virtual) hard disk, where I'll put all of my
| > favourite *.exe and *.com files. I'd like to create a start-up menu
| > for this disk, in order to avoid having to load the DOS, then having
| > to type L for load, then having to remember the filename. :-)
| >
| > When I used to have a real 1050, I remember having special programs
| > who created a bootmenu by which I just had to type a key (0-9 and then
| > A-Z) to load a specific file.
| >
| > Anyone has this software or knows where I can find it?
| >
| > Thanks,
| > gianfranco
| >
|
| What are you using on the back end? At least with APE, all you have to do
| is set the virtual disk to D1: and you automatically get an execution menu
| for all the files in the directory.
|
| --
| Slor

Do Google search for MyPicoDos this is a game loader that will load files
from D2: with picodos booted from D1: or get it from here.

http://www.horus.com/~hias/atari/

Read the FAQ also for more information. There is a lot of other Game
loaders: Good Luck...

RoyE
```

2021. The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 04:18:54 UTC
From: celt_sites@yahoo.com.mx
Message-ID: <50a97d4f.0405302018.28fbc9e4@posting.google.com>
Source record: 15828
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

Yes, the ATARI is crap, nobody bought it.

The Oric is much better, better graphics, better sound, better OS.

So throw away your ATARI and get an Oric !

2022. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 13:44:20 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <UEGuc.9889$DG4.6560@fe2.columbus.rr.com>
Source record: 15829
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

Send me all that Atari crap then. I'll dispose of it for you.

No Really! I mean it.

"Pablo Rena" <celt_sites@yahoo.com.mx> wrote in message
news:50a97d4f.0405302018.28fbc9e4@posting.google.com...
> Yes, the ATARI is crap, nobody bought it.
>
> The Oric is much better, better graphics, better sound, better OS.
>
> So throw away your ATARI and get an Oric !

2023. Re: XEP80 Overscan -- Part III?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 14:10:18 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40bb3cca$1@news.inet.com.pl>
Source record: 15830

LarryWhite wrote:
> I have been "reading up" on video displays, and I still can find no reason that
> the XEP80 should overscan so badly.

[...]

> Yet there must be some reasons that "it is what it is." PAL and SECAM displays
> have more vertical lines. Is overscan an issue with those displays, also?

I barely can see the cursor under the screen edge on a regularly
adjusted PAL monitor! It goes beyond any reasonable limits and I was
once told that it is the PAL monitor problem while it should stay within
the limits on a NTSC one...

2024. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 16:42:57 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <XgJuc.8630$wl4.1142993@wards.force9.net>
Source record: 15831
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

"Pablo Rena" <celt_sites@yahoo.com.mx> wrote

> Yes, the ATARI is crap, nobody bought it.
>
> The Oric is much better, better graphics, better sound, better OS.
>
> So throw away your ATARI and get an Oric !

Which Atari ? There are plenty of Atari machines. I suppose there's more
than one Oric too !

I have my Oric sitting on top of my Atari ST with both plugged into the same
monitor. It just needs a switch flipped to change from one to the other.

You're not a cross-posting troll by any chance are you ?

Steve M

2025. Re: For Sale New Atari 5200 128-in-1 MultiCart

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 17:39:32 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <o5Kuc.3450$%04.885@newssvr22.news.prodigy.com>
Source record: 15832

No selling this cart only

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:f7ugb05idnti03j833gstlnbbq4hgqbumg@4ax.com...
> On Sat, 29 May 2004 02:41:36 GMT, "Mr. Lee" <sega_man@msn.com> wrote:
>
> Pretty awesome. I know there is good portability factor between Atari
> 5200 and Atari 8bit computer games, but there are quite a few on this
> list that I have never heard of for Atari 8bit. Like Sport Goofy, Xari
> Arena, Barroom Baseball, Black Belt, Jum's Pong, Meebzork, and the
> RealSports titles.
>
> Any chance of you producing a similar Atari 8bit cart?
>
> >$145.00 Free shipping in the US
> >
> >Multi-Game cartridge for Atari 5200 SuperSystem
> >
> >Cartridge has on screen menu. Game is selected with joystick or by
entering
> >game number on keypad
>

2026. FA: Classic Video Games & System on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 17:42:41 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <l8Kuc.3451$a34.1593@newssvr22.news.prodigy.com>
Source record: 15833
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

http://cgi6.ebay.com/ws/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=2003-klr650&include=0&since=-1&sort=3&rows=0

2027. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 18:09:25 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <cusmb0pi7fg5bm8gag4s3os7br9gvfsk8i@4ax.com>
Source record: 15834
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

On Mon, 31 May 2004 17:42:57 +0100, "Steve Marshall"
<sdm@atmosBlockA.plus.com> wrote:

>
>"Pablo Rena" <celt_sites@yahoo.com.mx> wrote
>
>> Yes, the ATARI is crap, nobody bought it.
>>
>> The Oric is much better, better graphics, better sound, better OS.
>>
>> So throw away your ATARI and get an Oric !
>
>Which Atari ? There are plenty of Atari machines. I suppose there's more
>than one Oric too !
>
>I have my Oric sitting on top of my Atari ST with both plugged into the same
>monitor. It just needs a switch flipped to change from one to the other.
>
>You're not a cross-posting troll by any chance are you ?
>
>Steve M
>

what exactly is an Oric? We didn't have them in United States. I
assume he is comparing it to the 8bit atari
(400,800,1200xl,600xl,800xl,130xe,800xe, XGS basically the same
computer in different packaging). Alot of people I knew when I was a
kid preferred the Apple II or Commodore 64 to the Atari's and while it
seems each system had its advantages you couldn't convince me then or
now that any of them is better than Atari.

kvn

2028. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 18:46:55 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <D4Luc.9454$NK4.1254028@stones.force9.net>
Source record: 15835
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

"|<evin" <nospam@nospam.com> wrote
>
> what exactly is an Oric? We didn't have them in United States.

They were going to be sold there but I'm not sure if the distribution deal
was made before Oric went bust.

Oric is a 6502 8-bit computer similar to the Spectrum.

www.48katmos.freeuk.com

Steve M

2029. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 19:47:29 UTC
From: johnsonjs@hotmail.com
Message-ID: <7f6d8407.0405311147.3d4a6d89@posting.google.com>
Source record: 15836

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20040525004839.18679.00001259@mb-m26.aol.com>...
> Ok, here's an off-beat question.
> I have always been interested in cryptology -- codes/ciphers. And in
> particular, fascinated with the WWII "Enigma" machines. Does anyone know of an
> Atari program that simulates the operations of an Enigma? I've found a couple
> of very good web sites, but something in Basic or Pascal or Action! would be
> terrific!
> Thanks,
> Larry

Hi,

Graham Nelson has written a game that has an Enigma machine in one of
its puzzles.

The game is called Jigsaw. You can get it here:

http://www.wurb.com/if/game/117

The program is in the same format as the classic Infocom games. You
will need to find an interpreter for the file. I'm not sure if the
256 k z5 file will run on an 8-bit, though.... The interpreters have
been ported to just about everything, though....

2030. Re: How to create a boot-menu?

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 21:05:21 UTC
From: jack <abc@def.it>
Message-ID: <9d7nb0d07mh7nv30gh5daeo517oskqg7fr@4ax.com>
Source record: 15837

On Sun, 30 May 2004 17:30:00 -0700, "RoyE" <r-dean@ charter.net>
wrote:

>| > When I used to have a real 1050, I remember having special programs
>| > who created a bootmenu by which I just had to type a key (0-9 and then
>| > A-Z) to load a specific file.
>| >
>| > Anyone has this software or knows where I can find it?
>| >
>| > Thanks,
>| > gianfranco
>| >
>|
>| What are you using on the back end? At least with APE, all you have to do
>| is set the virtual disk to D1: and you automatically get an execution menu
>| for all the files in the directory.
>|
>| --
>| Slor
>
>Do Google search for MyPicoDos this is a game loader that will load files
>from D2: with picodos booted from D1: or get it from here.
>
>http://www.horus.com/~hias/atari/
>
>
>RoyE
>

Thanks, RoyE and Slor (James). I actually should thank Slor two times
(the second one for offering his Mapping the Atari!).

Regards,
gianfranco

2031. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 22:06:25 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrncbmve7.409.amajorel@atc5.vermine.org>
Source record: 15838
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

On 2004-05-31, |<evin <nospam@nospam.com> wrote:

> what exactly is an Oric? We didn't have them in United States. I
> assume he is comparing it to the 8bit atari
> (400,800,1200xl,600xl,800xl,130xe,800xe, XGS basically the same
> computer in different packaging).

The Oric-1 and Oric Atmos were cheap 6502-based microcomputers
manufactured in the UK starting in 1983.

In terms of ability, they were about equivalent to the ZX
Spectrum, or maybe halfway between the VIC-20 and C64. Expansion
port, printer port, cassette port, eight colours, good sound,
lousy video, 64 kB RAM, BASIC interpreter. No hardware sprites,
no joystick, no RS-232.

http://48katmos.freeuk.com/48katmos/whatisan.htm
http://48katmos.freeuk.com/48katmos/oric1.htm

They were very popular in France and in the UK (though soon
eclipsed by the Speccy there).

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Ten years in Usenet taught me that there is nothing so ridiculous that
someone, somewhere doesn't believe it. -- Rui Pedro Mendes Salgueiro

2032. Re: FREE: Mapping the Atari (1st edition)

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 22:13:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94FAAF34AEA62emuslor@130.133.1.4>
Source record: 15839

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns94F8EBA6623C6emuslor@130.133.1.4:

> Anyone who would like to pay postage is welcome to my spare copy of
> Mapping the Atari.
>

Claimed.

--
Slor

2033. Re: Atari Program for "Enigma?"

Newsgroup: comp.sys.atari.8bit
Date: 2004-05-31 23:20:47 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040531192047.09603.00000341@mb-m11.aol.com>
Source record: 15840

> Graham Nelson has written a game that has an Enigma machine in one of its puzzles. <

Thanks for the link!

2034. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 01:31:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <s%Quc.14371$Fo4.198013@typhoon.sonic.net>
Source record: 15841

Tom Martin <spaz@wiltecinc.com> wrote:
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?

Hrm.. I just got stuff from him in April and it arrived very
quickly. (Ordered from AtariAge.com at the same time, and
their stuff only arrived a few days earlier.)

-bill!
bill@newbreedsoftware.com C is like an industrial strength
http://www.newbreedsoftware.com/ nail gun; if wielded improperly,
New Breed Software it can cause untold carnage.

2035. Translating German Docs to English

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 03:09:05 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040531230905.08293.00000248@mb-m12.aol.com>
Source record: 15842

I have several German doc files to convert to English. While certainly not perfect, I can usually get pretty good/understandable results from Alta Vista (Babelfish). But I continually run into a problem with special characters (such as "umlats" -- sorry about the spelling guys!).

The Atari and even MS Word show a brace or some other character in place of the special character. Then Babelfish chokes on the bogus character in the middle of a German word. This causes me lots of grief!

Does anyone have a suggestion for a German text editor that runs under Windows XP that I can use to help my translations?

Thanks,
Larry

2036. Re: "Retro Extreme."

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 03:26:13 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <40BBF755.4FFFD541@a8maestro.com>
Source record: 15843
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.oric,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Shaun Bebbington wrote:

> Greetings all,
>
> We are interested in looking at modded/upgraded "retro" systems for a
> possible upcoming feature. Things like an Amstrad CPC with 3.5" disk
> drive, Texas TI "PEB" systems, Sinclair Basic SE, C128 with SuperCPU
> etc... You get the idea.
>
> (snip)
>
> Cheers,
>
> Shaun.

I have update my Fujicase
pages..http://www.a8maestro.com/atari/fujicase/fujimain.htm.

Rick D.

2037. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 04:40:39 UTC
From: Wing Fong Wong <wing@tarDONTtarus.uSPAMwa.eMEdu.au>
Message-ID: <c9h1c7pfb1@enyo.uwa.edu.au>
Source record: 15844
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

In comp.sys.atari.8bit Andre Majorel <amajorel@teezer.fr> wrote:
> On 2004-05-31, |<evin <nospam@nospam.com> wrote:
>
>> what exactly is an Oric? We didn't have them in United States. I
>> assume he is comparing it to the 8bit atari
>> (400,800,1200xl,600xl,800xl,130xe,800xe, XGS basically the same
>> computer in different packaging).
>
> The Oric-1 and Oric Atmos were cheap 6502-based microcomputers
> manufactured in the UK starting in 1983.
>
> In terms of ability, they were about equivalent to the ZX
> Spectrum, or maybe halfway between the VIC-20 and C64. Expansion
> port, printer port, cassette port, eight colours, good sound,
> lousy video, 64 kB RAM, BASIC interpreter. No hardware sprites,
> no joystick, no RS-232.
>
> http://48katmos.freeuk.com/48katmos/whatisan.htm
> http://48katmos.freeuk.com/48katmos/oric1.htm
>
> They were very popular in France and in the UK (though soon
> eclipsed by the Speccy there).
>

That doesn't sound like a machine that you'd ditch an atari for. Personally
speaking, I own a c64, 800xl and a spectrum and each of them have their good
points and bad point.
--

Wing Wong.
Webpage: http://wing.ucc.asn.au

FAQs about me:
Is this related to homework?
Definately not
Are you and undergrad?
Yes
Are you looking for work and do you want to work for us?
Yes, but only if it pays.
Are you insane?
No, not at the moment.

2038. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 08:28:26 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrncboeaq.4fj.amajorel@atc5.vermine.org>
Source record: 15845
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

On 2004-06-01, Wing Fong Wong <wing@tarDONTtarus.uSPAMwa.eMEdu.au> wrote:

>> In terms of ability, they were about equivalent to the ZX
>> Spectrum, or maybe halfway between the VIC-20 and C64. Expansion
>> port, printer port, cassette port, eight colours, good sound,
>> lousy video, 64 kB RAM, BASIC interpreter. No hardware sprites,
>> no joystick, no RS-232.
>>
>> http://48katmos.freeuk.com/48katmos/whatisan.htm
>> http://48katmos.freeuk.com/48katmos/oric1.htm
>
> That doesn't sound like a machine that you'd ditch an atari for.

The original proposition was not meant to be plausible, it was
meant to offend. In other words, it was a troll.

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Ten years in Usenet taught me that there is nothing so ridiculous that
someone, somewhere doesn't believe it. -- Rui Pedro Mendes Salgueiro

2039. Re: Translating German Docs to English

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 09:09:39 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <qdhob0dv8cn5ci0crg1jv1nj6urbs0iqvv@4ax.com>
Source record: 15846

Notepad does umlauts, at least it seems to for me. Try the special key
combinations:

u umlaut = Alt 129
o umlaut = Alt 148
capital u umlaut = Alt 154
capital o umlaut = Alt 148
double s = Alt 225

ï¿½, ï¿½, ï¿½, ï¿½, ï¿½

No wait, you want to go the other way don't you. I guess it depends on
your source. Are you handcopying paper manuals to a text editor? Then
maybe the above does help you. Need some more details.

On 01 Jun 2004 03:09:05 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>I have several German doc files to convert to English. While certainly not
>perfect, I can usually get pretty good/understandable results from Alta Vista
>(Babelfish). But I continually run into a problem with special characters
>(such as "umlats" -- sorry about the spelling guys!).
>
>The Atari and even MS Word show a brace or some other character in place of the
> special character. Then Babelfish chokes on the bogus character in the middle
>of a German word. This causes me lots of grief!
>
>Does anyone have a suggestion for a German text editor that runs under Windows
>XP that I can use to help my translations?
>
>Thanks,
>Larry
>

2040. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 10:41:18 UTC
From: Simon Lawrence <s_p_a_m_r_u_l_e_s@hotSPAMmail.com>
Message-ID: <53Zuc.9549$NK4.1295108@stones.force9.net>
Source record: 15747
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

"Andre Majorel" <amajorel@teezer.fr> wrote in message
news:slrncboeaq.4fj.amajorel@atc5.vermine.org...
> On 2004-06-01, Wing Fong Wong <wing@tarDONTtarus.uSPAMwa.eMEdu.au> wrote:
>
> > That doesn't sound like a machine that you'd ditch an atari for.
>
> The original proposition was not meant to be plausible, it was
> meant to offend. In other words, it was a troll.
>

It's certainly not plausible to me, I ditched my Oric for an 800XL!

Cheers,

Simon

2041. Re: FREE: Mapping the Atari (1st edition)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 11:13:31 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40bc64d9$1@news.inet.com.pl>
Source record: 15748

Slor wrote:

>
>>Anyone who would like to pay postage is welcome to my spare copy of
>>Mapping the Atari.
>>
>
>
> Claimed.
>

Damn, I was late...

Anyway, is there something similar to the project64
<http://project64.c64.org/> for the Ataris? I would be glad to be able
to dig some Atari docs...

2042. atari++ 1.35 available

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 12:00:09 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <c9hr49$46o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15749

Hi Folks,

a new version of the C++ based Atari 8 bit emulator is available for
download from its canonical location at:

http://www.math.tu-berlin.de/~thor/atari++

This release fixes mainly two major bugs (crashes in the audio emulation,
crashes in the file requester), fixes pokey 16 bit timers and antic
DLI timing. More precisely:

- Fixed a segfault in the file/directory requester due to a buffer overrun
when extracting the file or path-part of the selected path.
- Pokey emulation of the low-part of 16 bit counters was incorrect up to
this release. This fixes sound effects of various Basic type-in listings.
- Added finer Pokey volume control.
- Added emulation of Pokey nonlinearities.
- Antic DLI timing was partially incorrect, the DLI signal was generated
one cycle too late with DMA registers sampled too early. Users of earlier
releases should adjust their preferences and set the "BeforeDLIClocks" to
eleven (11) instead of twelve.
- Added emulation of Antic DLI behaviour if the CPU is stopped. ANTIC does
not generate an NMI signal immediately, but waits again for the next
possible NMI generation slot in its horizontal scanline.
- Fixed the behaviour of the backspace key/control code in the S: handler of
the built-in Os emulation. This fixes a couple of Basic games.
- Fixed a critical bug in the Pokey emulation that could have caused crashes
on startup due to non-initialized variables.

Additionally, a new release of the free Atari Os emulation ("os++")
is found on the same side.

Have fun,
Thomas

2043. oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 13:05:33 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0406010505.3cf4793c@posting.google.com>
Source record: 15750
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

no chance, unless you've modified the oric from what i remember of it

it was basically a 6502 version of the speccy (or sinclair spectrum
for the benefit of our american cousins) i.e mostly tape driven, did
sport a disk drive but never saw it, it had preprogrammed sound
effects built in, it used the same AY-PSG thatr was used in the
speccy, ST and CPC

Graphics wise, even the msx/amstrad was better then the oric (but they
were z80) if you want a close comparison to the oric think about the
vic 20 or the orig. apple 2 (but without custom hardware (like the A8
had)

I seem to remember seeing a oric in a computer shop in the stevenage
town centre back in the back end of 82... certainly wasn't 83 (just
across the bridge from the station and the theatre/sports hall
complex- gordon craig i think it was called)

2044. Glenn the 5200 man

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 15:38:57 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <7686c766bc79a707923bb5fc1c7f83e5@news.teranews.com>
Source record: 15751

how many ports did he do from 5200 to 8 bit ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

"UN-official" acf webring
http://q.webring.com/hub?ring=acfwebring

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

2045. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 16:48:55 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <dmcpb0pmhgvv633ih9cjl9et6ppsreidob@4ax.com>
Source record: 15752
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

On Tue, 1 Jun 2004 11:41:18 +0100, "Simon Lawrence"
<s_p_a_m_r_u_l_e_s@hotSPAMmail.com> wrote:

>It's certainly not plausible to me, I ditched my Oric for an 800XL!

One can make an argument for the C64 since it has some bragging rights
over the Atari (and of course the Atari has it's own arguments as
well) but from what I read about the Oric it doesn't seem to measure
up to either system. That said, like all platforms I'm sure there are
some killer apps on the Oric or some games that are programmed
exceptionally well that push it beyond the specs in it's description.

kvn

2046. Re: FREE: Mapping the Atari (1st edition)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 16:55:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns94FB795613EB2slorcomcastnet@130.133.1.4>
Source record: 15753

Despite all prevention efforts, silverdr <silverdr@inet.remove.it.pl> wrote
in news:40bc64d9$1@news.inet.com.pl:

>
> Anyway, is there something similar to the project64
> <http://project64.c64.org/> for the Ataris? I would be glad to be able
> to dig some Atari docs...
>

Yeah, check this out:

http://www.atariarchives.org/

I'm actually behind on one of the books I'm supposed to be scanning in for
them. :)

--
Slor

2047. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 17:09:46 UTC
From: bob <bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Message-ID: <BCE276EA.26B8D%bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Source record: 15754
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

in article 6912483e.0406010505.3cf4793c@posting.google.com, carmel at carmel_andrews@hotmail.com wrote on 1/6/04 14:05:

> no chance, unless you've modified the oric from what i remember of it
>
> it was basically a 6502 version of the speccy (or sinclair spectrum
> for the benefit of our american cousins) i.e mostly tape driven, did
> sport a disk drive but never saw it, it had preprogrammed sound
> effects built in, it used the same AY-PSG thatr was used in the
> speccy, ST and CPC
>
> Graphics wise, even the msx/amstrad was better then the oric (but they
> were z80) if you want a close comparison to the oric think about the
> vic 20 or the orig. apple 2 (but without custom hardware (like the A8
> had)
>
> I seem to remember seeing a oric in a computer shop in the stevenage
> town centre back in the back end of 82... certainly wasn't 83 (just
> across the bridge from the station and the theatre/sports hall
> complex- gordon craig i think it was called)

I have a feeling that our man MUSO (steve) will be sending a reply to this one!!!

Bob
Somewhere in Scotland
--
To reply please remove the Capitals ANTI-SPAM-ANTI-SPAM from my email address.

2048. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 18:49:37 UTC
From: "Bosco T. Hearns" <themes@att.net>
Message-ID: <5d4vc.110031$hH.1931150@bgtnsc04-news.ops.worldnet.att.net>
Source record: 15755
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

Yo Troll! Put it in the hole!

"Pablo Rena" <celt_sites@yahoo.com.mx> wrote in message
news:50a97d4f.0405302018.28fbc9e4@posting.google.com...
> Yes, the ATARI is crap, nobody bought it.
>
> The Oric is much better, better graphics, better sound, better OS.
>
> So throw away your ATARI and get an Oric !

2049. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 19:00:03 UTC
From: "Bosco T. Hearns" <themes@att.net>
Message-ID: <Tm4vc.110079$hH.1930454@bgtnsc04-news.ops.worldnet.att.net>
Source record: 15756
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

This guy is a legend in his own mind! Looked it up on Google and Google Groups. Anywhere there's a place to post a message, he's trolling it! He has so many trolls in place I'm starting to believe it's automated. A Super-troll.

*PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK*
*PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK*
*PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK*
*PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK**PLONK*

"Pablo Rena" <celt_sites@yahoo.com.mx> wrote in message
news:50a97d4f.0405302018.28fbc9e4@posting.google.com...
> Yes, the ATARI is crap, nobody bought it.
>
> The Oric is much better, better graphics, better sound, better OS.
>
> So throw away your ATARI and get an Oric !

2050. FS: Cheese Video Box (use Atari on VGA monitor)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 19:59:42 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <l6ydnavXvYU1fSHdRVn-uQ@adelphia.com>
Source record: 15757

A few people in the past had asked in this group how to use their Atari on a VGA monitor. This is what I used, but now I use a 1702 so I'm selling it.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4134838743&sspagename=STRK%3AMESE%3AIT&rd=1

2051. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 20:30:02 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <286vc.9767$NK4.1329640@stones.force9.net>
Source record: 15759
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"bob" <bobANTI-SPAM-ANTI-SPAMbazley@mac.com> wrote

>
> I have a feeling that our man MUSO (steve) will be sending a reply to this
> one!!!

Why bother ?

Oric came out in 1983 and is far better than a Vic. Nuff said !

Steve M

2052. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 20:55:19 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <386vc.9768$NK4.1329862@stones.force9.net>
Source record: 15758
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

"|<evin" <nospam@nospam.com> wrote

> One can make an argument for the C64 since it has some bragging rights
> over the Atari (and of course the Atari has it's own arguments as
> well) but from what I read about the Oric it doesn't seem to measure
> up to either system. That said, like all platforms I'm sure there are
> some killer apps on the Oric or some games that are programmed
> exceptionally well that push it beyond the specs in it's description.

There is a great deal of importance in the programming - do you remember some of the early C64 tapes ? I certainly do and can say for sure that you get better Oric software. Later C64 software is better though making use of the sprites, colours and sound.

The Atari has better graphics. I've got a 130XE and a 800 XL in the loft but still use the Orics. For me it's down to ease of use and at the time it had a lot to do with price. Oric was the first colour computer under £100. An Atari 400 only had 16K and was £160 whereas the 800 was £400 and still only 16K ?

Oric tried to market the Atmos against the C64 as under certain conditions the Oric had more memory available to the user.

The Oric was setup to be compatible with the 'internet' of the day - Prestel and BBS systems. Quite a decent machine for the money. A very different strategy of design to Atari who tried to produce very good game systems and were market leaders in many ways. Oric was never designed to compete in that way, but to just be an effective machine that would suit a number of uses.

Apart from the Oric my favourite is the Atari STe. If you compare that Atari to an Oric - no contest. Atari wins on every aspect. It even looks good unlike the ugly lump that was the 400.

Steve M

2053. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 21:18:32 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <07spb0t33ual3tbqqftthn8hpkf65pklpv@4ax.com>
Source record: 15760
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

On Tue, 1 Jun 2004 21:55:19 +0100, "Steve Marshall"
<sdm@atmosBlockA.plus.com> wrote:

>Apart from the Oric my favourite is the Atari STe. If you compare that Atari
>to an Oric - no contest. Atari wins on every aspect. It even looks good
>unlike the ugly lump that was the 400.

dont talk trash about the 400!! Back when the 400 was released in like
79/80 it was the only computer we could afford. I loved that machine
(still have it in fact) and mine is even uglier than the standard
model with all available upgrades of that era installed (including the
B-KEY keyboard).

Like you say the early C64 games and some of the late 80's Atari 800
games were not programmed well and do not show off the systems
capabilities. By all rights the Apple IIe was the weakest color
computer (avail in the US) of the 80's but I remember there were games
I saw on that system that made me jealous.

kvn

2054. Re: Cheese Video Box (use Atari on VGA monitor)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 21:22:18 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <wk6vc.727$yP2.608@bignews1.bellsouth.net>
Source record: 15761

You mean you haven't hooked up your Atari XEGS to your 57" Widescreen HDTV
with upconversion from composite to 1080i and played Star Raiders in stretch
mode at 16:9?

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

"Brian Sturk" <bsturk@adelphia.net> wrote in message
news:l6ydnavXvYU1fSHdRVn-uQ@adelphia.com...
> A few people in the past had asked in this group how to use their Atari on
a
> VGA monitor. This is what I used, but now I use a 1702 so I'm selling it.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4134838743&sspagename=STRK%3AMESE%3AIT&
rd=1
>
>

2055. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 22:02:49 UTC
From: bob <bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Message-ID: <BCE2BB99.26B99%bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Source record: 15762
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

in article 286vc.9767$NK4.1329640@stones.force9.net, Steve Marshall at sdm@atmosBlockA.plus.com wrote on 1/6/04 21:30:

>
> "bob" <bobANTI-SPAM-ANTI-SPAMbazley@mac.com> wrote
>
>>
>> I have a feeling that our man MUSO (steve) will be sending a reply to this
>> one!!!
>
> Why bother ?
>
> Oric came out in 1983 and is far better than a Vic. Nuff said !
>
> Steve M
>
>

Yeah agreed, but he was "certain wasnï¿½t 83" along with all the other mistakes :) ah well we live happy in the knowledge that the Oric continues to be what we know it to be :)

regards

Bob
Somewhere in Scotland
--
To reply please remove the Capitals ANTI-SPAM-ANTI-SPAM from my email address.

2056. Re: Atarimax???

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 23:12:51 UTC
From: spaz@wiltecinc.com
Message-ID: <16a5f0f.0406011512.7b36716f@posting.google.com>
Source record: 15763

Tom Martin wrote in message news:<16a5f0f.0405171238.7f74461d@posting.google.com>...
> About 6 weeks ago I had a short dialog with Steve from
> http://www.atarimax.com regarding his Ape/ProSystem software. About 2
> weeks later I ordered it...
>
> In the weeks since, I've sent multiple e-mails requesting the status
> (no replies) and have even called his cell phone (no answer but left a
> voice mail). Has anyone experienced anything similar? Is he still in
> business?
>
> -- Tom

I got a response a couple days after calling him. He said that he
hadn't gotten my e-mails except for the last one I sent him. He'd been
very busy working, and my order slipped through. He sent the software
out the next day.

Thanks to all those that replied!

-- Tom

2057. Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 23:55:23 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <tb5qb0hscdghd7ao4fbh10vpc4naa552g1@4ax.com>
Source record: 15764

In the current issue of RetroGaming Times Monthly there's a head to head competition between various versions of Ms. Pacman. The Atari 8bit was evidently the pick of the author, but he hedged and called it a four-way tie for winner. Check it out:

http://my.stratos.net/~hewston95/RTM/RTM_Home.htm

Personally I find that the Atari 8bit versions of Pacman and Ms. Pacman are not that great. The movement is not smooth, if you look at it I think the ghosts and player move 2 pixels at a time as opposed to one. For some reasons the mazes feel small regardless of the size of the monitor. And the game control doesn't seem to handle so well.

The author sampled a lot more versions than I ever have, but the best home version of Ms. Pacman I have ever played is the Atari 2600 version, which is a true masterpiece given the limitations of the 2600. The play value is outstanding and it is smoother than the 8bit version. IMO it's the best cartridge ever published for the 2600.

2058. Re: Glenn the 5200 man

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-01 23:59:49 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <606qb0d9oe5fbqljgiir0rkllnq7utf0gd@4ax.com>
Source record: 15765

On Tue, 01 Jun 2004 15:38:57 GMT, "*ProteanThread*" <sysop@rtdos.com>
wrote:

>how many ports did he do from 5200 to 8 bit ?

I don't know, but looking at the list below posted by Mr. Lee, Glenn
has a lot more work if he wants it.

I would love to see some more 5200 games ported, maybe we could take
up a collection or something.

On Thu, 27 May 2004 03:27:13 GMT, "Mr. Lee" <sega_man@msn.com> wrote:

>$145.00 Free shipping in the US
>
>Multi-Game cartridge for Atari 5200 SuperSystem
>
>Cartridge has on screen menu. Game is selected with joystick or by entering
>game number on keypad
>
>Games on this Cartridge
>A.E.
>ANALOG Multicart (XL Conversion)
>Archon (XL Conversion)
>Asteroids
>Astro Chase
>Atlantis (XL Conversion)
>Ballblazer
>Barroom Baseball
>Battlezone
>Beamrider
>Berzerk (Trainer)
>Berzerk
>Black Belt
>Blue Print
>Boogie
>Buck Rogers
>Burgertime (Kenfused 04012004)
>COSMI 2-in-1 (XL Conversion)
>Captain Beeble (XL Conversion)
>Caverns of Mars (XL Conversion)
>Centipede
>Chess (XL Conversion)
>Choplifter
>Congo Bongo
>Countermeasure

>Crystal Castles (Clay Demo)
>Crystal Castles (XL Conversion)
>Decathalon
>Defender
>Demos# Music - Dust in the Wind
>Diagnostic Cartridge v1.0
>Diagnostic Cartridge v2.3
>DigDug
>Donkey Kong (XL Conversion)
>Donkey Kong Jr (XL Conversion)
>Dreadnaught Factor
>Final Legacy
>Frisky Tom
>Frogger 2 - Threedeep!
>Frogger
>Galaxian (Trainer)
>Galaxian
>Gorf
>Gremlins
>Gyruss (Trainer)
>Gyruss
>H.E.R.O.
>James Bond 007
>Jawbreaker (XL Conversion)
>Joust (Trainer)
>Joust
>Jum's Pong
>Jumpman Jr (XL Conversion)
>Jungle Hunt
>K-Razy Shoot-Out
>K-Star Patrol (XL Conversion)
>Kaboom
>Kangaroo
>Keystone Kapers
>Looney Tunes Hotel
>Mario Brothers
>Meebzork
>Megamania
>Meteorites
>Microgammon
>Millipede
>Miner 2049er
>Mini-Golf
>Missile Command
>Montezumas Revenge
>Moon Patrol
>Mountain King
>Mr Do's Castle
>Ms. Pac-Man
>Pac-Man Jr

>Pac-Man
>Pastfinder (XL Conversion)
>Pengo
>Pete's Diagnostic Cartridge
>Pitfall II# Lost Caverns
>Pitfall
>Pole Position
>Popeye
>Preppie (XL Conversion)
>Q@Bert
>Qix
>Quest For Quintana Roo
>Raster Music Tracker Demo
>RealSports Football
>RealSports Tennis
>Realsports Baseball
>Realsports Basketball
>Realsports Soccer
>Rescue On Fractulus
>Return of the Jedi
>River Raid (Trainer)
>River Raid
>Roadrunner
>Robotron# 2084 (Trainer)
>Robotron# 2084
>Satans Hollow (XL Conversion)
>Space Dungeon
>Space Invaders
>Space Shuttle
>Spitfire
>Sport Goofy
>Star Raiders
>Star Trek# SOS
>Star Wars# Death Star Battle
>Star Wars# The Arcade Game
>Stargate
>Super Breakout
>Super Cobra
>Super Pac-Man
>Tapper (XL Conversion)
>Tempest
>The Last Starfighter
>Track & Field
>Vanguard
>Wizard Of Wor
>Xari Arena
>Xevious
>Yellow Submarine Demo
>Zaxxon
>Zenji

>Zone Ranger
>Payment accepted by PayPal, Western Union or Money Order

2059. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 00:17:31 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10bq74h3vmhof06@news.supernews.com>
Source record: 15766
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

On Tue, 01 Jun 2004 14:18:32 -0700, |<evin wrote:

[snipped]
>
> dont talk trash about the 400!! Back when the 400 was released in like
> 79/80

[snipped]

I agree. Even after all these years I still love the look of the 400 and
800, not to mention the capabilities.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2060. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 01:47:08 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <Xfavc.1961$2M1.1353@bignews3.bellsouth.net>
Source record: 15767

You're right about the 8-bit version not being smooth movement. I've never tried the 2600 ms pacman. Maybe I'll get an emulator and see how good the conversion is.

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:tb5qb0hscdghd7ao4fbh10vpc4naa552g1@4ax.com...
> In the current issue of RetroGaming Times Monthly there's a head to
> head competition between various versions of Ms. Pacman. The Atari
> 8bit was evidently the pick of the author, but he hedged and called it
> a four-way tie for winner. Check it out:
>
> http://my.stratos.net/~hewston95/RTM/RTM_Home.htm
>
> Personally I find that the Atari 8bit versions of Pacman and Ms.
> Pacman are not that great. The movement is not smooth, if you look at
> it I think the ghosts and player move 2 pixels at a time as opposed to
> one. For some reasons the mazes feel small regardless of the size of
> the monitor. And the game control doesn't seem to handle so well.
>
> The author sampled a lot more versions than I ever have, but the best
> home version of Ms. Pacman I have ever played is the Atari 2600
> version, which is a true masterpiece given the limitations of the
> 2600. The play value is outstanding and it is smoother than the 8bit
> version. IMO it's the best cartridge ever published for the 2600.

2061. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 03:14:11 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <i8hqb09e9m7e71a0jfm14di67bm611i2al@4ax.com>
Source record: 15768

On Tue, 01 Jun 2004 19:55:23 -0400, Daniel Miller
<NOSPAMdaclmi@sisna.com> wrote:

>In the current issue of RetroGaming Times Monthly there's a head to
>head competition between various versions of Ms. Pacman. The Atari
>8bit was evidently the pick of the author, but he hedged and called it
>a four-way tie for winner. Check it out:
>
>http://my.stratos.net/~hewston95/RTM/RTM_Home.htm
>
>Personally I find that the Atari 8bit versions of Pacman and Ms.
>Pacman are not that great. The movement is not smooth, if you look at
>it I think the ghosts and player move 2 pixels at a time as opposed to
>one. For some reasons the mazes feel small regardless of the size of
>the monitor. And the game control doesn't seem to handle so well.
>
>The author sampled a lot more versions than I ever have, but the best
>home version of Ms. Pacman I have ever played is the Atari 2600
>version, which is a true masterpiece given the limitations of the
>2600. The play value is outstanding and it is smoother than the 8bit
>version. IMO it's the best cartridge ever published for the 2600.

I'm a big fan of Ms. Pac Man. There are some great looking versions
for the NES, Genesis and SNES, but for overall fun factor and
challenge I give the atari 8-bit version the thumbs up. I 100% agree
it is the best short of the arcade version. By the way interesting
bit of trivia: the 8bit version was programmed by the same person
who designed the arcade version, which was itself a hack of the
original pac man (ie. MS pac man at the arcade was just Pac man with
different roms).

Pac man for the 8-bit is not so good, although back when it came out
it was by far the best translation.

kvn

2062. Re: Translating German Docs to English

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 10:39:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40BDAE7F.DD1A94E9@students.uni-mainz.de>
Source record: 15769

Well,
you are talking about the german "Umlaute", they are usually normal
letters with two points "at their head"; try to convert them into: ae,
oe and ue (for the sharp s, also known as sz here, simply use a double-s
/ ss). So, whenever you find a special character a (with two points)
convert it into ae, a special character o into oe and a special
character u into ue. This should work with most translators then...

And er, if the original texts are not too long, I can help you to
translate them (german-english, english-german; my french is to bad
nowadays)... greetings, Andreas.

P.S.: ä = german lower case special character "a" (try to replace it
with ae)
Ä = german upper case special character "A" (replace with Ae)
ö = german lower case special character "o" (replace with oe)
Ö = german upper case special character "O" (replace with Oe)
ü = german lower case special character "u" (replace with ue)
Ü = german upper case special character "U" (replace with Ue)
ß = german special character s or sz (exists only in lower case!
simply
replace with double-s / ss)

P.P.S.: Well, I guess the german special characters typed here may
appear in a strange/different form on your computer - but hopefully you
know what I mean...

LarryWhite schrieb:
>
> I have several German doc files to convert to English. While certainly not
> perfect, I can usually get pretty good/understandable results from Alta Vista
> (Babelfish). But I continually run into a problem with special characters
> (such as "umlats" -- sorry about the spelling guys!).
>
> The Atari and even MS Word show a brace or some other character in place of the
> special character. Then Babelfish chokes on the bogus character in the middle
> of a German word. This causes me lots of grief!
>
> Does anyone have a suggestion for a German text editor that runs under Windows
> XP that I can use to help my translations?
>
> Thanks,
> Larry

2063. Re: Translating German Docs to English

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 11:15:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040602071540.13612.00000187@mb-m20.aol.com>
Source record: 15770

Hi Andreas-

Outstanding! Your translation listing of special characters is just what I needed!

Thanks much!
Larry

2064. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 15:05:28 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <mYlvc.5187$2M1.187@bignews3.bellsouth.net>
Source record: 15771

"|<evin" <nospam@nospam.com> wrote in message
news:i8hqb09e9m7e71a0jfm14di67bm611i2al@4ax.com...
> On Tue, 01 Jun 2004 19:55:23 -0400, Daniel Miller
> <NOSPAMdaclmi@sisna.com> wrote:
>
> >In the current issue of RetroGaming Times Monthly there's a head to
> >head competition between various versions of Ms. Pacman. The Atari
> >8bit was evidently the pick of the author, but he hedged and called it
> >a four-way tie for winner. Check it out:
> >
> >http://my.stratos.net/~hewston95/RTM/RTM_Home.htm
> >
> >Personally I find that the Atari 8bit versions of Pacman and Ms.
> >Pacman are not that great. The movement is not smooth, if you look at
> >it I think the ghosts and player move 2 pixels at a time as opposed to
> >one. For some reasons the mazes feel small regardless of the size of
> >the monitor. And the game control doesn't seem to handle so well.
> >
> >The author sampled a lot more versions than I ever have, but the best
> >home version of Ms. Pacman I have ever played is the Atari 2600
> >version, which is a true masterpiece given the limitations of the
> >2600. The play value is outstanding and it is smoother than the 8bit
> >version. IMO it's the best cartridge ever published for the 2600.
>
>
> I'm a big fan of Ms. Pac Man. There are some great looking versions
> for the NES, Genesis and SNES, but for overall fun factor and
> challenge I give the atari 8-bit version the thumbs up.

You mean the 2600 version?

> I 100% agree
> it is the best short of the arcade version. By the way interesting
> bit of trivia: the 8bit version was programmed by the same person
> who designed the arcade version, which was itself a hack of the
> original pac man (ie. MS pac man at the arcade was just Pac man with
> different roms).
>
> Pac man for the 8-bit is not so good

you mean the 8-bit computer version, right?

>, although back when it came out
> it was by far the best translation.
>

> kvn

2065. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 15:25:55 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <v3srb017pjthh7s9h24dult70rndg8p69h@4ax.com>
Source record: 15772

On Wed, 2 Jun 2004 11:05:28 -0400, "LionOfJudah"
<thepuppetmaster@bellsouth.net> wrote:

>You mean the 2600 version?

No the 2600 is a great classic system and Ms Pac Man is an impressive game when you take into consideration the limitations of that system, but the Atari 8bit (ie this is another term used to describe the 400,800,600xl,800xl,1200xl,65xe,130xe, 800xe, and XEGS systems even though almost all of Atari's consoles (minus the jaguar) were 8bit) is to me the best home conversion I have played. Infact I rate it higher then the NES/GENESIS/SNES versions which look much better. I think part of the reason is the game has the same author as the arcade version.

I also mentioned the atari 800 pac man which is not that great, but at the time of it's release it was the best conversion available.

kvn

2066. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 15:57:22 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <%Gmvc.7516$SZ4.3299@bignews5.bellsouth.net>
Source record: 15773

"|<evin" <nospam@nospam.com> wrote in message
news:v3srb017pjthh7s9h24dult70rndg8p69h@4ax.com...
> On Wed, 2 Jun 2004 11:05:28 -0400, "LionOfJudah"
> <thepuppetmaster@bellsouth.net> wrote:
>
> >You mean the 2600 version?
>
> No the 2600 is a great classic system and Ms Pac Man is an impressive
> game when you take into consideration the limitations of that system,
> but the Atari 8bit (ie this is another term used to describe the
> 400,800,600xl,800xl,1200xl,65xe,130xe, 800xe, and XEGS systems even
> though almost all of Atari's consoles (minus the jaguar) were 8bit) is
> to me the best home conversion I have played. Infact I rate it higher
> then the NES/GENESIS/SNES versions which look much better. I think
> part of the reason is the game has the same author as the arcade
> version.
>
> I also mentioned the atari 800 pac man which is not that great,

Ah, that was my mistake...I thought you were saying Atari 800 ms pac man
wasn't that great :)

You're right though, the original pacman wasn't that good on the 8-bit, but
I do like ms pacman on the Atari 8-bit. I played it first on my 800, now on
my XEGS.

> but at
> the time of it's release it was the best conversion available.
> kvn

2067. Some true Atari gems found

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-02 23:24:32 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <vatvc.6720$Ua7.1165@bignews2.bellsouth.net>
Source record: 15774

I managed to find this guy in store who had some old atari and commodore 64 stuff!

Anyway I got myself a sealed new copy of Ultima 3 for the Atari ST, as well as new and still sealed Alternate Reality the City atari 8-bit version as well as The hitchhikers guide to the galaxy new still sealed for Atari 8-bit.

Now the deal he made with me was I was to pay the original sticker prices of what these software pieces sold for when they first came out and the price stickers were indeed on the wrappers. So I did!

heheh

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

2068. Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-03 01:07:11 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <3Ruvc.893$z55.791@newssvr15.news.prodigy.com>
Source record: 15775

I'm the excited, new owner of an Atarimax Maxflash
1 mbit cart!
Now, I haven't the slightest idea how to use it, other than it comes right
up with Disk Wizard II when I plug it in and turn the computer on.
I had to have one, because .... uhm because it is neat.
I envisioned a 128k byte ramdisk, or something.
I delved into how to do stuff with it at atarimax website.
Looks like you have to use Perl and TASM to create programs to install on
the cart. There is one, I guess, Atari program, flash.com, that I guess you
use to burn with.
There are discussion groups at atarimax, but I don't seem to see any
'images' to write to the cart there.
Anyone with experience tell me some about it?
Regards,
Rambling Russg (new e-mail addy, my old web site is gone. remove MUNGE to
reply.)

2069. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-03 01:53:12 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40be838b.46263220@news>
Source record: 15776

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:

>Looks like you have to use Perl and TASM to create programs to install on
>the cart. There is one, I guess, Atari program, flash.com, that I guess you
>use to burn with.

Steve has written a perl script that creates a programming ATR for you.

>There are discussion groups at atarimax, but I don't seem to see any
>'images' to write to the cart there.
>Anyone with experience tell me some about it?

There is a ton of ATR programming images on his Atarimax forums. You
probably have to register/sign-up for the forums to see them. There is a
1Mbit and 8Mbit section where lots and lots of images are posted.

Good luck!

Shawn Jefferson
(fix reply to for email)

2070. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-03 02:45:29 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <dhwvc.18585$eH1.8371002@newssvr28.news.prodigy.com>
Source record: 15777

<snip>
"Shawn Jefferson" >
> Steve has written a perl script that creates a >programming ATR for you.

I didn't see anything to download except the .zip that has flash.com and
some *.A65 and MAXFLASH.PL. I guess the *.PL file is the script that
creates a ATR.
I was looking for an .ATR to be able to see what's on the cart, how much
room it has. I have no idea what to do with a perl script. Is my computing
right? A 1 mbit cart has about 128k bytes?

>
> >There are discussion groups at atarimax, but I don't seem to see any
> >'images' to write to the cart there.
> >Anyone with experience tell me some about it?
>
> There is a ton of ATR programming images on his Atarimax forums. You
> probably have to register/sign-up for the forums to see them. There is a
> 1Mbit and 8Mbit section where lots and lots of images are posted.
Guess I should register.
> Good luck!
Thanks
> ---
> Shawn Jefferson
> (fix reply to for email)

2071. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-03 03:00:44 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40be9315.50241481@news>
Source record: 15778

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
><snip>
>"Shawn Jefferson" >
>> Steve has written a perl script that creates a >programming ATR for you.
>
>I didn't see anything to download except the .zip that has flash.com and
>some *.A65 and MAXFLASH.PL. I guess the *.PL file is the script that
>creates a ATR.

You have to go to the flashcart forums. There is a bunch of stuff there.

>I was looking for an .ATR to be able to see what's on the cart, how much
>room it has. I have no idea what to do with a perl script. Is my computing
>right? A 1 mbit cart has about 128k bytes?

1Mbit is 128KB. The EXE packer function of the perl script lets you know
how much each exe file takes up on your cart and how much room you have
left.

The instructions are fairly good about how to make an image with the perl
script, and you could always ask a question in the flashcart forums or
peruse the discussions that have already taken place.

Shawn Jefferson
(fix reply to for email)

2072. Re: XEP80 Overscan -- Part III?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-03 21:49:22 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40bf9cec$0$153$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15779

Howdy Larry, folks

> > I have been "reading up" on video displays, and I still can find no reason that
> > the XEP80 should overscan so badly.
>
> [...]
>
> > Yet there must be some reasons that "it is what it is." PAL and SECAM displays
> > have more vertical lines. Is overscan an issue with those displays, also?
>
> I barely can see the cursor under the screen edge on a regularly
> adjusted PAL monitor! It goes beyond any reasonable limits and I was
> once told that it is the PAL monitor problem while it should stay within
> the limits on a NTSC one...

I don't know why, but I have the impression that the XEP80 creates the bigger picture. I have 3 of those puppies (ABBUC sells them very cheap. Check out their shop http://www.abbuc.de/shop/hardware.html (german, but you can look at the pictures. Woldwide price, including shipping and handling is 18 Euro's, which would be I guess 20 to 22 USDollars. The closer you are to Europe, the cheaper they get). The bigger picture has nothing to do with the size in bits of the characters and the tv standard.

What you have to do (I guess) is find the vertical height (and maybe horizontal width) adjust. Either inside (be carefull 25 kilovolt are bad for your health) or outside the case of the monitor. Tell us the brand and type of you monitor(s) and maybe one of the USA or Canadians can tell you where thesae knows/controls are.

CU Mathy van Nisselroy

2073. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 01:07:51 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10bviqvoih85p5c@corp.supernews.com>
Source record: 15780

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:40be9315.50241481@news...
| "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
| ><snip>
| >"Shawn Jefferson" >
| >> Steve has written a perl script that creates a >programming ATR for
you.
| >
| >I didn't see anything to download except the .zip that has flash.com and
| >some *.A65 and MAXFLASH.PL. I guess the *.PL file is the script that
| >creates a ATR.
|
| You have to go to the flashcart forums. There is a bunch of stuff there.
|
| >I was looking for an .ATR to be able to see what's on the cart, how much
| >room it has. I have no idea what to do with a perl script. Is my
computing
| >right? A 1 mbit cart has about 128k bytes?
|
| 1Mbit is 128KB. The EXE packer function of the perl script lets you know
| how much each exe file takes up on your cart and how much room you have
| left.
|
| The instructions are fairly good about how to make an image with the perl
| script, and you could always ask a question in the flashcart forums or
| peruse the discussions that have already taken place.
|
|
| ---
| Shawn Jefferson

Flash.com is an Atari program. I believe that it is used by the perl script
to program the cartridge. it is put in the directory like this:
D:\Perl\maxflash_pl\flash\flash.com
The script then uses it as part of the Atr writing sequence.
I wished I understood more. ....but...

RoyE

2074. Re: XEP80 Overscan -- Part III?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 04:49:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040604004952.02657.00000550@mb-m28.aol.com>
Source record: 15781

Hi Mathy-

> What you have to do (I guess) is find the vertical height (and maybe horizontal width) adjust. Either inside (be carefull 25 kilovolt are bad for your health) or outside the case of the monitor. Tell us the brand and type of you monitor(s) and maybe one of the USA or Canadians can tell you where thesae knows/controls are. <

There's one issue -- I mainly use a VGA line doubler/scaler with a "flat panel" PC display. The adjustment would have to be made in the doubler, and they have no adjustments (just like the XEP has no adjustments).

Thanks for the link. I continue to collect info about this -- and someday I will find a fix or work-around.

Larry

2075. FA:Scrapyard Dog for Atari 7800 CIB Rare! Near mint!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 05:50:03 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <f4Uvc.4422$Pq2.857@newssvr22.news.prodigy.com>
Source record: 15782
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8109404312

2076. FA: Scrapyard Dog for Atari 7800 CIB Rare! Near mint!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 05:51:35 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <H5Uvc.4423$Kt2.1638@newssvr22.news.prodigy.com>
Source record: 15783

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8109404312

2077. Re: XEP80 Overscan -- Part III?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 09:44:54 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40c04492$1@news.inet.com.pl>
Source record: 15784

Music Shop Landgraaf wrote:
> Howdy Larry, folks
>
> > > I have been "reading up" on video displays, and I still can find no
> reason that
> > > the XEP80 should overscan so badly.
> >
> > [...]
> >
> > > Yet there must be some reasons that "it is what it is." PAL and SECAM
> displays
> > > have more vertical lines. Is overscan an issue with those displays,
> also?
> >
> > I barely can see the cursor under the screen edge on a regularly
> > adjusted PAL monitor! It goes beyond any reasonable limits and I was
> > once told that it is the PAL monitor problem while it should stay within
> > the limits on a NTSC one...
>
> I don't know why, but I have the impression that the XEP80 creates the
> bigger picture. I have 3 of those puppies (ABBUC sells them very cheap.
> Check out their shop http://www.abbuc.de/shop/hardware.html (german, but you
> can look at the pictures. Woldwide price, including shipping and handling
> is 18 Euro's, which would be I guess 20 to 22 USDollars. The closer you are
> to Europe, the cheaper they get). The bigger picture has nothing to do with
> the size in bits of the characters and the tv standard.
>
> What you have to do (I guess) is find the vertical height (and maybe
> horizontal width) adjust. Either inside (be carefull 25 kilovolt are bad
> for your health) or outside the case of the monitor. Tell us the brand and
> type of you monitor(s) and maybe one of the USA or Canadians can tell you
> where thesae knows/controls are.
>

I know how to find those. The problem is that:

a) there is barely enough range to make the picture fit on the screen

b) the monitor is to be used also for other signals (like the atari's
onboard video)

Unfortunately (barely) fitting the xep display makes the normal signal
picture look rather bad and messing with the srewdriver inside the
monitor on every switch is not what everybody likes. No, there are no
separate adjustments for the MONO and COMPOSITE inputs inside...

2078. Atari 8-bit weekend special: $1 software!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 10:12:54 UTC
From: dgs@clara.net
Message-ID: <3568e886.0406040212.65397978@posting.google.com>
Source record: 15785

Hello All,

This weekend (4-7 June 2004) we are offering you the chance to buy
from our range of commercial Atari 8-bit software from just US$1 each.
This is a special offer on our 'products by e-mail' service. You will
be e-mailed the software in both ATR and DCM formats along with
manuals in text or PDF format (as a .ZIP file). This offer includes
the Quick Programming Language (with 2 support disks) for US$2.

All payments will be using PayPal (at no extra charge). A shopping
cart/checkout system is being used to make ordering easy.

For more info on the products, and to order, please visit our website
http://www.dgs.clara.net

Dean Garraghty

2079. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 10:15:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040312430.27713-100000@onyx.spiritone.com>
Source record: 15787
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Atari 2600/ 7800 Games, Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and Consoles! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2080. Gaming Meet! Portland Atari Club! Portland, Oregon USA!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 10:19:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040315500.27713-100000@onyx.spiritone.com>
Source record: 15786
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club will be meeting to Socialize and Play Atari Video Games on the 1st Friday of each month at 7 PM! Call Tad at (503)656-8617 or goto WebLinks below!

http://Club.Atari.org Portland Atari Club News!
http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2081. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 10:29:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040326150.27713-100000@onyx.spiritone.com>
Source record: 15788
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2082. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 16:33:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40C0A474.380070C3@students.uni-mainz.de>
Source record: 15789

Hmmm,
maybe someone could write a nice A8 tool to copy/program/burn all stuff
you want (bootdisks, diskfiles) onto the 1Mbit / 128kbyte cartridge with
your Atari computer ...?!? Ok, that would require some extra RAM /
Ramdisk, but I guess it would be possible to burn the maxflash cart
without a PC... at least the 1 Mbit / 128kbyte version (not so sure
about the 8Mbit / 1 Mbyte version)... -Andreas.

Shawn Jefferson schrieb:
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
> ><snip>
> >"Shawn Jefferson" >
> >> Steve has written a perl script that creates a >programming ATR for you.
> > >
> > >I didn't see anything to download except the .zip that has flash.com and
> > >some *.A65 and MAXFLASH.PL. I guess the *.PL file is the script that
> > >creates a ATR.
> >
> > You have to go to the flashcart forums. There is a bunch of stuff there.
> >
> > >I was looking for an .ATR to be able to see what's on the cart, how much
> > >room it has. I have no idea what to do with a perl script. Is my computing
> > >right? A 1 mbit cart has about 128k bytes?
> >
> > 1Mbit is 128KB. The EXE packer function of the perl script lets you know
> > how much each exe file takes up on your cart and how much room you have
> > left.
> >
> > The instructions are fairly good about how to make an image with the perl
> > script, and you could always ask a question in the flashcart forums or
> > peruse the discussions that have already taken place.
> >
> > ---
> > Shawn Jefferson
> > (fix reply to for email)

2083. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 20:03:40 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <rA4wc.49705$zm5.25152@nntpserver.swip.net>
Source record: 15791
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"carmel" <carmel_andrews@hotmail.com> skrev i meddelandet
news:6912483e.0406010505.3cf4793c@posting.google.com...
> no chance, unless you've modified the oric from what i remember of it
> ...

The Oric probably has a low resolution colour map to offer colour in a high resolution graphics mode. If that is true, the Oric has at least one advantage over the Atari for background images in, for example, adventure games.

Also, I think I have read somewhere that the Oric can generate sound with various waveforms more suitable for music. Right or wrong?

Anders

2084. DOS 2.5 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 20:04:31 UTC
From: Tim <tim@somewhere.com>
Message-ID: <edl1c0hsk1oi5vmalqv64qhhpfcs4gqoog@4ax.com>
Source record: 15790

Hi,
I've been thinking about the DOS 2.5 / 1050 enhanced density diskette format and came to realization that the VTOC is not big enough to support all of the sectors on the disk (26 * 40 = 1040 sectors, 1040 / 8 = 130 bytes in the VOTC. If I recall correctly, the VTOC starts at offset 10 in the sector so there's really only 118 bytes available (representing 944 sectors).
I assume that there must be another sector allocated to represent the entire disk.
So, I have been searching all of the great Atari reference material online but can not find anything about the VTOC in this case.
Any one know of a reference for this?

Thanks!

Tim K.

2085. ANNC: *FREE* real time chat to discuss atari 8 bit issues

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 22:03:21 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <8057431590a93a89ffe220c498124e59@news.teranews.com>
Source record: 15792

ok, guys, i really did it this time. i was playing aroudn with adding stuff to my website(s) and created a realtime free chat room to discuss atari 8 bit related issues.

registration is *NOT* required but only if you want to reserve a username; usernames do *EXPIRE* after 31 days of non use while unregistered usernames expire after 8 minutes. it is powered by phpMyChat so I'm still working out the bugs.

http://www.rtdos.com/chat or

http://rtdos.com/chat

right now it should work but my webhosts server may be going down this weekend for maintenance (not sure when or for how long) this was more or less created as an experiment (see if it would benefit my websites) and what better group to test it out on than you guys. i hope to add this kind of chat room to my website for kids at http://www.villagecouncil.net but registration on *THAT* website *WOULD* be required (i believe that would be by law not sure but because it is a site for kids better be safe than sorry). other topics include:

acorn
amiga
apple 2
atari 8 bit
atari st
atari vcs
bbc micro
classic arcade
classic console
coco
colecovision
commodore
cpm
emulation
fairchild
laser
mame
mess
misc
nintendo
other
sega
tandy
texas instruments

timex sinclair
trs80
vectrex
vtech
abandonware
freeware
minix
ms dos
swap n shop
telcom admin
windows 3.x (including NT 3.5x)

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://rtdos.com/forum

"UN-official" acf webring
http://q.webring.com/hub?ring=acfwebring

This message is for the designated recipient only and may contain
privileged, proprietary, confidential, or other wise private information.
If you have received this message in error, please notify the sender
immediately and delete the original. Any other use of this email by
you is prohibited.

2086. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-04 23:28:02 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <6A7wc.9430$%F2.7561@attbi_s04>
Source record: 15793

Couldn't you use the cart as a "disk" for storage purposes? If you had
the program image on a disk, couldn't you make a program that read it
off that disk and put it into a position on the flash that was
precalculated via a text file or something?

Just a thought

Tony

Andreas Magenheimer wrote:
> Hmmm,
> maybe someone could write a nice A8 tool to copy/program/burn all stuff
> you want (bootdisks, diskfiles) onto the 1Mbit / 128kbyte cartridge with
> your Atari computer ...?!? Ok, that would require some extra RAM /
> Ramdisk, but I guess it would be possible to burn the maxflash cart
> without a PC... at least the 1 Mbit / 128kbyte version (not so sure
> about the 8Mbit / 1 Mbyte version)... -Andreas.
>
>
> Shawn Jefferson schrieb:
>
>>"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
>>
>>><snip>
>>>"Shawn Jefferson" >
>>>
>>>>Steve has written a perl script that creates a >programming ATR for you.
>>>
>>>I didn't see anything to download except the .zip that has flash.com and
>>>some *.A65 and MAXFLASH.PL. I guess the *.PL file is the script that
>>>creates a ATR.
>>
>>You have to go to the flashcart forums. There is a bunch of stuff there.
>>
>>
>>>I was looking for an .ATR to be able to see what's on the cart, how much
>>>room it has. I have no idea what to do with a perl script. Is my computing
>>>right? A 1 mbit cart has about 128k bytes?
>>
>>1Mbit is 128KB. The EXE packer function of the perl script lets you know
>>how much each exe file takes up on your cart and how much room you have
>>left.
>>
>>The instructions are fairly good about how to make an image with the perl
>>script, and you could always ask a question in the flashcart forums or

>>peruse the discussions that have already taken place.
>>
>>---
>>Shawn Jefferson
>>(fix reply to for email)

2087. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 01:25:45 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40c11de7.10371203@news>
Source record: 15794

The6502man <arudzki@yahoo.com>:
>Couldn't you use the cart as a "disk" for storage purposes? If you had
>the program image on a disk, couldn't you make a program that read it
>off that disk and put it into a position on the flash that was
>precalculated via a text file or something?

If you mean putting a one disk ATR image on the MaxFlash cart, Steve's perl script does that already. If you mean using the cartridge as a disk that you can write to like a ramdisk, that hasn't been done yet. Steve hasn't released the code for flashing the cartridge as of yet and nobody has written any software to do that.

There is some code to handle multi-disk games but it isn't complete, but Steve did mention that he would work on it again when he gets time. That would be great, especially with a 8Mbit cartridge.

Shawn Jefferson
(fix reply to for email)

2088. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 02:57:00 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrncc2djo.2lt.amajorel@atc5.vermine.org>
Source record: 15795
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

On 2004-06-04, Anders Skelander <ansk@hotmail.com> wrote:

> Also, I think I have read somewhere that the Oric can generate sound
> with various waveforms more suitable for music. Right or wrong?

The oscillators of the 8912 produce square waves, period. The
only ways I can think of are hacks:

- You can get some sort of sawtooth and triangle by using a
repeating envelope and setting the envelope rate so high that
it's in the audio range, but then you can't control the volume
anymore and the limited precision of the envelope times could
be a problem for musical applications.

- Sampling. As above, the idea is to force the waveform to
something else than square by changing the volume. The
difference is that, instead of having it done by the envelope
generator, you do it "manually".

http://www.defence-force.org/computing/oric/dbug/barbitoric/

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Ten years in Usenet taught me that there is nothing so ridiculous that
someone, somewhere doesn't believe it. -- Rui Pedro Mendes Salgueiro

2089. Re: Maxflash cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 03:56:04 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <ovbwc.8495$Sw.3796@attbi_s51>
Source record: 15796

No, I mean pre-figuring out how to create the flash image for a
multi-game cart and then creating the multi-game cart one game at a time
if thats all you can fit on the floppy disk at a time.

I'm imagining you having a small stack of floppies and an atari with the
maxicart installed and the atari "knowing" via a program and a script or
text file to load programs off the disks (one or more at a time), and
ask the user to swap disks and hit return.

I'm thinking it would be more like an archiver type of setup, with the
user just inserting disks and the program pulling the specified files
off of the disks.

I would LOVE to do a program like that.

Tony

Shawn Jefferson wrote:
> The6502man <arudzki@yahoo.com>:
>
>>Couldn't you use the cart as a "disk" for storage purposes? If you had
>>the program image on a disk, couldn't you make a program that read it
>>off that disk and put it into a position on the flash that was
>>precalculated via a text file or something?
>
>
> If you mean putting a one disk ATR image on the MaxFlash cart, Steve's perl
> script does that already. If you mean using the cartridge as a disk that
> you can write to like a ramdisk, that hasn't been done yet. Steve hasn't
> released the code for flashing the cartridge as of yet and nobody has
> written any software to do that.
>
> There is some code to handle multi-disk games but it isn't complete, but
> Steve did mention that he would work on it again when he gets time. That
> would be great, especially with a 8Mbit cartridge.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2090. Re: DOS 2.5 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 07:36:57 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0406042336.7c1c4b78@posting.google.com>
Source record: 15647

Tim <tim@somewhere.com> wrote in message
news:<edl1c0hsk1oi5vmalqv64qhhpfcs4gqoog@4ax.com>...
> Hi,
> I've been thinking about the DOS 2.5 / 1050 enhanced density diskette
> format and came to realization that the VTOC is not big enough to
> support all of the sectors on the disk (26 * 40 = 1040 sectors, 1040 /
> 8 = 130 bytes in the VOTC. If I recall correctly, the VTOC starts at
> offset 10 in the sector so there's really only 118 bytes available
> (representing 944 sectors).
> I assume that there must be another sector allocated to represent the
> entire disk.
> So, I have been searching all of the great Atari reference material
> online but can not find anything about the VTOC in this case.
> Any one know of a reference for this?
>
> Thanks!
>
> Tim K.

No reference per se, but the second VTOC sector for DOS 2.5's
enhanced density is to be found at sector 1024. For MyDOS it's
sector 358. I'm thinking sector 1023 is relevant because thats
the last sector that can be pointed to by the 'borrowed' bit
file number/next sector link system, such as to make sectors
above 1023 not usable for normal file access anyway. There was
a program for 2.5 enhanced disks that would catalog 'extra' info
for the disk there, kind of a description of each entry in the
directory if you wanted to bother to type that in. Only program
I ever heard of that 'knew' about or used the tail end of a
DOS 2.5 enhanced disk. We are only talking about 16 sectors that
are unusable here.

I would have thought that the manual for the 1050 that was also
a DOS 2.5 reference (red and white book, IIRC) would be THE
source for this kind of info, I assume you've already seen it?

2091. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 08:09:41 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <40c17e84$0$12502$626a14ce@news.free.fr>
Source record: 15648
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

> [...]
> - Sampling. As above, the idea is to force the waveform to
> something else than square by changing the volume. The
> difference is that, instead of having it done by the envelope
> generator, you do it "manually".
>
> http://www.defence-force.org/computing/oric/dbug/barbitoric/

Well, the Barbitoric does not have any sample player in it.

Will got better chances with the Quintessential demo:
http://www.defence-force.org/computing/oric/dbug/vip_4/index.htm

Dbug :)

2092. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 10:45:45 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <ivhwc.11496$NK4.1492793@stones.force9.net>
Source record: 15649
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"Anders Skelander" <ansk@hotmail.com> wrote

> Also, I think I have read somewhere that the Oric can generate sound with
> various waveforms more suitable for music. Right or wrong?
>

The wave forms available are volume waveforms which can be used to make a
note sound a bit more like the note of an instrument i.e 'ping' instead of
'mmmmmmm'. (Similar to the BBC computer)

The sound used for each note is a square wave though.

The C64 offers different wave forms which gives different tonality to the
sounds which makes a huge difference.

Steve M

2093. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 10:48:58 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <iyhwc.11497$NK4.1493041@stones.force9.net>
Source record: 15650
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"Andre Majorel" <amajorel@teezer.fr> wrote

> - You can get some sort of sawtooth and triangle by using a
> repeating envelope and setting the envelope rate so high that
> it's in the audio range, but then you can't control the volume
> anymore and the limited precision of the envelope times could
> be a problem for musical applications.

Has anyone looked at this on an oscilloscope ? I think it is a triangle waveform as it seems to use a spike created by the envelope generator being turned on. The trouble is there is a gap until the next spike which gives a sort of partial waveform resulting in a slightly unpleasant tone.

I found it interesting that the notes you get are an inverted harmonic series.

Steve M

2094. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 11:46:25 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrncc3bh2.2lt.amajorel@atc5.vermine.org>
Source record: 15651
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

On 2004-06-05, Steve Marshall <sdm@atmosBlockA.plus.com> wrote:
>
> "Andre Majorel" <amajorel@teezer.fr> wrote
>
>> - You can get some sort of sawtooth and triangle by using a
>> repeating envelope and setting the envelope rate so high that
>> it's in the audio range, but then you can't control the volume
>> anymore and the limited precision of the envelope times could
>> be a problem for musical applications.
>
> Has anyone looked at this on an oscilloscope ? I think it is a triangle
> waveform as it seems to use a spike created by the envelope generator being
> turned on. The trouble is there is a gap until the next spike which gives a
> sort of partial waveform resulting in a slightly unpleasant tone.

I haven't looked at it but I've listened to it. It sounds like a
loud buzz, similar to what comes out of a substractive synthesis
synth with the filter wide open.

From what I know of the 8912, the waveform is not a sawtooth or
triangle in that the "slope" of the waveform is an exponential
curve, not a straight line. The spectrum of that pseudo-sawtooth
must be different from that of a true sawtooth (a = 1/f) but it
does have even harmonics, and that's the point (a square wave
only has odd harmonics).

> I found it interesting that the notes you get are an inverted harmonic
> series.

Which is also true of the regular oscillators, by the way.

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Ten years in Usenet taught me that there is nothing so ridiculous that
someone, somewhere doesn't believe it. -- Rui Pedro Mendes Salgueiro

2095. Re: *FREE* real time chat to discuss atari 8 bit issues

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 15:47:07 UTC
From: *ProteanThread* <"rtdos hotmail com">
Message-ID: <Ev2dnZ3RqbQldlzdRVn-uA@bresnan.com>
Source record: 15652

"*ProteanThread*" <sysop@rtdos.com> wrote in message
news:8057431590a93a89ffe220c498124e59@news.teranews.com...
> ok, guys, i really did it this time. i was playing aroudn with adding
stuff
> to my website(s) and created a realtime free chat room to discuss atari 8
> bit related issues.
>
> registration is *NOT* required but only if you want to reserve a username;
> usernames do *EXPIRE* after 31 days of non use while unregistered
usernames
> expire after 8 minutes. it is powered by phpMyChat so I'm still working
out
> the bugs.
>
> http://www.rtdos.com/chat or
>
> http://rtdos.com/chat
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Woodzy
> http://rtdos.com/forum
>

Maybe, perhaps, we can schedule weekly real time live chats; a schedule
agreed upon by the consensus of the group; or just pop in and out of the
chat rooms whenever ? What do you think ? What would you like to see to
make it work ?

2096. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 20:38:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40c1da6884c752@comcast.net>
Source record: 15653
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

>no chance, unless you've modified the oric from what i remember of it
>
>it was basically a 6502 version of the speccy (or sinclair spectrum
>for the benefit of our american cousins) i.e mostly tape driven, did
>sport a disk drive but never saw it, it had preprogrammed sound
>effects built in, it used the same AY-PSG thatr was used in the
>speccy, ST and CPC
>
>Graphics wise, even the msx/amstrad was better then the oric (but they
>were z80) if you want a close comparison to the oric think about the
>vic 20 or the orig. apple 2 (but without custom hardware (like the A8
>had)
>
>I seem to remember seeing a oric in a computer shop in the stevenage
>town centre back in the back end of 82... certainly wasn't 83 (just
>across the bridge from the station and the theatre/sports hall
>complex- gordon craig i think it was called)

The Oric was a good computer, but not better than the Atari
computers. Graphics were not that great on the Oric, but they were
good enough to get by with. The sound was ok. Of course this is
just my opinion....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2097. AtariWin 3.1 network feature using Kaillera.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-05 23:53:53 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <YbCdnaA4D9mPwF_dRVn_iw@comcast.com>
Source record: 15654

This feature uses Kaillera 9 client, by the way.

Somebody besides myself has to try this function of AtariWin 3.1 and let me know if they get this same error:

I receive the pop-up error, "The ROM is not available on your computer" when I try to join a game in waiting. Kaillera 9 is built into the AtariWin 3.1 emulator.

I'm doing this on my own home LAN between my 2 networked computers.

Both have the identical files - including the ROM it insists I don't have.

Any ideas? Does it want the ROM to be in a specific directory? I tried it in a bunch of places in any case.

From my 2nd PC I can see the game I want running, so I click JOIN then I get that pop-up error I mentioned. I'm positive I have everything I need on both PCs.

So I'm stumped. Thanks for any input! I took a screenshot of the error and saved it as a JPEG if anybody is interested.

-regards,
Z

2098. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-06 00:27:27 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <qytwc.11263$wl4.1340694@wards.force9.net>
Source record: 15655
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"Andre Majorel" <amajorel@teezer.fr> wrote

> > I found it interesting that the notes you get are an inverted harmonic
> > series.
>
> Which is also true of the regular oscillators, by the way.

Why inverted ?

Steve M

2099. Re: oric better then atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-06 01:34:25 UTC
From: Andre Majorel <amajorel@teezer.fr>
Message-ID: <slrncc4t46.oga.amajorel@atc5.vermine.org>
Source record: 15656
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

["Followup-To:" header set to comp.sys.oric.]
On 2004-06-06, Steve Marshall <sdm@atmosBlockA.plus.com> wrote:
>
> "Andre Majorel" <amajorel@teezer.fr> wrote
>
>> > I found it interesting that the notes you get are an inverted harmonic
>> > series.
>>
>> Which is also true of the regular oscillators, by the way.
>
>
> Why inverted ?

For the same reason. In the 8912, the oscillators are "tuned"
just like the envelope generator is, by specifying the period as
a multiple of a certain time constant (16 ï¿½s, as I recall).

Therefore their frequency is constrained to (1 / (n * 0.000016))
where n is an integer. In terms of notes, the high end would be
like C3 D3 F3 Ab3 C4 F4 C5 C6. I suppose this is what you meant
by "inverted harmonic series" ?

--
Andrï¿½ Majorel <URL:http://www.teaser.fr/~amajorel/>
Ten years in Usenet taught me that there is nothing so ridiculous that
someone, somewhere doesn't believe it. -- Rui Pedro Mendes Salgueiro

2100. Multi-Game cartridge for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-06 04:53:26 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <arxwc.4789$NI3.3718@newssvr22.news.prodigy.com>
Source record: 15657
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
Multi-Game cartridge for Atari 5200 SuperSystem
Cartridge has on screen menu. Game is selected with joystick or by entering
game number on keypad.

This cart includes NEW TITLES for the 5200 not available anywhere else,
including:

Demon Attack!
Turmoil
Fast Eddie
Diamond Mine
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Atlantis (XL Conversion)
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Chess (XL Conversion)
Crystal Castles (XL Conversion)
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Jawbreaker (XL Conversion)
Jumpman Jr (XL Conversion)
K-Star Patrol (XL Conversion)
Pastfinder (XL Conversion)
Preppie (XL Conversion)
Satans Hollow (XL Conversion)
Tapper (XL Conversion)

Complete List of Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt
```

Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 05192004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demon Attack (XL Conversion)
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
Diamond Mine (XL Conversion)
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Fast Eddie (XL Conversion)
Final Legacy
Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian
Gorf
Gremlins
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork

Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout

Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Turmoil (XL Conversion)
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order.

2101. Re: Gaming Meet! Portland Atari Club! Portland, Oregon USA!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 01:17:54 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <6nPwc.39787$4x2.7624@fe2.texas.rr.com>
Source record: 15658
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Cool! I'm planning on a move to southern OR within the next month or so.
Maybe I'll be able to make one of these.
Mo

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0406040315500.27713-100000@onyx.spiritone.com...
> Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club
> will be meeting to Socialize and Play Atari Video Games on the 1st Friday
> of each month at 7 PM! Call Tad at (503)656-8617 or goto WebLinks below!
>
> http://Club.Atari.org Portland Atari Club News!
> http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

2102. now that i posted mine, are there any other forum / chat sites that are atari related ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 02:35:43 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <n_-dnfAifMHhSV7dRVn_iw@bresnan.com>
Source record: 15659

now that i posted my chat / forum sites (see sig; note time of scheduled
chats) are there any others for the atari ? might be a good time to compile
a list of what is left.

--
Woodzy
http://www.rtdos.com
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT and
every Sunday @ 1PM MDT

2103. Atari Hangout Chat Currently Down

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 11:56:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002e293@fmlynet.org>
Source record: 15663

FamilyNet Newsgate

For those that have been trying to reach the Atari Hangout Chatroom at www.jrthompson.org/atari unfortunately the server is down and the webhost is not sure when he will have a server setup in the near future. Will announce when it comes back up.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2104. Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 13:45:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040607094521.15734.00000431@mb-m24.aol.com>
Source record: 15660

Of the double-sided drives for Atari, what were the different schemes to access side 2?

XF551 -- Outside to inside tracks on side one, then inside to outside on side 2?

Percom -- Outside to inside tracks, alternating to both sides? (T1-S1, T1-S2...)

Floppy Board -- Same as XF551?

ATR 8000 -- Same as Percom?

Trak? Astra? How about the European-released drives?

Were there other formats/methods?

Larry

2105. AtariWin 3.1 Plus - network play worked.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 14:19:08 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0406070619.1b709714@posting.google.com>
Source record: 15661

hey all -

I finally got the networking feature to work -sort of- on my
AtariWin3.1 program. I did start and join a game.

The only problem I experience now is that the program tells me that
both users are trying to use the same joystick/port. I don't know why
it says that!

Computer #1 uses its usb gamepad and I set AtariWin to use stick port
1.

Computer #2 uses the keypad and I set AtariWin to use stick port 2.

So what's the conflict?

-yoink,
me

2106. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 18:28:23 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <wo2xc.29751$BH2.6493@bignews3.bellsouth.net>
Source record: 15662

Xakly wrote:

> Just wondering if anyone might know what would cause the dreaded 'green
> screen' on an Atari 800xl? System powers up and the screen display is
> green - nothing else. Is there a common problem that can cause this? Also,
> is there an easy way to check or verify the problem? Ram is socketed.
>
> Thanks for any help you can offer.

This may be a bit late, but before powering that thing up again, check the voltage coming out of the power supply. ANYTHING other than 5vdc(4.8 to 5.2) means the supply is gone, and if the voltage is high, at least one or more of the custom chips in the XL as well (usually the MMU is the first to go). Even if you DO get 5vdc, check the AC voltage (known as ripple) coming out of the supply. Any more than .1 volt will also cause problems.

Hope this helps.

2107. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 21:41:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <fhn9c091smp71auin6678b700pialh17ve@4ax.com>
Source record: 15665

On 07 Jun 2004 13:45:21 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Of the double-sided drives for Atari, what were the different schemes to access
>side 2?
>
>XF551 -- Outside to inside tracks on side one, then inside to outside on side
>2?
>
>Percom -- Outside to inside tracks, alternating to both sides? (T1-S1,
>T1-S2...)
>
>Floppy Board -- Same as XF551?
>
>ATR 8000 -- Same as Percom?
>
>Trak? Astra? How about the European-released drives?
>
>Were there other formats/methods?
>
>Larry

Looking at the FAQ section where it would be nice for this information to be presented clearly :), namely 3.5) or http://www.faqs.org/faqs/atari-8-bit/faq/section-21.html , I would say that all the double-sided drives should use the same scheme as what Percom originally established, the exception being the XFD601B and XFD602B which someone once reported to me as being compatable with the XF551's method of double-sided operation. That's what "XFF551 compat" is supposed to mean where those two drives are mentioned in the FAQ.

Come to think of it, I thought the Percom "standard" was the opposite of the XF551: outside to inside on side 1, then outside to inside on side 2.

Any more enlightened contributions would be great! Then we can get the FAQ clarified on this.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2108. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 22:09:21 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <uqp9c0hf1tctrrntb7boq1lk3u64ii80qq@4ax.com>
Source record: 15666

On Mon, 07 Jun 2004 16:15:08 -0700, Charles Richmond
<richmond@plano.net> wrote:

>I have played and liked very much...the Atarisoft version of
>Ms. Pac-Man for the TI-99/4A. The movement is very smooth and
>the music and sound effects work well.

that is one version I still have not tried. I will try to track down
an emulator. I am addicted to these pac man games, believe it or not
I was playing pac man on an IQUE PDA today, now that is an addiction.

kvn

2109. Re: Ms. Pacman Face-Off

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-07 23:15:08 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <40C4F6FB.85860A89@plano.net>
Source record: 15664

```
"|
>
> On Tue, 01 Jun 2004 19:55:23 -0400, Daniel Miller
> <NOSPAMdaclmi@sisna.com> wrote:
>
> >In the current issue of RetroGaming Times Monthly there's a head to
> >head competition between various versions of Ms. Pacman. The Atari
> >8bit was evidently the pick of the author, but he hedged and called it
> >a four-way tie for winner. Check it out:
> >
> >http://my.stratos.net/~hewston95/RTM/RTM_Home.htm
> >
> >Personally I find that the Atari 8bit versions of Pacman and Ms.
> >Pacman are not that great. The movement is not smooth, if you look at
> >it I think the ghosts and player move 2 pixels at a time as opposed to
> >one. For some reasons the mazes feel small regardless of the size of
> >the monitor. And the game control doesn't seem to handle so well.
> >
> >The author sampled a lot more versions than I ever have, but the best
> >home version of Ms. Pacman I have ever played is the Atari 2600
> >version, which is a true masterpiece given the limitations of the
> >2600. The play value is outstanding and it is smoother than the 8bit
> >version. IMO it's the best cartridge ever published for the 2600.
>
> I'm a big fan of Ms. Pac Man. There are some great looking versions
> for the NES, Genesis and SNES, but for overall fun factor and
> challenge I give the atari 8-bit version the thumbs up. I 100% agree
> it is the best short of the arcade version. By the way interesting
> bit of trivia: the 8bit version was programmed by the same person
> who designed the arcade version, which was itself a hack of the
> original pac man (ie. MS pac man at the arcade was just Pac man with
> different roms).
>
I have played and liked very much...the Atarisoft version of
Ms. Pac-Man for the TI-99/4A. The movement is very smooth and
the music and sound effects work well.

--
+------------------------------
| Charles and Francis Richmond
| richmond at plano dot net
| Re-Defeat Bush!!!
+------------------------------
```

2110. Re: now that i posted mine, are there any other forum / chat sites that are atari related ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 00:56:54 UTC
From: "Erik S. Klein" <ekklein@pacbell.net>
Message-ID: <q98xc.68265$Er4.19729@newssvr29.news.prodigy.com>
Source record: 15667

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:n_-dnfAifMHhSV7dRVn_iw@bresnan.com...
> now that i posted my chat / forum sites (see sig; note time of scheduled
> chats) are there any others for the atari ? might be a good time to
compile
> a list of what is left.
>

There's an active general forum for vintage computing at
www.vintage-computer.com/vcforum. The boards are pretty lively with topics
related to Apples, Ataris, Commodores, CP/M and S-100 machines, DEC gear,
Tandy and more.

More visitors are always welcome!

Erik Klein
www.vintage-computer.com
www.vintage-computer.com/vcforum
The Vintage Computer Forum

2111. Re: AtariWin 3.1 Plus - network play worked.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 03:00:42 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10caaumm7od02e9@corp.supernews.com>
Source record: 15668

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ec1749c9.0406070619.1b709714@posting.google.com...
| hey all -
|
| I finally got the networking feature to work -sort of- on my
| AtariWin3.1 program. I did start and join a game.
|
| The only problem I experience now is that the program tells me that
| both users are trying to use the same joystick/port. I don't know why
| it says that!
|
| Computer #1 uses its usb gamepad and I set AtariWin to use stick port
| 1.
|
| Computer #2 uses the keypad and I set AtariWin to use stick port 2.
|
| So what's the conflict?
|
| -yoink,
| me

Hi Z.B
Which two player game are you trying to play. The rom may not know how to switch player in some games. And expects that both joystick are attached to both networked stations. Try having identical emulated or other wise joystick configured the same on each Network station.
This is just a guess, I have tried several times also, and the closest I got was with Atari Invaders with two joysticks configured on each connection. My daughter was using the second joystick port on her computer and I was using the first joystick port. Tedious and difficult at best.
Try some of the new multiplayer games created for group gaming..
Good Luck
RoyE

2112. Re: AtariWin 3.1 Plus - network play worked.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 03:56:02 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <uFaxc.14004$Oc4.4562@bignews1.bellsouth.net>
Source record: 15669

I would like to know if Archon works, that would kick ass.

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm
"RoyE" <r-dean@ charter.net> wrote in message
news:10caaumm7od02e9@corp.supernews.com...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ec1749c9.0406070619.1b709714@posting.google.com...
> | hey all -
> |
> | I finally got the networking feature to work -sort of- on my
> | AtariWin3.1 program. I did start and join a game.
> |
> | The only problem I experience now is that the program tells me that
> | both users are trying to use the same joystick/port. I don't know why
> | it says that!
> |
> | Computer #1 uses its usb gamepad and I set AtariWin to use stick port
> | 1.
> |
> | Computer #2 uses the keypad and I set AtariWin to use stick port 2.
> |
> | So what's the conflict?
> |
> | -yoink,
> | me
>
> Hi Z.B
> Which two player game are you trying to play. The rom may not know how to
> switch player in some games. And expects that both joystick are attached
to
> both networked stations. Try having identical emulated or other wise
> joystick configured the same on each Network station.
> This is just a guess, I have tried several times also, and the closest I
> got was with Atari Invaders with two joysticks configured on each
> connection. My daughter was using the second joystick port on her
computer
> and I was using the first joystick port. Tedious and difficult at best.
> Try some of the new multiplayer games created for group gaming..
> Good Luck
> RoyE
>

>
>

2113. "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 14:54:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <r5kbc0dlpb5oo1vhqlr56jgkekm33i6pbv@4ax.com>
Source record: 15670

I'm in the home stretch of weeding out obsolete information from the vendors/developers list.

The following are the only two German Atari vendors in my list that I am unable to verify the status of myself. Unless someone knows personally of their status, I need someone in Germany to try writing to these two addresses to find out if they are still there.

If they do still exist, updated contact info and especially a web site address would be ideal. No response should mean they no longer support the 8-bit Atari.

H.A.P.S. UNVERIFIED
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HOFACKER UNVERIFIED
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Thanks for your help!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2114. "Unverified" Atari vendors in Peru (3 of them)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 14:59:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <dkkbc099f7aru5pv7e90c90u0e53pdg24m@4ax.com>
Source record: 15671

I'm in the home stretch of weeding out obsolete information from the vendors/developers list.

The following are the three Atari vendors in Peru in my list that I am unable to verify the status of myself. Unless someone knows personally of their status, I need someone in Peru, or at least in South America, to try writing to these 3 addresses to find out if they are still there. If you're really enthused you could try the phone numbers, but I find phone numbers to be even less likely to still work than postal addresses.

If they do still exist, updated contact info and especially a web site address would be ideal. No response should mean they no longer support the 8-bit Atari.

Altronic E.I.R.L. UNVERIFIED
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Valdez Computer Service UNVERIFIED
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Thanks for your help!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2115. "Unverified" Atari developer in France: Bertrand Le Roy

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 15:03:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <2vkbc0poknenbn4pil8e1htt2p8hkeu4b1@4ax.com>
Source record: 15672

I'm in the home stretch of weeding out obsolete information from the vendors/developers list.

The following is the one French Atari developer in my list that I am unable to verify the status of myself. Unless someone knows personally of his status, I need someone in France, or at least who speaks French, to try writing to this address to find out if he is still there.

If his is still there, updated contact info and especially a web site address would be ideal. No response should mean he no longer supports the 8-bit Atari.

Bertrand Le Roy UNVERIFIED
72 rue des landes
78400 Chatou
France
Developer: F.R.E.E. (graphic adventure)

Thanks for your help!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2116. Re: "Unverified" Atari vendors in Peru (3 of them)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 18:21:39 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2i0cc0hjnj3f7hg360nrjivvei77rkk3ve@4ax.com>
Source record: 15673

On Tue, 08 Jun 2004 14:59:38 GMT, Michael Current <hunmanik@earthlink.net>
wrote:

>I'm in the home stretch of weeding out obsolete information from the
>vendors/developers list.
>
>The following are the three Atari vendors in Peru in my list that I am unable
>to verify the status of myself. Unless someone knows personally of their
>status, I need someone in Peru, or at least in South America, to try writing
>to these 3 addresses to find out if they are still there. If you're really
>enthused you could try the phone numbers, but I find phone numbers to be even
>less likely to still work than postal addresses.
>
>If they do still exist, updated contact info and especially a web site address
>would be ideal. No response should mean they no longer support the 8-bit
>Atari.
>
>Altronic E.I.R.L. UNVERIFIED
>Bolognesi 952
>Bellavista
>Callao 2
>Peru
>tel: (51)(1) 429-4298
> Vendor: New and used hardware and software
> Repair Shop.
>
Well, I've seen the guy on occasion (more on that a little later); while it's
certain he still deals on Amiga hardware and software, I'm not sure about Atari.
I might ask next time.

>Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
>Van Dyck 188
>San Luis
>Lima 30
>Peru
>tel/FAX: (51)(1) 346-2649
> Publisher: ATARI Creativo, Informatica Creativa (both out of print;
>however, back issues are still available, and also disks with the programs
>from all numbers. Will return to print if there are enough buyers!)
>
Publicaciones Creativas is still in business, though things have been a bit
rough to them lately. They had been publishing a magazine about Manga & Anime
(see http://www.sugoi.com.pe/), but currently the issues publishing dates have
become erratic. Lots of back issues from Informï¿½tica Creativa in storage,
though, if anyone's interested. I go over there a couple of times a week to do

maintenance to their hardware, and that's where I've met the guy from Altronic (curiously enough, up to last year I'd never actually met him in person, only spoken to him over the phone).

>Valdez Computer Service UNVERIFIED
>Mariano Carranza 226, of. 306
>Santa Beatriz
>Lima 1
>Peru
>tel: (51)(1) 471-2660/470-9079
> Vendor: used hardware and software
> Repair shop.
>
Not sure about this one, it's been a really long time since I last went over there.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2117. Re: "Unverified" Atari vendors in Peru (3 of them)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 19:16:08 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <c33cc05mcio49hrdcmqu7hqo5634qjdls8@4ax.com>
Source record: 15674

Thanks for the feedback!

On Tue, 08 Jun 2004 13:21:39 -0500, machf <no_me_j.machf@terra.com.pe> wrote:

>>Altronic E.I.R.L. UNVERIFIED
>>Bolognesi 952
>>Bellavista
>>Callao 2
>>Peru
>>tel: (51)(1) 429-4298
>> Vendor: New and used hardware and software
>> Repair Shop.
>>
>Well, I've seen the guy on occasion (more on that a little later); while it's
>certain he still deals on Amiga hardware and software, I'm not sure about Atari.
>I might ask next time.

Excellent! If he still deals with Atari I hope you can verify the contact
info, and see if he has a web page. If I don't hear back from you, or anyone
else, I'll eventually delete the entry.

>>Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
>>Van Dyck 188
>>San Luis
>>Lima 30
>>Peru
>>tel/FAX: (51)(1) 346-2649
>> Publisher: ATARI Creativo, Informatica Creativa (both out of print;
>>however, back issues are still available, and also disks with the programs
>>from all numbers. Will return to print if there are enough buyers!)
>>
>Publicaciones Creativas is still in business, though things have been a bit
>rough to them lately. They had been publishing a magazine about Manga & Anime
>(see http://www.sugoi.com.pe/), but currently the issues publishing dates have
>become erratic. Lots of back issues from Informï¿½tica Creativa in storage,
>though, if anyone's interested. I go over there a couple of times a week to do
>maintenance to their hardware, and that's where I've met the guy from Altronic
>(curiously enough, up to last year I'd never actually met him in person, only
>spoken to him over the phone).

Well, they sure don't make their contact info easy to find on that web site,
but at least they have one. Do I have the contact info right?

Can you detail what issues are available? I, for one, might be interested in
adding to my Atari magazine collection.

I wish something would happen to make their stored back issues/disks more
available. Maybe they could be encouraged to put up a web page describing
their availability, or maybe, if they really don't care, you'd be willing to
take them off their hands and try selling them off to us yourself? Just some
thoughts.

>>Valdez Computer Service UNVERIFIED
>>Mariano Carranza 226, of. 306
>>Santa Beatriz
>>Lima 1
>>Peru
>>tel: (51)(1) 471-2660/470-9079
>> Vendor: used hardware and software
>> Repair shop.
>>
>Not sure about this one, it's been a really long time since I last went over
>there.

I hope you can check it out some time. If I don't hear back from you, or
someone else, I'll delete the entry eventually.

Thanks again!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2118. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 22:50:57 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$6cf0zh$ox9$1@lnews.actcom.co.il>
Source record: 15675

I'm using the 5V output of a PC power supply for my 130XE. It seems to have caused zero problems over the years, and I really enjoy not having to use an extra power brick (the PC is also the disk drive and the monitor, basically no Atari-specific hardware other than the XE and sio2pc cable, but I digress).

Anyway, is this stupid?

-itay

"Lenard Spencer" <lspenc13@bellsouth.net> wrote in message news:wo2xc.29751$BH2.6493@bignews3.bellsouth.net...
> Xakly wrote:
>
> > Just wondering if anyone might know what would cause the dreaded 'green
> > screen' on an Atari 800xl? System powers up and the screen display is
> > green - nothing else. Is there a common problem that can cause this?
Also,
> > is there an easy way to check or verify the problem? Ram is socketed.
> >
> > Thanks for any help you can offer.
>
> This may be a bit late, but before powering that thing up again, check the
> voltage coming out of the power supply. ANYTHING other than 5vdc(4.8 to
> 5.2) means the supply is gone, and if the voltage is high, at least one or
> more of the custom chips in the XL as well (usually the MMU is the first
to
> go). Even if you DO get 5vdc, check the AC voltage (known as ripple)
> coming out of the supply. Any more than .1 volt will also cause problems.
>
> Hope this helps.
>

2119. Re: Dreaded Green Screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 23:47:28 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <vvjcc0trq31bl1ib4836cn7krdk8inc7lj@4ax.com>
Source record: 15676

On Wed, 9 Jun 2004 00:50:57 +0200, "phozz bare" <phozz@nowhere.com>
wrote:

>I'm using the 5V output of a PC power supply for my 130XE. It seems to have
>caused zero problems over the years, and I really enjoy not having to use an
>extra power brick (the PC is also the disk drive and the monitor, basically
>no Atari-specific hardware other than the XE and sio2pc cable, but I
>digress).
>
>Anyway, is this stupid?

wow that sounds cool...

kvn

2120. FA 1 day left Nutting Computer Space First coin op games ever !!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-08 23:52:26 UTC
From: ohiofire5@yahoo.com
Message-ID: <346709f3.0406081552.605fd3a1@posting.google.com>
Source record: 15677

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=ohiotoy5&include=0&since=-1&sort=3&rows=50

2121. Using DISKRX

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 03:57:22 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10cd2kts7eji45a@corp.supernews.com>
Source record: 15678

Hi, Iam trying to use DISKRX and the option to tag sectors for writing tagged sectors to a file Option 1. Just how do I tag sectors for writing to another file. Thanks

RoyE

2122. 8-bit software for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 17:15:27 UTC
From: lener@vt.edu
Message-ID: <lener-0906041215270001@geolib01.geol.vt.edu>
Source record: 15679

Priced to sell. E-mail me at lener@vt.edu for details on any items of interest. (U.S. buyers only please.) Thanks.

Atari 8-bit cartridge games
Barnyard Blaster (boxed)
Blue Max
Bug Hunt
E.T. Phone Home cartridge only
Fight Night (manual only)
Flight Simulator (manual only)
Hardball
Missile Command (cartridge only)
One-on-One
Pac-Man (cartridge only)
Space Invaders (cartridge only)
Star Raiders (cartridge only)
Time Bound (cartridge only)

Other
Atari Home Computer 6-game Cartridge Case (gray)
Blaster Auto Fire Module (says it works with 2600 & 400/800 on box)

2123. BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 18:33:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ca7l0d$d19$1@reader13.wxs.nl>
Source record: 15680

Hi

Just one simple question? If you are a real atari 8bit freak, wouldn't it be atari-heaven for you, if you could write these kind of postings on a BBS, running on REAL atari 8bit equipment?

I would say YES of course. I have been running BBS the atari Inside for a few months now on the internet, and the interest is only 2 callers a day or less.

I was wondering: why don't you writers in comp.sys.atari.8bit write some of their messages on a REAL atari 8bit bbs, running on 100% atari, without emulators or PC help?

Please take a look at it.

If the bbs is not gaining interest, I'll pull the plug. It is really wasting of energy running the bbs for almost no-body.

Thanks,
Marius

telnet://213.10.217.144:8888

2124. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 19:50:22 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <m6qec09362ptvdtqttb241s33keqgt746n@4ax.com>
Source record: 15681

On Wed, 9 Jun 2004 20:33:33 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>Hi
>
>Just one simple question? If you are a real atari 8bit freak, wouldn't it be
>atari-heaven for you, if you could write these kind of postings on a BBS,
>running on REAL atari 8bit equipment?
>
>I would say YES of course. I have been running BBS the atari Inside for a
>few months now on the internet, and the interest is only 2 callers a day or
>less.
>
>I was wondering: why don't you writers in comp.sys.atari.8bit write some of
>their messages on a REAL atari 8bit bbs, running on 100% atari, without
>emulators or PC help?
>
>Please take a look at it.
>
>If the bbs is not gaining interest, I'll pull the plug. It is really wasting
>of energy running the bbs for almost no-body.
>
>Thanks,
>Marius
>
>telnet://213.10.217.144:8888
>

I enjoyed bbs's for years back in the 80's and even early 90's but the
popularity/convience of the internet has made them obsolete. I'm
sorry to say you will never be able to maintain a decent following.
That said, I did log onto your bbs a while ago just to see what it was
like and it is cool that you have an 8-bit on the net... Someone had a
800 hooked up to an ethernet card and it was serving web pages a
couple years ago (I think poor Colleen got slashdotted in about .005
seconds though) unfortunately it was taken off line.

kvn

2125. looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 22:37:49 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <056260f18a40a4349a150c86773b2184@news.teranews.com>
Source record: 15682
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

yes, i am cross posting this to multiple comp.sys.* groups but let me finsih before you flame me (sheesh):

i've searched and googled and searched but can't find any decent boot up or start up screenshots of the various classics that look good as (800*600) or (1024*768) wallpaper (even some 640*480 would do) but most are thumbnails (320*200) or smaller and don't look good as stretched wallpaper. Alta Vista which has the best wallpaper search (IMHO) and couldn't find anything there either that pertained to the classics (except boot screens for ms dos, ms windows, etc.but not the classics). i've come across multiple sites with screen shots of games and apps and stuff but no screen shots of boot screens or startup screens that would make good wallpaper (too small or too blurry).

can anyone help ? (please share your links here as others may be interested)

...interestingly enough i've come across several screen savers but no boot up or start up screen shots.

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and every Sunday @ 1PM MDT (1900 GMT)

2126. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 23:00:35 UTC
From: Jens-Eike Hartwig <jeh994@netscape.net>
Message-ID: <ca84q2nbi07$1@news.t-online.com>
Source record: 15683
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

TI-99/8 in 640*480 (native capture format of my TV-card):
http://home.t-online.de/home/j-e_hartwig/index998.html

GreeTIngs

Jens-Eike

ProteanThread wrote:

> i've searched and googled and searched but can't find any decent boot up or
> start up screenshots of the various classics that look good as (800*600) or
> (1024*768) wallpaper (even some 640*480 would do) but most are thumbnails
> (320*200) or smaller and don't look good as stretched wallpaper.

2127. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-09 23:25:19 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <2ipkhsFpki60U1@uni-berlin.de>
Source record: 15684
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

ProteanThread wrote:
> i've come across multiple sites with screen shots of
> games and apps and stuff but no screen shots of boot screens or
> startup screens that would make good wallpaper (too small or too
> blurry).

This may sound silly, but since the native resolution of a lot of
8-bit machines was 320x200 or less, surely you'd be hard pressed to
get screenshots at anything above. Unless they've been stretched and
anti-aliased or whatnot?

MikeW

2128. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 00:13:27 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <7e9fc0965parit73bin18nf7in734544nh@4ax.com>
Source record: 15685

On Wed, 9 Jun 2004 23:33:39 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>I understand your point completely, but then again: the different feeling
>between BBS and internet is the same difference between running an emulator
>or running the real thing.

Like I said I think it's cool that an 8bit computer is doing anything
productive in 2004, but I disagree with your statement above. It may
seem "real" to you, but when I logged onto your bbs I was still using
a Windows XP telnet window on this side, it wasnt the same. When I
think of Atari bbs's (and I go back to the days of Amis and FoReM) I
think of the blocky atari font, "<press return for atascii/ascii>" the
way the cursor slides across the screen in 300 or 1200 baud. The
sound I heard through the speaker as the text printed on the screen (a
faint sound like fanning a deck of cards) the cursor flying around
like crazy as it draws atascii animations and graphics. Well, you get
the idea, in fact I think if there were some way I could use an
emulator to log on to your bbs it would feel much more real to me.

Just my two cents.

kvn

2129. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 00:32:35 UTC
From: Mark McDougall <markm@vl.com.au>
Message-ID: <40c7ac21$0$29805$5a62ac22@freenews.iinet.net.au>
Source record: 15686
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

ProteanThread wrote:

> i've searched and googled and searched but can't find any decent boot
> up or start up screenshots of the various classics that look good as
> (800*600) or (1024*768) wallpaper (even some 640*480 would do) but
> most are thumbnails (320*200) or smaller and don't look good as
> stretched wallpaper.

How about running an emulator and producing your own boot-up wallpapers?!?

As for the resolution, there's not much you can do about that except use
a graphics program to resize it for you, with some sort of image
enhancement/processing. But then again - isn't the idea of a classic to
look chunky?!?

Regards,
Mark

2130. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 01:41:35 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <91ffc0t4bc9nd6lj6a9m0slnup9imar88d@4ax.com>
Source record: 15687
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Thu, 10 Jun 2004 10:32:35 +1000, Mark McDougall <markm@vl.com.au>
wrote:

>How about running an emulator and producing your own boot-up wallpapers?!?
>
>As for the resolution, there's not much you can do about that except use
>a graphics program to resize it for you, with some sort of image
>enhancement/processing. But then again - isn't the idea of a classic to
>*look* chunky?!?

why not run the emulator in the resolution you want the boot screen
and do a screen capture. problem solved everyones happy, if only real
life could be this easy!
]

kvn

2131. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 01:56:57 UTC
From: spamtrap@luddite.no-ip.com
Message-ID: <1gf4otx.1sacpeb1vvw5a8N%spamtrap@luddite.no-ip.com>
Source record: 15688
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Mark McDougall <markm@vl.com.au> wrote:

> How about running an emulator and producing your own boot-up wallpapers?!?
>
> As for the resolution, there's not much you can do about that except use
> a graphics program to resize it for you, with some sort of image
> enhancement/processing. But then again - isn't the idea of a classic to
> *look* chunky?!?
>
> Regards,
> Mark

The trick is to add scan-lines to the emulated image. In photoshop (or whatever) just make a layer with alternating black and clear horizontal lines at 1 pixel high. Plop that on top of your normal sized screen shot and then scale it up. If you resize to a full multiple of the original size (in pixels) and use "nearest neighbor" sizing (ie: not anti-aliased) the result will be just lovely

--
====\ T I M E L O R D \\ F A I L U R E R E C O R D S /====
=====\ APPLE 2 DRUM SEQUENCER \\ where bad music goes to die /=====
======\ http://apple2.luddite.ca \\ http://failure.luddite.ca /======
=======____/=======

2132. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 02:14:45 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <umgfc01hk4sl5u7fsv21loiom5edq5o4s5@4ax.com>
Source record: 15689

You know, Marius, I've been guilty of something I never admired during
the BBS days. I've been logging on and, seeing no messages, just
logged off.

I wish I could think of something provocative to post, but then again,
with the other callers gone, how would I know if it was being read?

The BBS via Telnet was great when it started out. There was one
caller named Bob who kind of kept things going. Once he disappeared,
things quieted down.

But to all potential callers, I must say this: Marius has done a very
good job with this BBS. Sure, it's not the latest technology. It's
not even as convenient as posting in a newsgroup. But there are
online games, a very obvious lack of spam and trolling, and the
potential for some great conversation.

Please give it (and the other Telnet BBSs) a try? I'm getting
lonesome :-(

Take care.

Alan

On Wed, 9 Jun 2004 23:33:39 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>I understand your point completely, but then again: the different feeling
>between BBS and internet is the same difference between running an emulator
>or running the real thing.
>
>When I put my bbs back online, I thought many atari 8bit fans would be GLAD
>there was such a REAL 8bit running this board.
>
>It is much more personal, and there are no problems of spam etc.
>
>But I'll see whay I'll do. Running the board without users is not very
>funny... but perhaps things might change..
>
>Thanks
>Marius
>
>"|<evin" <nospam@nospam.com> schreef in bericht
>news:m6qec09362ptvdtqttb241s33keqgt746n@4ax.com...
>> On Wed, 9 Jun 2004 20:33:33 +0200, "Marius Diepenhorst"
>> <grover25@zonnet.nl> wrote:
>>

>> >Hi
>> >
>> >Just one simple question? If you are a real atari 8bit freak, wouldn't it
>be
>> >atari-heaven for you, if you could write these kind of postings on a BBS,
>> >running on REAL atari 8bit equipment?
>> >
>> >I would say YES of course. I have been running BBS the atari Inside for a
>> >few months now on the internet, and the interest is only 2 callers a day
>or
>> >less.
>> >
>> >I was wondering: why don't you writers in comp.sys.atari.8bit write some
>of
>> >their messages on a REAL atari 8bit bbs, running on 100% atari, without
>> >emulators or PC help?
>> >
>> >Please take a look at it.
>> >
>> >If the bbs is not gaining interest, I'll pull the plug. It is really
>wasting
>> >of energy running the bbs for almost no-body.
>> >
>> >Thanks,
>> >Marius
>> >
>> >telnet://213.10.217.144:8888
>> >
>>
>>
>> I enjoyed bbs's for years back in the 80's and even early 90's but the
>> popularity/convience of the internet has made them obsolete. I'm
>> sorry to say you will never be able to maintain a decent following.
>> That said, I did log onto your bbs a while ago just to see what it was
>> like and it is cool that you have an 8-bit on the net... Someone had a
>> 800 hooked up to an ethernet card and it was serving web pages a
>> couple years ago (I think poor Colleen got slashdotted in about .005
>> seconds though) unfortunately it was taken off line.
>>
>>
>>
>>
>>
>>
>> kvn
>

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

2133. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 05:38:18 UTC
From: "the.sentinel" <the@senti.nel>
Message-ID: <10cfstrbic9tlfb@corp.supernews.com>
Source record: 15690
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Simon Williams" <spamtrap@luddite.no-ip.com> wrote in message
news:1gf4otx.1sacpeb1vvw5a8N%spamtrap@luddite.no-ip.com...
> Mark McDougall <markm@vl.com.au> wrote:
>
> > How about running an emulator and producing your own boot-up
wallpapers?!?
> >
> > As for the resolution, there's not much you can do about that except use
> > a graphics program to resize it for you, with some sort of image
> > enhancement/processing. But then again - isn't the idea of a classic to
> > *look* chunky?!?
> >
> > Regards,
> > Mark
>
> The trick is to add scan-lines to the emulated image. In photoshop (or
> whatever) just make a layer with alternating black and clear horizontal
> lines at 1 pixel high. Plop that on top of your normal sized screen shot
> and then scale it up. If you resize to a full multiple of the original
> size (in pixels) and use "nearest neighbor" sizing (ie: not
> anti-aliased) the result will be just lovely
>
> --
> ====\ T I M E L O R D \\ F A I L U R E R E C O R D S /====
> =====\ APPLE 2 DRUM SEQUENCER \\ where bad music goes to die /=====
> ======\ http://apple2.luddite.ca \\ http://failure.luddite.ca /======
> =======____/=======

the way i fake scanlines is, i take an image ive made with alternating
horizontal lines (large enough to cover the surface of the image i want to
create scanlines for, and of any colour *except* any colour (an exact
colour) that is in the image) and at the edge the lines i have a slightly
thicker vertical line. i place this over the image and then use a fill tool
and fill the vertical line with white and then you have a sliced image. i
take that and darken or lighten it. then i place that over the original
image at the right spot. sounds like alot of work though i dont like
photoshop at all and i'm used to doing things this way since i never had any
big-time image manipulation programs. it's easier than it seems.

anyway you don't need to have scanlines, unless it's your preference. if you
want to imitate a TV screen sure otherwise there are no scanlines.

i agree with those that said to make your own. you can just snapshot a boot screen from an emulator.

someone suggested snapshotting with the emulator in full screen mode. this is okay though it doesn't always work. with some emulators you can't use the normal Print Screen to take a shot in full screen mode and other times you may take a shot in full screen only to find your image is much smaller at its real resolution (this happens often when using MS-DOS emulators)

you'll need to resize these yourself.

if you want to keep the ratio correct you should have this option in your paint package hopefully. you should do a regular resize and nothing with anti-aliasing,etc. in paint shop pro i think "resample" smooths out the edges and what not, and "resize" does just that. i think Resize is what you want to do.

i dont know what you want these for though if it's for your desktop you could skip all the resizing and check the option to Stretch, if you use Windows, if you're fine with that. i guess other OSs have a similar option. I also run Amiga OS3.9 and i know that one does.

--

Graphics, Utilities, and an Egg
http://mondodizzy.members.easyspace.com/
http://webpages.charter.net/the.sentinel/
http://dizzypetition.members.easyspace.com/

2134. Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 05:47:55 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <ca8smb$ra2$3@chessie.cirr.com>
Source record: 15691

Is there any interest in the following game being ported to the Atari:

HLA Adventure

http://members.tripod.com/~panks/hlaadv.html

Sincerely,

Paul Allen Panks [a/k/a "Dunric"]
dunric@yahoo.com
ICQ# 12234336

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2135. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 10:13:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100309520.29025-100000@onyx.spiritone.com>
Source record: 15693
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Atari 2600/ 7800 Games, Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and Consoles! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2136. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 10:16:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100313120.29025-100000@onyx.spiritone.com>
Source record: 15692
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2137. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 10:21:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100319060.29025-100000@onyx.spiritone.com>
Source record: 15694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2138. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 12:08:06 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0406100408.7353121d@posting.google.com>
Source record: 15695
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <sysop@rtdos.com> wrote in message
news:<056260f18a40a4349a150c86773b2184@news.teranews.com>...
> yes, i am cross posting this to multiple comp.sys.* groups but let me finsih
> before you flame me (sheesh):
>
> i've searched and googled and searched but can't find any decent boot up or
> start up screenshots of the various classics that look good as (800*600) or
[snip]
>
> can anyone help ? (please share your links here as others may be interested)

I've made couple of boot screens from Atari XL, C64, ZX Spectrum 48 &
128, TI 99/4, MSX, CPC and a few others. As was said native
resolutions range from 256x192 to 320x200. It's up on you to resize
those pictures or add some photoshop magic to it. Just click here,
choose your preferred platfrom and first screenshots you'll see are
boot screens:

http://emul8.xlabs.sk/emulators/index.html [click for specific
platform]

stanley

>
> ...interestingly enough i've come across several screen savers but no boot
> up or start up screen shots.
>
>
> --
>
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

2139. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 15:15:44 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <b88f8286453dc5c4f8e121c6e44fdd49@news.teranews.com>
Source record: 15696

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:ca8smb$ra2$3@chessie.cirr.com...
> Is there any interest in the following game being ported to the Atari:
>
> HLA Adventure
>
> http://members.tripod.com/~panks/hlaadv.html
>
> Sincerely,
>
> Paul Allen Panks [a/k/a "Dunric"]
> dunric@yahoo.com
> ICQ# 12234336
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

Yea, a test based adv sys would be cool.

2140. Re: Using DISKRX

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 15:43:07 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <fk%xc.7088$n65.3467@newssvr33.news.prodigy.com>
Source record: 15697

I wrote a utility that will write sectors to a file. Lemme know if you want
a copy.
"RoyE" <r-dean@ charter.net> wrote in message
news:10cd2kts7eji45a@corp.supernews.com...
> Hi, Iam trying to use DISKRX and the option to tag sectors for writing
> tagged sectors to a file Option 1. Just how do I tag sectors for writing
to
> another file. Thanks
>
> RoyE
>
>

2141. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 16:41:50 UTC
From: The Wizard of Oz <wizard@emeraldcity.gov>
Message-ID: <pan.2004.06.10.16.41.39.794704@emeraldcity.gov>
Source record: 15698
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Wed, 09 Jun 2004 22:37:49 +0000, *ProteanThread* wrote:

> yes, i am cross posting this to multiple comp.sys.* groups but let me finsih
> before you flame me (sheesh):
>
> i've searched and googled and searched but can't find any decent boot up or
> start up screenshots of the various classics that look good as (800*600) or
> (1024*768) wallpaper (even some 640*480 would do) but most are thumbnails
> (320*200) or smaller and don't look good as stretched wallpaper. Alta Vista
> which has the best wallpaper search (IMHO) and couldn't find anything there
> either that pertained to the classics (except boot screens for ms dos, ms
> windows, etc.but not the classics). i've come across multiple sites with
> screen shots of games and apps and stuff but no screen shots of boot screens
> or startup screens that would make good wallpaper (too small or too blurry).
>
> can anyone help ? (please share your links here as others may be interested)
>
> ...interestingly enough i've come across several screen savers but no boot
> up or start up screen shots.

One place you may want to look at is alt.binaries.pictures.wallpaper.
These people are usually quite helpful (if a little busy). If there is
nothing there which immediately strikes your fancy you can always post a
request. In general it is always best to keep the request simple. You can
limit it to three points: 1) Subject matter/genre, 2) Resolution, and 3)
Pixel depth. If they have anything handy they'll post it.

Later
Mike

2142. AtariSIO 0.30-pre1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 16:48:13 UTC
From: Matthias Reichl <usenet-200406@hias.horus.com>
Message-ID: <slrncch46d.1jt.usenet-200406@camel.hias.horus.com>
Source record: 15699

New features in AtariSIO 0.30-pre1 are:

- atariserver now comes with a completely new curses frontend
- the kernel driver is compatible with 2.6.x kernels
- added preliminary support for the ATP format
- lots of other smaller fixes and improvements

AtariSIO can be downloaded from my homepage:

http://www.horus.com/~hias/atari/

so long,

Hias

2143. Re: AtariSIO 0.30-pre1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 17:13:53 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40c896d1$1@news.inet.com.pl>
Source record: 15700

Matthias Reichl wrote:

> New features in AtariSIO 0.30-pre1 are:
>
[...]

> http://www.horus.com/~hias/atari/
>
> so long,

Thank you very much! .... rushing to the website... now!

2144. Re: AtariWin 3.1 Plus - network play worked.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 17:25:38 UTC
From: the.z.guy@comcast.net
Message-ID: <ec1749c9.0406100925.1ecc9fe7@posting.google.com>
Source record: 15701

RoyE -

I was able to get past the error, but as you were saying, there are other glitches. I'm interested in running M.U.L.E. with the network feature.
I had PC#1 using port 1, set to my usb joystick. I had PC#2 using port 2, set to just keypad. BUT I found out that my joystick on PC#1 was controlling BOTH player 1 and player 2 in MULE.

You would think that SOMEBODY (i.e. one of the emulator programmers)could have a setting that would just take joystick input over the network for player #2. If these guys can write an emulator, they can probably redirect the stick#2 input and tell it to use the internet as a source.

If I were a programmer anymore, I'd do it myself!

bleat,
z.b.

> Hi Z.B
> Which two player game are you trying to play. The rom may not know how to
> switch player in some games. And expects that both joystick are attached to
> both networked stations. Try having identical emulated or other wise
> joystick configured the same on each Network station.
> This is just a guess, I have tried several times also, and the closest I
> got was with Atari Invaders with two joysticks configured on each
> connection. My daughter was using the second joystick port on her computer
> and I was using the first joystick port. Tedious and difficult at best.
> Try some of the new multiplayer games created for group gaming..
> Good Luck
> RoyE

2145. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 18:36:39 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <XS1yc.13364$NK4.1938010@stones.force9.net>
Source record: 15702

ProteanThread wrote:

> Yea, a test based adv sys would be cool.

What's up with using Inform to make a Z3 file?
That could then be used with an existing interpreter
taken from one of the Infocom releases

2146. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 18:42:53 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <NY1yc.13365$NK4.1938176@stones.force9.net>
Source record: 15703

ProteanThread wrote:

> Yea, a test based adv sys would be cool.

What's up with using Inform to make a Z3 file?
That could then be used with an existing interpreter
taken from one of the Infocom releases

2147. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 19:32:57 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <dfaefea2d54b5947e4d8f319c9a0ebe6@news.teranews.com>
Source record: 15704

"Mark Keates" <postmaster@mkeates.force9.co.uk> wrote in message
news:NY1yc.13365$NK4.1938176@stones.force9.net...
> *ProteanThread* wrote:
>
> > Yea, a test based adv sys would be cool.
>
> What's up with using Inform to make a Z3 file?
> That could then be used with an existing interpreter
> taken from one of the Infocom releases
>

.

Where is a good place to download inform / inform editors ?

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2148. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-10 21:25:56 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <17khc0tet76rs6frr6s300saucegv682k5@4ax.com>
Source record: 15705

On Thu, 10 Jun 2004 05:47:55 +0000 (UTC), Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

>Is there any interest in the following game being ported to the Atari:
>
>HLA Adventure

Looks like the kind of thing that has been done before:

"You see a path to the east and dense foliage to the north. There is a
gnarled oak with low hanging branches here.

CLIMB TREE

You scamper up into the branches. There is a large bird nest here.

LOOK NORTH

To the north you see a vast canyon."

Pretty mundane, but I suppose there is nothing wrong with porting it.

2149. "Red Label" AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 02:54:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040610225422.05486.00000842@mb-m17.aol.com>
Source record: 15706

I ran across something new (to me). I recently purchased several AtariWriter carts. These are new (boxed) and have Red print on Silver labels rather than Yellow on Brown -or- Black on Silver labels. Did Atari perhaps try to differentiate their productivity software with a different label color. Or perhaps it's just because Atari had plenty of "red ink"? ;-)
Larry

2150. Re: AtariSIO 0.30-pre1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 08:35:33 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cabqsl$e68$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15707

Hi Hias,

> - atariserver now comes with a completely new curses frontend
> - the kernel driver is compatible with 2.6.x kernels
> - added preliminary support for the ATP format
> - lots of other smaller fixes and improvements

> AtariSIO can be downloaded from my homepage:

> http://www.horus.com/~hias/atari/

Cool. Any new features in the kernel interface I need to adapt
atari++ for or may I leave the code in its current state?

So long,
Thomas

2151. Re: AtariSIO 0.30-pre1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 11:17:12 UTC
From: Matthias Reichl <usenet-200406@hias.horus.com>
Message-ID: <slrnccj55o.1n4.usenet-200406@camel.hias.horus.com>
Source record: 15708

Hi Thomas!

On 11 Jun 2004 08:35:33 GMT, Thomas Richter wrote:
> Cool. Any new features in the kernel interface I need to adapt
> atari++ for or may I leave the code in its current state?

The kernel interface is still the same, only lots of code inside
the driver has changed.

I just ran a quick test with your latest CVS snapshot (1.35) and
it seemed to work quite fine, except for a strange error:

When I try to enter the menu after atari++ has booted via
atarisio, I get the following error message and I'm unable to
go to the menu:

Failure: Inappropriate ioctl for device:
unable to set the state of the COMMAND line

This error also occurs when atarisio is activated, but no disk
drive is connected.

so long,

Hias

2152. Re: AtariSIO 0.30-pre1 released

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 11:30:59 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cac55jlca1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15709

Hi Hias,

> On 11 Jun 2004 08:35:33 GMT, Thomas Richter wrote:
>> Cool. Any new features in the kernel interface I need to adapt
>> atari++ for or may I leave the code in its current state?

> The kernel interface is still the same, only lots of code inside
> the driver has changed.

> I just ran a quick test with your latest CVS snapshot (1.35) and
> it seemed to work quite fine, except for a strange error:

> When I try to enter the menu after atari++ has booted via
> atarisio, I get the following error message and I'm unable to
> go to the menu:

> Failure: Inappropriate ioctl for device:
> unable to set the state of the COMMAND line

> This error also occurs when atarisio is activated, but no disk
> drive is connected.

Ok. So I'll try to reproduce and report back.

So long,
Thomas

2153. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 18:27:09 UTC
From: Mark Keates <atari@mkeates.force9.co.uk>
Message-ID: <40c9f898$0$524$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 15710

http://www.inform-fiction.org/

"*ProteanThread*" <sysop@rtdos.com> wrote in message
news:dfaefea2d54b5947e4d8f319c9a0ebe6@news.teranews.com...
> "Mark Keates" <postmaster@mkeates.force9.co.uk> wrote in message
> news:NY1yc.13365$NK4.1938176@stones.force9.net...
> > *ProteanThread* wrote:
> >
> > > Yea, a test based adv sys would be cool.
> >
> > What's up with using Inform to make a Z3 file?
> > That could then be used with an existing interpreter
> > taken from one of the Infocom releases
> >
>
> .
>
>
> Where is a good place to download inform / inform editors ?
>
>
> --
>
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)
>
>

2154. Computer Classic Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 18:53:11 UTC
From: "cclassic.szu.pl" <cclassics@szu.pl>
Message-ID: <40c9ff98$0$26364$9b4e6d93@newsread4.arcor-online.net>
Source record: 15711

Computer Classic Games

We have thousands of Games online;

http://www.cclassic.szu.pl

AMIGA

AMSTRAD

ATARI ST

ATARI XL

APPLE II

COMMODORE C16/+4

COMMODORE C64

MSX

ZX 80/81

ZX SPECTRUM

ATARI 2600

ATARI 5200

VECTREX

2155. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 21:00:29 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40ca1d70$0$4181$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15712

Howdy Larry, folks

> XF551 -- Outside to inside tracks on side one, then inside to outside on
side
> 2?

As far as I know, that is correct.

> Floppy Board -- Same as XF551?

There are three settings: XF, PER and ATR
I don't know what the exact difference is.

> ATR 8000 -- Same as Percom?

I don't think so, see "FloppyBoard"

CU Mathy van Nisselroy

2156. Re: "Red Label" AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 21:15:22 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ck87bngjt6c08@corp.supernews.com>
Source record: 15713

Those are repackaged to conform to the new XE computers. The 130XE box is red and white just like your boxed AW.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040610225422.05486.00000842@mb-m17.aol.com...
> I ran across something new (to me). I recently purchased several AtariWriter
> carts. These are new (boxed) and have Red print on Silver labels rather than
> Yellow on Brown -or- Black on Silver labels. Did Atari perhaps try to
> differentiate their productivity software with a different label color. Or
> perhaps it's just because Atari had plenty of "red ink"? ;-)
> Larry

2157. Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 21:25:50 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40ca2361$0$4177$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15714

Howdy folks

I'm trying to read the Percom block with the following piece of code. Most of it I borrowed from "Talking to the drive" by Phil Cardwell from New Atari User, issue 46. Except for the 5 byte user subroutine, that one I borrowed from "Mapping the Atari, revised edition".

Could somebody please explain to me what the five byte user subroutine does and why I have to press BREAK when using my XF551, but not when I use it on my harddrive or RAMdisk (because of the US+ OS by CSS, the RAMdisk - 65XE turned to 130XE - looks like a normal drive to 99.99% of the software)?

Phil Cardwell's routine uses a user subroutine - in the form of a string of characters - looks like this (when converted back to numbers):

104, 32, 89, 228, 173, 3, 3, 133, 212, 169, 0, 133, 213, 96

The code I borrowed from "Mapping..." looks like this when translated:

104, 32, 83, 228, 96

What's the difference between the two and which one should I use?

CU Mathy van Nisselroy

PS this is what the utilty looks like right now. It'll be integrated into other software I hope to write.

```
10 REM ** PERCOM READER TRY OUT **
20 REM
100 DIM DRIVENUMBER$(3),PERCOM$(12)
110 DIM ACCESS$(5)
120 ACCESS$="h S`"
Line 120 is corrupted. Should be CHR$(x) where x=(104, 32, 83, 228, 96)
130 DRIVENUMBER$="D :"
140 DRIVENUMBER$(2,2)="4"
142 CMD=ASC("N"):ROW=64
145 EXEC ACCESS_PERCOM_BLOCK
150 PERCOM=ADR(PERCOM$)
160 ? DRIVENUMBER$
170 ? PEEK(PERCOM);" tracks"
180 ? "steprate: ";PEEK(PERCOM+1)
190 ? 256*PEEK(PERCOM+2)+PEEK(PERCOM+3);" sectors per track"
200 ? PEEK(PERCOM+4)+1;" side(s)"
210 ? "Density: ";PEEK(PERCOM+5)
220 ? 256*PEEK(PERCOM+6)+PEEK(PERCOM+7);" bytes per sector"
230 ? "Drive present: ";PEEK(PERCOM+8)
```

```
240 ? "Serial Rate Control: ";PEEK(PERCOM+9)
250 ? "Misc:
";PEEK(PERCOM+10),PEEK(PERCOM+11),256*PEEK(PERCOM+10)+PEEK(PERCOM+11)
9990 END
9995 ------------------------------
10000 PROC ACCESS_PERCOM_BLOCK
10010 POKE 768,ASC(DRIVENUMBER$(2,2))
10020 POKE 769,VAL(DRIVENUMBER$(2,2))
10030 POKE 770,CMD
10040 POKE 771,ROW
10050 DPOKE 772,ADR(PERCOM$)
10060 POKE 774,31
10070 DPOKE 776,12
10080 A=USR(ADR(ACCESS$))
10190 ENDPROC
10195 ------------------------------
```

2158. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-11 21:55:55 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <LTpyc.2729$9L3.1538@newssvr15.news.prodigy.com>
Source record: 15715

Music Shop Landgraaf wrote:

> Phil Cardwell's routine uses a user subroutine - in the form of a string of
> characters - looks like this (when converted back to numbers):
>
> 104, 32, 89, 228, 173, 3, 3, 133, 212, 169, 0, 133, 213, 96
>
> The code I borrowed from "Mapping..." looks like this when translated:
>
> 104, 32, 83, 228, 96
>
> What's the difference between the two and which one should I use?

The first block is:

```
PLA
JSR $E459
LDA $0303
STA $D4
LDA #$00
STA $D5
RTS
```

The second is

```
PLA
JSR $E459
RTS
```

They are the same, one just copies the status from $303 to $D4 before returning
so it
becomes the result of the USR call. For example if you do X=USR(address) then with
the first one the disk status is returned in X. In the second you have to PEEK
$303
after making the call to get the status.

Steve

2159. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 03:56:52 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0406111956.698842ec@posting.google.com>
Source record: 15716

Marius,

I understand your pain. When I was running the JYBOLAC:TNG BBS on my 8bit, I had a great time... until the software started locking up everyday, hardware problems, and of course the waning interest. Some of the lack of interest can be attributed to the BBS problems, but there is the fact that there is just not as much interest as there once was.

I spent many hours modifying Carina and writing PERL scripts to mantain the BBS on Linux, but eventually I took the BBS offline. Sorry.

I am not sure what you can add to the BBS to make it so more people will log in.... people want nostalgia but also something new.... maybe some new BBS games?

Chris

2160. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 05:44:32 UTC
From: Ian Mavric <ianmav@netspace.net.au>
Message-ID: <40ca983f@news.comindico.com.au>
Source record: 15717
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Please let us know where we may find the screen saver when its completed. I work in a large IT department and need something just like this on my PC for a conversation piece. My cubicle not being big enough to fit both my iPent4 and TRS Mod 4 at the same time.

Ian.

"*ProteanThread*" <sysop@rtdos.com> wrote in message news:056260f18a40a4349a150c86773b2184@news.teranews.com...
> yes, i am cross posting this to multiple comp.sys.* groups but let me finsih
> before you flame me (sheesh):
>
> i've searched and googled and searched but can't find any decent boot up or
> start up screenshots of the various classics that look good as (800*600) or
> (1024*768) wallpaper (even some 640*480 would do) but most are thumbnails
> (320*200) or smaller and don't look good as stretched wallpaper. Alta Vista
> which has the best wallpaper search (IMHO) and couldn't find anything there
> either that pertained to the classics (except boot screens for ms dos, ms
> windows, etc.but not the classics). i've come across multiple sites with
> screen shots of games and apps and stuff but no screen shots of boot screens
> or startup screens that would make good wallpaper (too small or too blurry).
>
> can anyone help ? (please share your links here as others may be interested)
>
> ...interestingly enough i've come across several screen savers but no boot
> up or start up screen shots.
>
>
> --
>
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)

>
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)
>
>

2161. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 12:15:12 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <ktCyc.9729$ar2.8817@fe2.texas.rr.com>
Source record: 15718

It would be extremely interesting for me if you had a dialup for it. That
way I could dust off my acoustic coupler and do it the way it was meant to
be done!
Mo

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ca7l0d$d19$1@reader13.wxs.nl...
> Hi
>
> Just one simple question? If you are a real atari 8bit freak, wouldn't it
be
> atari-heaven for you, if you could write these kind of postings on a BBS,
> running on REAL atari 8bit equipment?
>
> I would say YES of course. I have been running BBS the atari Inside for a
> few months now on the internet, and the interest is only 2 callers a day
or
> less.
>
> I was wondering: why don't you writers in comp.sys.atari.8bit write some
of
> their messages on a REAL atari 8bit bbs, running on 100% atari, without
> emulators or PC help?
>
> Please take a look at it.
>
> If the bbs is not gaining interest, I'll pull the plug. It is really
wasting
> of energy running the bbs for almost no-body.
>
> Thanks,
> Marius
>
> telnet://213.10.217.144:8888
>
>

2162. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 12:59:30 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <caeup3$m25$1@reader10.wxs.nl>
Source record: 15719

I already took it down this night.

I can use the equipment for nicer tasks. I'm working on some tools and musix. It's much nicer to use the 8bit in stead of having the bbs online, and no body loggin on to it :))

Again, I would like to say thanks to Alan Sharkis, Cabell Clarke, STEPHEN J CARDEN (!!) and a few other people for their support.

Marius

"momo" <quality_us@yahoo.com> schreef in bericht news:ktCyc.9729$ar2.8817@fe2.texas.rr.com...
> It would be extremely interesting for me if you had a dialup for it. That
> way I could dust off my acoustic coupler and do it the way it was meant to
> be done!
> Mo
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:ca7l0d$d19$1@reader13.wxs.nl...
> > Hi
> >
> > Just one simple question? If you are a real atari 8bit freak, wouldn't
it
> be
> > atari-heaven for you, if you could write these kind of postings on a
BBS,
> > running on REAL atari 8bit equipment?
> >
> > I would say YES of course. I have been running BBS the atari Inside for
a
> > few months now on the internet, and the interest is only 2 callers a day
> or
> > less.
> >
> > I was wondering: why don't you writers in comp.sys.atari.8bit write some
> of
> > their messages on a REAL atari 8bit bbs, running on 100% atari, without
> > emulators or PC help?
> >
> > Please take a look at it.
> >
> > If the bbs is not gaining interest, I'll pull the plug. It is really
> wasting
> > of energy running the bbs for almost no-body.

> >
> > Thanks,
> > Marius
> >
> > telnet://213.10.217.144:8888
> >
> >
>
>

2163. Atari 8-bit Weekend Special: Atari SCART cable GBP3.99 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 13:32:07 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1087047132.61045.0@iris.uk.clara.net>
Source record: 15720

Hello All,

For this weekend (12-14 June 2004), we are offering a limited quantity of Atari 8-bit to SCART 1.5m cables at the amazing price of just GBP3.99 including delivery to the UK! This offer is open to Europe also (but NOT France because this is a PAL cable), where the cost is GBP4.70 including delivery!

For more info on the benefits of using this cable, and to order now using a credit/debit card (with PayPal), please visit our website: http://www.dgs.clara.net

Dean Garraghty

2164. Re: "Unverified" Atari vendors in Peru (3 of them)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 21:42:44 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <sttmc091f5p8fh12k6434kv4vu96bcskee@4ax.com>
Source record: 15721

On Tue, 08 Jun 2004 19:16:08 GMT, Michael Current <hunmanik@earthlink.net>
wrote:

>Thanks for the feedback!
>
>On Tue, 08 Jun 2004 13:21:39 -0500, machf <no_me_j.machf@terra.com.pe> wrote:
>
>>>Altronic E.I.R.L. UNVERIFIED
>>>Bolognesi 952
>>>Bellavista
>>>Callao 2
>>>Peru
>>>tel: (51)(1) 429-4298
>>> Vendor: New and used hardware and software
>>> Repair Shop.
>>>
>>Well, I've seen the guy on occasion (more on that a little later); while it's
>>certain he still deals on Amiga hardware and software, I'm not sure about Atari.
>>I might ask next time.
>
>Excellent! If he still deals with Atari I hope you can verify the contact
>info, and see if he has a web page. If I don't hear back from you, or anyone
>else, I'll eventually delete the entry.
>
No confirmation yet, but he probably still can be counted as "repair shop" for
any Ataris that may be around...
Phone and address are the same (though he's considering moving, the neighborhood
has become very dangerous over the last decade, apparently).

>>>Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
>>>Van Dyck 188
>>>San Luis
>>>Lima 30
>>>Peru
>>>tel/FAX: (51)(1) 346-2649
>>> Publisher: ATARI Creativo, Informatica Creativa (both out of print;
>>>however, back issues are still available, and also disks with the programs
>>>from all numbers. Will return to print if there are enough buyers!)
>>>
>>Publicaciones Creativas is still in business, though things have been a bit
>>rough to them lately. They had been publishing a magazine about Manga & Anime
>>(see http://www.sugoi.com.pe/), but currently the issues publishing dates have
>>become erratic. Lots of back issues from Informï¿½tica Creativa in storage,
>>though, if anyone's interested. I go over there a couple of times a week to do
>>maintenance to their hardware, and that's where I've met the guy from Altronic

>>(curiously enough, up to last year I'd never actually met him in person, only
>>spoken to him over the phone).
>
>Well, they sure don't make their contact info easy to find on that web site,
>but at least they have one. Do I have the contact info right?
>
>Can you detail what issues are available? I, for one, might be interested in
>adding to my Atari magazine collection.
>
He says he's not sure if there are still issues from Informï¿½tica Creativa #0,
but is going to check. He still has lots of #1 and #2, though.
Not sure if there are any issues of Atari Creativo #0, either.

>I wish something would happen to make their stored back issues/disks more
>available. Maybe they could be encouraged to put up a web page describing
>their availability, or maybe, if they really don't care, you'd be willing to
>take them off their hands and try selling them off to us yourself? Just some
>thoughts.
>
You can contact him at pcreat@sugoi.com.pe; he says his main problem would be
how to arrange for payment from overseas...

>>>Valdez Computer Service UNVERIFIED
>>>Mariano Carranza 226, of. 306
>>>Santa Beatriz
>>>Lima 1
>>>Peru
>>>tel: (51)(1) 471-2660/470-9079
>>> Vendor: used hardware and software
>>> Repair shop.
>>>
>>Not sure about this one, it's been a really long time since I last went over
>>there.
>
>I hope you can check it out some time. If I don't hear back from you, or
>someone else, I'll delete the entry eventually.
>
>Thanks again!
>
>-Michael
>
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2165. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 21:58:24 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <3fumc01agc59ndc02l231ulmg25btcftg3@4ax.com>
Source record: 15722

```
On Fri, 11 Jun 2004 23:25:50 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>I'm trying to read the Percom block with the following piece of code. Most
>of it I borrowed from "Talking to the drive" by Phil Cardwell from New Atari
>User, issue 46. Except for the 5 byte user subroutine, that one I borrowed
>from "Mapping the Atari, revised edition".
>
>Could somebody please explain to me what the five byte user subroutine does
>and why I have to press BREAK when using my XF551, but not when I use it on
>my harddrive or RAMdisk (because of the US+ OS by CSS, the RAMdisk - 65XE
>turned to 130XE - looks like a normal drive to 99.99% of the software)?
>
>Phil Cardwell's routine uses a user subroutine - in the form of a string of
>characters - looks like this (when converted back to numbers):
>
>104, 32, 89, 228, 173, 3, 3, 133, 212, 169, 0, 133, 213, 96
>
>The code I borrowed from "Mapping..." looks like this when translated:
>
>104, 32, 83, 228, 96
>
>What's the difference between the two and which one should I use?
>
>CU Mathy van Nisselroy
>
>PS this is what the utilty looks like right now. It'll be integrated into
>other software I hope to write.
>
>10 REM ** PERCOM READER TRY OUT **
>20 REM
>100 DIM DRIVENUMBER$(3),PERCOM$(12)
>110 DIM ACCESS$(5)
>120 ACCESS$="h Sï¿½`"
>Line 120 is corrupted. Should be CHR$(x) where x=(104, 32, 83, 228, 96)
>130 DRIVENUMBER$="D :"
>140 DRIVENUMBER$(2,2)="4"
>142 CMD=ASC("N"):ROW=64
>145 EXEC ACCESS_PERCOM_BLOCK
>150 PERCOM=ADR(PERCOM$)
>160 ? DRIVENUMBER$
>170 ? PEEK(PERCOM);" tracks"
```

```
>180 ? "steprate: ";PEEK(PERCOM+1)
>190 ? 256*PEEK(PERCOM+2)+PEEK(PERCOM+3);" sectors per track"
>200 ? PEEK(PERCOM+4)+1;" side(s)"
>210 ? "Density: ";PEEK(PERCOM+5)
>220 ? 256*PEEK(PERCOM+6)+PEEK(PERCOM+7);" bytes per sector"
>230 ? "Drive present: ";PEEK(PERCOM+8)
>240 ? "Serial Rate Control: ";PEEK(PERCOM+9)
>250 ? "Misc:
>";PEEK(PERCOM+10),PEEK(PERCOM+11),256*PEEK(PERCOM+10)+PEEK(PERCOM+11)
>9990 END
>9995 ------------------------------
>10000 PROC ACCESS_PERCOM_BLOCK
>10010 POKE 768,ASC(DRIVENUMBER$(2,2))
>10020 POKE 769,VAL(DRIVENUMBER$(2,2))
>10030 POKE 770,CMD
>10040 POKE 771,ROW
>10050 DPOKE 772,ADR(PERCOM$)
>10060 POKE 774,31
>10070 DPOKE 776,12
>10080 A=USR(ADR(ACCESS$))
>10190 ENDPROC
>10195 ------------------------------
>
>
>
```

Time to check that wonderful resource again, Bill Wilkinson's "INSIGHT: Atari" column in COMPUTE!:

"Atari Disk Drive Compatibility"
October 1985, Issue 65, Vol. 7, No. 10
P.110

DATA lines contain the following values:

104, 32, 89, 228, 173, 3, 3, 133, 212, 169, 0, 133, 213, 96

The POKEing needed is about the same as in the listing you provide.
The DATA correspond to the proper way for accessing the SIO routines. As listed in the previous issue of COMPUTE!, it translates as:

```
*= anyplace
CALLSIO
PLA ;throw away count of arguments
JSR SIOV ;(at $E459)
LDA DSTATS ;SIO status (from DCB)
STA FR0 ;floating point register 0, $D4
LDA #0
STA FR0+1;(to get a two-byte value)
RTS ;back to BASIC caller
```

--
_____ ____---____ Marco Antonio Checa Funcke

_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2166. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-12 23:05:48 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0406121505.3b067561@posting.google.com>
Source record: 15723

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<caeup3$m25$1@reader10.wxs.nl>...
> I already took it down this night.
>
> I can use the equipment for nicer tasks. I'm working on some tools and
> musix. It's much nicer to use the 8bit in stead of having the bbs online,
> and no body loggin on to it :))
>
> Again, I would like to say thanks to Alan Sharkis, Cabell Clarke, STEPHEN J
> CARDEN (!!) and a few other people for their support.
>
> Marius
>
>Hello Marius,

I am sad to see your BBS go off line and thank you sincerely for your
time and effort to make and maintain it.

The A8 community is poorer with it's demise.

To echo Alan Sharkis,I am also guilty of lurking:

just logging on and NOT posting!

I guess we can only blame ourselves for your decision.The only excuse
that I can give for not posting,is that I am somewhat shy.
With the hope that you may reinstate your BBS,I promise to post more
often.if you put it back up.

Again,Thank you.

Ed

2167. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-13 01:39:28 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <50cnc0143lu4hjucp2qurmej43svbn39pu@4ax.com>
Source record: 15724

Hello Marius,

You're quite welcome. Sorry you couldn't continue, but I completely
understand why you took it down.

And I do know what you mean about music! Take care.

Alan

On Sat, 12 Jun 2004 14:59:30 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>I already took it down this night.
>
>I can use the equipment for nicer tasks. I'm working on some tools and
>musix. It's much nicer to use the 8bit in stead of having the bbs online,
>and no body loggin on to it :))
>
>Again, I would like to say thanks to Alan Sharkis, Cabell Clarke, STEPHEN J
>CARDEN (!!) and a few other people for their support.
>
>Marius
>
>"momo" <quality_us@yahoo.com> schreef in bericht
>news:ktCyc.9729$ar2.8817@fe2.texas.rr.com...
>> It would be extremely interesting for me if you had a dialup for it. That
>> way I could dust off my acoustic coupler and do it the way it was meant to
>> be done!
>> Mo
>>
>> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
>> news:ca7l0d$d19$1@reader13.wxs.nl...
>> > Hi
>> >
>> > Just one simple question? If you are a real atari 8bit freak, wouldn't
>it
>> be
>> > atari-heaven for you, if you could write these kind of postings on a
>BBS,
>> > running on REAL atari 8bit equipment?
>> >
>> > I would say YES of course. I have been running BBS the atari Inside for
>a
>> > few months now on the internet, and the interest is only 2 callers a day
>> or
>> > less.

>> >
>> > I was wondering: why don't you writers in comp.sys.atari.8bit write some
>> of
>> > their messages on a REAL atari 8bit bbs, running on 100% atari, without
>> > emulators or PC help?
>> >
>> > Please take a look at it.
>> >
>> > If the bbs is not gaining interest, I'll pull the plug. It is really
>> wasting
>> > of energy running the bbs for almost no-body.
>> >
>> > Thanks,
>> > Marius
>> >
>> > telnet://213.10.217.144:8888
>> >
>> >
>>
>>
>

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

2168. FA: Analog and Antic Magazine Collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-13 04:02:44 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <ElQyc.23801$eH1.10650116@newssvr28.news.prodigy.com>
Source record: 15725

64 Issues of Analog and about 12 issues of Antic/Start.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5101967971

2169. Woody PSU

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-13 15:04:52 UTC
From: &#65533;luepig <news@dsol.fsnet.co.uk>
Message-ID: <cahqclbkp1@news8.svr.pol.co.uk>
Source record: 15726

Howdy

I recently aquired an old vcs 2600 with everything except the power supply, a friend told me the voltage required is 9V but what is the polarity? Can i use a multi-voltage PSU? Where can i buy an original and how much do they go for?

thanks for any help

cheers

Andy

2170. Anyone looking for Alernate Reality : The City brand new?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-13 23:50:24 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <jG5zc.6930$aG5.3017@bignews3.bellsouth.net>
Source record: 15727

http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/reality.jpg

Also includes cluebook.

2171. Re: Woody PSU

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 06:18:07 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9508D3FDCA92emuslor@130.133.1.4>
Source record: 15728

Despite all prevention efforts, "�luepig" <news@dsol.fsnet.co.uk> wrote
in news:cahqclbkp1@news8.svr.pol.co.uk:

```
>
> I recently aquired an old vcs 2600 with everything except the power
> supply, a friend told me the voltage required is 9V but what is the
> polarity? Can i use a multi-voltage PSU? Where can i buy an original
> and how much do they go for?
>

The tip on that power supply is positive. Any 9-volt PSU (including a
multi-voltage) with at least 500 mA output should do you just fine.

--
Slor
```

2172. Re: Woody PSU

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 09:30:09 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <Beezc.27579$KL2.24231@fe2.texas.rr.com>
Source record: 15729

"Slor" <slor@comcast.net> wrote in message
news:Xns9508D3FDCA92emuslor@130.133.1.4...
> Despite all prevention efforts, "�luepig" <news@dsol.fsnet.co.uk> wrote
> in news:cahqclbkp1@news8.svr.pol.co.uk:
>
> >
> > I recently aquired an old vcs 2600 with everything except the power
> > supply, a friend told me the voltage required is 9V but what is the
> > polarity? Can i use a multi-voltage PSU? Where can i buy an original
> > and how much do they go for?
> >
>
> The tip on that power supply is positive. Any 9-volt PSU (including a
> multi-voltage) with at least 500 mA output should do you just fine.
>
> --
> Slor

I cant remember if thats DC or AC and mine is packed away at the moment.
Mo

2173. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 10:04:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40CD7835.A16870E2@students.uni-mainz.de>
Source record: 15730

Well,
a short hint: read the documentation for "WriteATR" by HiasSoft /
Mathias Reichl. It has almost all the info you need... And er, if you
cannot find this program nor its docs, simply e-mail me to get it...
-Andreas.

LarryWhite schrieb:
>
> Of the double-sided drives for Atari, what were the different schemes to access
> side 2?
>
> XF551 -- Outside to inside tracks on side one, then inside to outside on side
> 2?
>
> Percom -- Outside to inside tracks, alternating to both sides? (T1-S1,
> T1-S2...)
>
> Floppy Board -- Same as XF551?
>
> ATR 8000 -- Same as Percom?
>
> Trak? Astra? How about the European-released drives?
>
> Were there other formats/methods?
>
> Larry

2174. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 10:07:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40CD78CC.47D3A144@students.uni-mainz.de>
Source record: 15731

Well,
there is also another standard: the polish Karin Maxi drive (and afaik
also the IBM compatible drives) always read one sector of side one, then
one sector of side 2, then again a sectror from side one and a sector
from side two... Anyway, more info about this can be found in the doc.
to the program WriteATR by HiasSoft... -Andreas.

Michael Current schrieb:
>
> On 07 Jun 2004 13:45:21 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> >Of the double-sided drives for Atari, what were the different schemes to access
> >side 2?
> >
> >XF551 -- Outside to inside tracks on side one, then inside to outside on side
> >2?
> >
> >Percom -- Outside to inside tracks, alternating to both sides? (T1-S1,
> >T1-S2...)
> >
> >Floppy Board -- Same as XF551?
> >
> >ATR 8000 -- Same as Percom?
> >
> >Trak? Astra? How about the European-released drives?
> >
> >Were there other formats/methods?
> >
> >Larry
>
> Looking at the FAQ section where it would be nice for this information to be
> presented clearly :), namely 3.5) or
> http://www.faqs.org/faqs/atari-8-bit/faq/section-21.html , I would say that
> all the double-sided drives should use the same scheme as what Percom
> originally established, the exception being the XFD601B and XFD602B which
> someone once reported to me as being compatable with the XF551's method of
> double-sided operation. That's what "XFF551 compat" is supposed to mean where
> those two drives are mentioned in the FAQ.
>
> Come to think of it, I thought the Percom "standard" was the opposite of the
> XF551: outside to inside on side 1, then outside to inside on side 2.
>
> Any more enlightened contributions would be great! Then we can get the FAQ
> clarified on this.

>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2175. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 10:10:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40CD797A.93542B35@students.uni-mainz.de>
Source record: 15732

Hello Michael,
HAPS (Bodo Juerss) still exists, his adress is still valid. And he still
carries more than 1000 A8 PD disks. Hmmm, Hofacker also still exists,
but I have not found their new zip code yet - and most of all I am not
sure if they still sell their old Atari programs (like Atmas II and
such)... greetings, Andreas.

Michael Current schrieb:
>
> I'm in the home stretch of weeding out obsolete information from the
> vendors/developers list.
>
> The following are the only two German Atari vendors in my list that I am
> unable to verify the status of myself. Unless someone knows personally of
> their status, I need someone in Germany to try writing to these two addresses
> to find out if they are still there.
>
> If they do still exist, updated contact info and especially a web site address
> would be ideal. No response should mean they no longer support the 8-bit
> Atari.
>
> H.A.P.S. UNVERIFIED
> c/o Bodo Juerss
> Amandastr. 50
> D-20357 Hamburg
> Germany
> Vendor: PD/freeware/shareware (>1000 disks available)
>
> HOFACKER UNVERIFIED
> Tegernseestr. 18
> D-(8150) Holzkirchen
> Germany [this zip code is old; need new zip code]
> Vendor/Developer:
> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
>
> Thanks for your help!
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2176. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 12:59:24 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040614085924.13157.00000757@mb-m20.aol.com>
Source record: 15733

Hi Andreas-

Thanks! Yes, It does have excellent info. And looks like the drive info would be a very good addition to the FAQ's.
P.S. How do you remember all this stuff? :-)

> Well, a short hint: read the documentation for "WriteATR" by HiasSoft /Mathias Reichl. It has almost all the info you need... <

Larry

2177. anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 13:38:24 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com>
Source record: 15734
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

what do you remember about them ? what was your handle ? and, just out of curiosity, would you subscribe to an ISP that was non-GUI like the old daze ?

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2178. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 14:39:38 UTC
From: Ken harbit <krh03@cvip.net>
Message-ID: <KMizc.26348$Yd3.5098@newsread3.news.atl.earthlink.net>
Source record: 15735
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I used Delphi for about two years before I got an ISP that handled
tcp/ip. But, I don't remember what my ID was. With a version of Linux
available for most older computers such as TRS80, Commodor etc, there is
no need for the old type of ISP.

pogi

ProteanThread wrote:
> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze
> ?
>
>
>

2179. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 15:15:27 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <9ad8f5e0f2d8bf89f3d463b6ef60044d@news.teranews.com>
Source record: 15737
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Ken harbit" <krh03@cvip.net> wrote in message
news:KMizc.26348$Yd3.5098@newsread3.news.atl.earthlink.net...
> I used Delphi for about two years before I got an ISP that handled
> tcp/ip. But, I don't remember what my ID was. With a version of Linux
> available for most older computers such as TRS80, Commodor etc, there is
> no need for the old type of ISP.
>
> pogi
>
> *ProteanThread* wrote:
> > what do you remember about them ? what was your handle ? and, just out
of
> > curiosity, would you subscribe to an ISP that was non-GUI like the old
daze
> > ?
> >
> >
> >

There is a version of Linux for TRS80 ? Where ? ;~D

2180. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 15:19:07 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <2j5tv7Ft6g4tU1@uni-berlin.de>
Source record: 15736
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Javier Henderson" <javier@KJSL.COM> wrote in message
news:86r7simb6x.fsf@skylane.kjsl.com...
> Ken harbit <krh03@cvip.net> writes:
>
> > I used Delphi for about two years before I got an ISP that handled
> > tcp/ip. But, I don't remember what my ID was. With a version of Linux
> > available for most older computers such as TRS80, Commodor etc, there
> > is no need for the old type of ISP.
>
> There is Linux for the TRS80?
>
> News to me. Got any info on that?

Considering the hardware requirements for a minimal Linux system that is
very unlikely. Even the embedded versions of Linux for really small
appliances (like uClinux) are way too demanding for the old 8-bitters. He
is probably talking about a Unix like OS for those computers. If TCP/IP
connectivity is what you are looking for for your favorite 8-bitter, take a
look at Contiki: http://www.sics.se/~adam/contiki/

--
Peter van Merkerk
peter.van.merkerk(at)dse.nl

2181. Re: looking for boot screens - good enuff for wallpapers (or animated GIFs of same)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 15:22:09 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <9c6289a16eb6cb943f0861cdc201c02c@news.teranews.com>
Source record: 15739
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Ian Mavric" <ianmav@netspace.net.au> wrote in message
news:40ca983f@news.comindico.com.au...
> Please let us know where we may find the screen saver when its completed.
I
> work in a large IT department and need something just like this on my PC
for
> a conversation piece. My cubicle not being big enough to fit both my
iPent4
> and TRS Mod 4 at the same time.
>
> Ian.
>
>

I had a screen saver on my geocities website but lost it when i lost my account. am working on another one tho (hope to have wallpapers as well); i'd use screen shots from emulators (fuill screen without the windows borders) but....either i don't have....or...anyways, i should have something by the end of this week. i'll post it as soon as i have something...(these buggers are hard to find)

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2182. Re: Woody PSU

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 15:23:38 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns950869BBA5DABslorcomcastnet@130.133.1.4>
Source record: 15738

Despite all prevention efforts, "momo" <quality_us@yahoo.com> wrote in
news:Beezc.27579$KL2.24231@fe2.texas.rr.com:

>> The tip on that power supply is positive. Any 9-volt PSU (including
>> a multi-voltage) with at least 500 mA output should do you just fine.
>>
>> --
>> Slor
>
> I cant remember if thats DC or AC and mine is packed away at the
> moment. Mo
>
>
>
>

It's DC. Also, there are some buy-it-nows on eBay as low as $7.50 for a
NOS Atari unit.

--
Slor

2183. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 17:58:09 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10crporoarbft38@news.supernews.com>
Source record: 15740
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 14 Jun 2004 06:38:24 -0700, *ProteanThread* wrote:

> what do you remember about them ? what was your handle ? and, just out
> of curiosity, would you subscribe to an ISP that was non-GUI like the
> old daze ?

I used GEnie and CompuServe for many many years ... starting around 1981
or so I think, with my Atari 8bit machines. As far as the chat areas go,
I was really bad at changing my nicks/handles - but they almost always
included the <qnr> part -- my primary nick for many years was "Coastie
<QNR>"

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2184. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 21:43:33 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b0@comcast.net>
Source record: 15741
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy, comp.sys.ti

>what do you remember about them ? what was your handle ? and, just out of
>curiosity, would you subscribe to an ISP that was non-GUI like the old daze
>?

I was on Genie for years and had the same handle I do now, Gamer.
Yes, I would subscribe to something similar like Genie if there
were enough Atarians interested. It was fun and I enjoyed it much.
There was lot of information passed around and I love the
downloading of files. It is something I miss now along with a lot
of other things.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2185. Re: Game ported to Atari 400/800/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 21:43:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b1@comcast.net>
Source record: 15742

>Is there any interest in the following game being ported to the Atari:
>
>HLA Adventure
>
>http://members.tripod.com/~panks/hlaadv.html
>
>Sincerely,
>
>Paul Allen Panks [a/k/a "Dunric"]
>dunric@yahoo.com
>ICQ# 12234336

Is this a text adventure or does it have grpahics?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2186. Re: Woody PSU

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 21:43:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b2@comcast.net>
Source record: 15743

>Howdy
>
>I recently aquired an old vcs 2600 with everything except the power supply,
>a friend told me the voltage required is 9V but what is the polarity? Can i
>use a multi-voltage PSU? Where can i buy an original and how much do they go
>for?
>
>thanks for any help
>
>cheers
>
>Andy

I would try either Best Electronics or maybe B&C Computers. It
should run you about $5-$10.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2187. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:14:20 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <c61905fbc5a1e9a33de74da94f12589f@news.teranews.com>
Source record: 15744
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:40cdc7102165b0@comcast.net...
> >what do you remember about them ? what was your handle ? and, just out of
> >curiosity, would you subscribe to an ISP that was non-GUI like the old
daze
> >?
>
> I was on Genie for years and had the same handle I do now, Gamer.
> Yes, I would subscribe to something similar like Genie if there
> were enough Atarians interested. It was fun and I enjoyed it much.
> There was lot of information passed around and I love the
> downloading of files. It is something I miss now along with a lot
> of other things.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>

I know I would, but does anyone think that ppl would be willing to pay, say, $4.95 or $9.95 a month for text only internet access (like the good old days, except no hourly charges) ? it would have to be enough to cover at least costs without running into the red (at least break even)

or maybe basic text only html tags (meaning no GUI or audio / video) for use in a program like lynx (text only dos web browser but similiar idea for the classics) ?

how active do you think it would be or could be or should be to be justified ?

could this help bring people back into the fold ? (get more people involved in retro style computing) ?

dial up and / or internet access (meaning you can access it still from your old 8 bit comp or thru telnet or directly thru a webpage) ?

WOW I think my head just exploded.....(i wonder if we can make this work)

does anyone still have their delphi, genie, or compuserve manuals ? (just throwing out ideas and in return collecting ideas)

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2188. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:34:12 UTC
From: Neil Morrison <nowrite@to.me>
Message-ID: <EJpzc.19129$IN.4688@edtnps84>
Source record: 15745
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <sysop@rtdos.com> wrote in message
news:c61905fbc5a1e9a33de74da94f12589f@news.teranews.com...

> could this help bring people back into the fold ? (get more people
involved
> in retro style computing) ?
>
> dial up and / or internet access (meaning you can access it still from
your
> old 8 bit comp or thru telnet or directly thru a webpage) ?

Considering that LD now is 5 cents to 0.5 cents / minutes, dial up might be
a go.

NM

2189. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:42:10 UTC
From: Ron Cook <roncook@verizon.net>
Message-ID: <ltl1q1-qgf.ln1@nsds3.nsds.saugus>
Source record: 15746
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

"*ProteanThread*" <os65000 at yahoo dot com> wrote:

> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old
> daze ?
>

I held an account on Delphi, GEnie, Compuserve, Portal, American PeopleLink
(Plink), ProtoCall, Bix, and something in Massachusetts called ModemCity.

My first CIS ID was 72057,435 but I don't recall the second, later one.
Generally on most of the others I used 'cooky' as my user ID and / or nick
when possible. I don't recall that being the case on GEnie or ModemCity,
though.

I do recall being fascinated by archie and gopher when they were made
available through Delphi's 'Internet Portal' - and annoyed by CIS' 'stepped
speed' differentials: $6.00 / hour for 300 / 450 bps, $12.00 for 1200 and
$24.00 an hour for 2400 access.

It didn't keep me from using the faster speeds when I had the hardware,
though.

I think a non-GUI service would be useful, especially with many end-users
subscribing to broadband service.
Many folks run Telnet-based BBS systems from their home networks over cable
or DSL lines; a service geared to a larger audience could, I think, be
successful.

- --
Ron n1zhi
roncook@verizon.net
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQFAziiTa9fyRcf4bIYRAnMbAJwP1I2yWxqNlKWeEtm+qWnmHcucMwCfZF7L
doGT6sYoTUqLaPg9HlT+Ixc=
=HK8f
-----END PGP SIGNATURE-----

2190. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:43:14 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <0bcfd441b0a373bddfb14cb12e758e57@news.teranews.com>
Source record: 15598

```
"Ron Cook" <roncook@verizon.net> wrote in message
news:ltl1q1-qgf.ln1@nsds3.nsds.saugus...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> "*ProteanThread*" <os65000 at yahoo dot com> wrote:
>
> > what do you remember about them ? what was your handle ? and, just out
of
> > curiosity, would you subscribe to an ISP that was non-GUI like the old
> > daze ?
> >
>
> I held an account on Delphi, GEnie, Compuserve, Portal, American
PeopleLink
> (Plink), ProtoCall, Bix, and something in Massachusetts called ModemCity.
>
> My first CIS ID was 72057,435 but I don't recall the second, later one.
> Generally on most of the others I used 'cooky' as my user ID and / or nick
> when possible. I don't recall that being the case on GEnie or ModemCity,
> though.
>
> I do recall being fascinated by archie and gopher when they were made
> available through Delphi's 'Internet Portal' - and annoyed by CIS'
'stepped
> speed' differentials: $6.00 / hour for 300 / 450 bps, $12.00 for 1200 and
> $24.00 an hour for 2400 access.
>
> It didn't keep me from using the faster speeds when I had the hardware,
> though.
>
> I think a non-GUI service would be useful, especially with many end-users
> subscribing to broadband service.
> Many folks run Telnet-based BBS systems from their home networks over
cable
> or DSL lines; a service geared to a larger audience could, I think, be
> successful.
>
> - --
> Ron n1zhi
> roncook@verizon.net

It'd also be a good way to have a portable email address that can be checked
anywhere (but it wouldn't necessarily be web based)
```

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2191. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:45:06 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <STpzc.12938$ar2.3845@fe2.texas.rr.com>
Source record: 15597
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Peter van Merkerk" <merkerk@deadspam.com> wrote in message
news:2j5tv7Ft6g4tU1@uni-berlin.de...
> "Javier Henderson" <javier@KJSL.COM> wrote in message
> news:86r7simb6x.fsf@skylane.kjsl.com...
> > Ken harbit <krh03@cvip.net> writes:
> >
> > > I used Delphi for about two years before I got an ISP that handled
> > > tcp/ip. But, I don't remember what my ID was. With a version of Linux
> > > available for most older computers such as TRS80, Commodor etc, there
> > > is no need for the old type of ISP.
> >
> > There is Linux for the TRS80?
> >
> > News to me. Got any info on that?
>
> Considering the hardware requirements for a minimal Linux system that is
> very unlikely. Even the embedded versions of Linux for really small
> appliances (like uClinux) are way too demanding for the old 8-bitters. He
> is probably talking about a Unix like OS for those computers. If TCP/IP
> connectivity is what you are looking for for your favorite 8-bitter, take
a
> look at Contiki: http://www.sics.se/~adam/contiki/
>
> --
> Peter van Merkerk
> peter.van.merkerk(at)dse.nl
>
>

My first online experience was Compuserve. I spent very little time on it in
fact because it was my dads account he signed up for when he bought our
model 3. Back then online time in the evenings was around $10.00 an hour and
I remember our logon actually involved a mastercard number (my dads).
He actually kept the number taped to the modem for convenience 8-). It was
kind of hard for me to relax and enjoy the service knowing it was ringing up
a credit card bill that I would eventually be confronted with, but in
hindsight now I think I should've used it more than I did. After all we're
only kids once!
I do remember plunking around with the CB program (chat) and downloading a
space shuttle liftoff simulation to the daisy wheel printer. I also
downloaded a 3 foot ascii nude of Farah to the printer and I hung it on my
bedroom wall. My mom wasn't sure if she should compliment me on my computer
skills or if it should be thrown away and I should be grounded for a week.
```

As for Contiki, I've been the nay sayer on that for a while because in theory it's a good idea, but in reality it still involves expensive rs232-ethernet converters and from what I understand it uses all of the computers resources to the point that there's nothing left to do anything with (i.e. memory).
I still say that there should be a shell based subscription service offering dialup gateways to the net for vintage machines.
Rambling,
Mo

2192. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:47:16 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <34998acc3ca3c52414a6db5a062c9c0b@news.teranews.com>
Source record: 15599
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"momo" <quality_us@yahoo.com> wrote in message
news:STpzc.12938$ar2.3845@fe2.texas.rr.com...
> My first online experience was Compuserve. I spent very little time on it
in
> fact because it was my dads account he signed up for when he bought our
> model 3. Back then online time in the evenings was around $10.00 an hour
and
> I remember our logon actually involved a mastercard number (my dads).
> He actually kept the number taped to the modem for convenience 8-). It was
> kind of hard for me to relax and enjoy the service knowing it was ringing
up
> a credit card bill that I would eventually be confronted with, but in
> hindsight now I think I should've used it more than I did. After all we're
> only kids once!
> I do remember plunking around with the CB program (chat) and downloading a
> space shuttle liftoff simulation to the daisy wheel printer. I also
> downloaded a 3 foot ascii nude of Farah to the printer and I hung it on my
> bedroom wall. My mom wasn't sure if she should compliment me on my
computer
> skills or if it should be thrown away and I should be grounded for a week.
> As for Contiki, I've been the nay sayer on that for a while because in
> theory it's a good idea, but in reality it still involves expensive
> rs232-ethernet converters and from what I understand it uses all of the
> computers resources to the point that there's nothing left to do anything
> with (i.e. memory).
> I still say that there should be a shell based subscription service
offering
> dialup gateways to the net for vintage machines.
> Rambling,
> Mo
>
>
>

wow microsoft really did a number on the classics, huh ?
```

2193. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-14 22:54:12 UTC
From: *ProteanThread* <sysop@rtdos.com>
Message-ID: <153c086495169413772f45aaceca68ed@news.teranews.com>
Source record: 15600
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Neil Morrison" <nowrite@to.me> wrote in message
news:EJpzc.19129$lN.4688@edtnps84...
>
> "*ProteanThread*" <sysop@rtdos.com> wrote in message
> news:c61905fbc5a1e9a33de74da94f12589f@news.teranews.com...
>
> > could this help bring people back into the fold ? (get more people
> involved
> > in retro style computing) ?
> >
> > dial up and / or internet access (meaning you can access it still from
> your
> > old 8 bit comp or thru telnet or directly thru a webpage) ?
>
> Considering that LD now is 5 cents to 0.5 cents / minutes, dial up might
be
> a go.
>
> NM
>
>

my thoughts exactly *BUT* the question remains, would it help bring people
back into the classic community (if not just for nostalgia reasons but
something actually useful) ? if needed, at least to break even, what about
other charges, say, to download files or play certain but not all online
games ? (just a thought, i remember delphi was gonna charge for that but
wen i quit delphi not sure what happened)

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)
```

2194. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 00:40:49 UTC
From: Snogpitch <snogpitch@prodigy.net>
Message-ID: <BCF3BDF7.84E2%snogpitch@prodigy.net>
Source record: 15601
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On 6/14/04 9:38 AM, in article vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com,
"*ProteanThread*" <os65000 at yahoo dot com> wrote:

> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze
> ?
>
>
GEnie did have a GUI for the Commodore 64 and 128, it was called Wizard.
Output was still text based, and in reality, the gui send text based
shortcuts to the GEnie servers, but it was point and click.

2195. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 00:49:45 UTC
From: Neil Morrison <nowrite@to.me>
Message-ID: <JIrzc.19153$IN.2651@edtnps84>
Source record: 15602
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Snogpitch" <snogpitch@prodigy.net> wrote in message
news:BCF3BDF7.84E2%snogpitch@prodigy.net...

> GEnie did have a GUI for the Commodore 64 and 128, it was called Wizard.
> Output was still text based, and in reality, the gui send text based
> shortcuts to the GEnie servers, but it was point and click.

CompuServe had a similar thing. It was a DOS based windowing environment
which supported mouse clicks and function keys.

N

2196. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 02:14:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ijksc09j9g2qgo8ut4160ncd8kgtb903mc@4ax.com>
Source record: 15603

On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

> Hmmm, Hofacker also still exists,
>but I have not found their new zip code yet - and most of all I am not
>sure if they still sell their old Atari programs (like Atmas II and
>such)...>
>Michael Current schrieb:
>>

>> HOFACKER UNVERIFIED
>> Tegernseestr. 18
>> D-(8150) Holzkirchen
>> Germany [this zip code is old; need new zip code]
>> Vendor/Developer:
>> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

What about this: http://www.hofacker.de which leads to
http://hofacker-de.clipshop.com/ ? Is this them?

Ok, maybe the address/phone/fax on this page are correct:
http://www.hmc-cp.de/wowi/wowi23.htm

Ing. W. Hofacker GmbH
Tegernseer Straï¿½e 18
83607 Holzkirchen
T: 08024 7331
F: 08024 7580

Same address is here:
http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm

Still, if no one wants to verify that they remember what an Atari is, they
need to be dropped from the list. Who's going to call or write?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2197. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 02:26:05 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <17tzc.19436$H65.12590@nwrddc02.gnilink.net>
Source record: 15604

"Ron Cook" <roncook@verizon.net> wrote ...

> I do recall being fascinated by archie and gopher when they were made
> available through Delphi's 'Internet Portal' - and annoyed by CIS' 'stepped
> speed' differentials: $6.00 / hour for 300 / 450 bps, $12.00 for 1200 and
> $24.00 an hour for 2400 access.

Q-Link charged the basic rate for 1200 baud, but premium rate for 2400. When
I moved to GEnie, the basic rate there applied to 2400 baud, while 4800 was
premium.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2198. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 03:43:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5srsc01irj268aan5uqen6vj01pp5pn38u@4ax.com>
Source record: 15605

On 14 Jun 2004 12:59:24 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Hi Andreas-
>
>Thanks! Yes, It does have excellent info. And looks like the drive info would
>be a very good addition to the FAQ's.
>
>> Well, a short hint: read the documentation for "WriteATR" by HiasSoft
>/Mathias Reichl. It has almost all the info you need... <

Indeed, great stuff for the FAQ. Now I have a little work to do... :)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2199. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 04:05:06 UTC
From: bv@wjv.com
Message-ID: <HzC0J0.665@wjv.com>
Source record: 15606
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com>,
ProteanThread <status@rtdos.info> wrote:
>what do you remember about them ? what was your handle ? and, just out of
>curiosity, would you subscribe to an ISP that was non-GUI like the old daze
>?

You had 'compuserve' in the subject, and I remeber being on it
before it was called Compuserve. It was then called MicroNet.

When I joined there were about 3000 and it was only running after
6PM when H&R Block didn't need the computers.

You'd login at a prompt of a DEC-10 and type run mnet80 - to get
to the first SIG on MicroNet - written by Richard Taylor of TRS 80
Opera fame - in Fortran.

We had a TRS80 group that was moved over from the Source when the
totally crashed the Source trying to bring a second Prime computer
on line.

It was down totally for one day and when it came I've seen
computers that were turned off that were faster.

That was all email, sort of a predecesor to mailing lists, and
after the changeove sometimes we could wait 5 minutes for a
response to our commands.

My ID on MicroNet was 212,207214 [If I rememeber correctly]
and on The Source it was TCB777.

There were under 3000 users on either system when I first logged
onto them - late 1979 or early 1980 as I recall.

I still have the MicroNet manuals somewhere.

The other ones I found interesting were BIX - Byte Information
Exchange and ??? [My mind is GOING] the thing from CDC that was
used in education heavily.

Bill
--
Bill Vermillion - bv @ wjv . com

2200. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 04:07:21 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <JLOdnZ5fZYpu6FPdRVn-tw@bresnan.com>
Source record: 15607
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Bill Vermillion" <bv@wjv.com> wrote in message news:HzC0J0.665@wjv.com...
> In article <vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com>,
> *ProteanThread* <status@rtdos.info> wrote:
> >what do you remember about them ? what was your handle ? and, just out of
> >curiosity, would you subscribe to an ISP that was non-GUI like the old
daze
> >?
>
> You had 'compuserve' in the subject, and I remeber being on it
> before it was called Compuserve. It was then called MicroNet.
>
> When I joined there were about 3000 and it was only running after
> 6PM when H&R Block didn't need the computers.
>
> You'd login at a prompt of a DEC-10 and type run mnet80 - to get
> to the first SIG on MicroNet - written by Richard Taylor of TRS 80
> Opera fame - in Fortran.
>
> We had a TRS80 group that was moved over from the Source when the
> totally crashed the Source trying to bring a second Prime computer
> on line.
>
> It was down totally for one day and when it came I've seen
> computers that were turned off that were faster.
>
> That was all email, sort of a predecesor to mailing lists, and
> after the changeove sometimes we could wait 5 minutes for a
> response to our commands.
>
> My ID on MicroNet was 212,207214 [If I rememeber correctly]
> and on The Source it was TCB777.
>
> There were under 3000 users on either system when I first logged
> onto them - late 1979 or early 1980 as I recall.
>
> I still have the MicroNet manuals somewhere.
>
> The other ones I found interesting were BIX - Byte Information
> Exchange and ??? [My mind is GOING] the thing from CDC that was
> used in education heavily.
>
> Bill
> --

> Bill Vermillion - bv @ wjv . com

WOW Now that really is retro!!!

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2201. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 04:15:00 UTC
From: bv@wjv.com
Message-ID: <HzC0qB.6Ax@wjv.com>
Source record: 15608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <c61905fbc5a1e9a33de74da94f12589f@news.teranews.com>,
ProteanThread <sysop@rtdos.com> wrote:
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:40cdc7102165b0@comcast.net...
>> >what do you remember about them ? what was your handle ? and, just out of
>> >curiosity, would you subscribe to an ISP that was non-GUI like the old
>daze
>> >?
>>
>> I was on Genie for years and had the same handle I do now, Gamer.
>> Yes, I would subscribe to something similar like Genie if there
>> were enough Atarians interested. It was fun and I enjoyed it much.
>> There was lot of information passed around and I love the
>> downloading of files. It is something I miss now along with a lot
>> of other things.
>>
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>

>I know I would, but does anyone think that ppl would be willing to pay, say,
>$4.95 or $9.95 a month for text only internet access (like the good old
>days, except no hourly charges) ?

Source was $2.00 over Tymnet. Compuserve was $7.00 per hour plus
$2.00 hour connect for locations not served by their pop.

The text only internets - actually links from Arapnet - were being
being handled by a LOT of uucp usenet nodes. I seem to remember ??
Rieger starting up one of the first pay ones on the West Coast and
I bought an 8 port serial board from him when he graduated out
of Intel based machines and went with Suns.

--
Bill Vermillion - bv @ wjv . com

2202. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 04:15:01 UTC
From: bv@wjv.com
Message-ID: <HzC0uD.6DD@wjv.com>
Source record: 15609
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <HzC0J0.665@wjv.com>, Bill Vermillion <bv@wjv.com> wrote:

>My ID on MicroNet was 212,207214 [If I rememeber correctly]
>and on The Source it was TCB777.

Woops. Micronet was 70270,214. I hope you forgive me for that
slip as it was 22 years ago :-)

--
Bill Vermillion - bv @ wjv . com

2203. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 04:59:32 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10ct0gqh8c22b8e@news.supernews.com>
Source record: 15610
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 14 Jun 2004 21:05:06 -0700, Bill Vermillion wrote:

>
>
> The other ones I found interesting were BIX - Byte Information Exchange
> and ??? [My mind is GOING] the thing from CDC that was used in education
> heavily.
>
> Bill

I never used BIX. Did use the Dow Jones Information Service for a while.
I believe that you might be thinking of "PLATO" as far as the CDC
offering goes.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2204. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 08:13:37 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0406150410390.18983@shell1>
Source record: 15611
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 14 Jun 2004, *ProteanThread* wrote:

> what do you remember about them ?

I liked participating in the chats, downloading/uploading C=
files, and leaving messages on the boards.

> what was your handle ?

rbernardo

> and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze?

Probably.

My Commodore would like it,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2205. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 08:21:59 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0406150416470.18983@shell1>
Source record: 15612
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 14 Jun 2004, *ProteanThread* wrote:

> I know I would, but does anyone think that ppl would be willing to pay, say,
> $4.95 or $9.95 a month for text only internet access (like the good old
> days, except no hourly charges) ? it would have to be enough to cover at
> least costs without running into the red (at least break even)

In my opinion, to justify the above costs, it would have to be a
very good service, like Delphi or Genie in their heyday.

> or maybe basic text only html tags (meaning no GUI or audio / video) for use
> in a program like lynx (text only dos web browser but similiar idea for the
> classics) ?

Yes, Lynx! (or Links or w3m)

> how active do you think it would be or could be or should be to be justified
> ?

Unknown.

> could this help bring people back into the fold ? (get more people involved
> in retro style computing) ?

Again unknown.

> dial up and / or internet access (meaning you can access it still from your
> old 8 bit comp or thru telnet or directly thru a webpage) ?

Dial-up would be great for my Commodore (unlimited long-distance
helps quite a bit).

> does anyone still have their delphi, genie, or compuserve manuals ? (just
> throwing out ideas and in return collecting ideas)

My old Genie documentation is somewhere, but I'd have to look.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2206. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 13:05:48 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040615140545.2328C@ilba14195.www.blueyonder.co.uk>
Source record: 15613

In article <10ct0gqh8c22b8e@news.supernews.com>, terry@timestorm.ross.com (qnr) wrote:
> I never used BIX.
I use a system called CIX which is a UK based varient of BIX. You can access it via a web interface at www.cix.co.uk, using a PC OLR called Ameol or an Atari ST one called CIXComm/Read. You can also use telnet if you want a hard time. It's purely text based and has hundreds if not thousands of active conferences.

Iain Laskey
Practical PC Online www.practical-pc.co.uk

2207. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 13:47:31 UTC
From: Rally <rally@easynews.com>
Message-ID: <T5Dzc.17513203$Id.2890093@news.easynews.com>
Source record: 15614
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com...
> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old
daze
> ?

I think those services were better than the internet today, better for me
that is, because the general public and the advertisers and marketers
weren't there. We associated with others there with interests similar to
ours and those who didn't have the knowlege couldn't get in.

I'd love to be in that world again but the problem isn't that CIS doesn't
exist or that the text interface doesn't exist. The problem is that that
world no longer exists. Everybody can show up. It's just not the same.

Is that snobbish? Yeah, I guess it is in a way. But I suspect that most of
you who were there know what I mean.

Barry

2208. Free to good home: Atari 8-bit cassette software.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 14:38:35 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <LRDzc.25637$Rr1.4534@newssvr31.news.prodigy.com>
Source record: 15615

I have a bag of data cassettes here, if anyone wants them they are welcome to
them for the price of media mail shipping, which would be like $2.

There are about 20 cassettes, some originals some copies, none tested.

e-mail if interested.

Steve

2209. Re: Free to good home: Atari 8-bit cassette software.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 14:54:07 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <j4Ezc.24557$eH1.11222464@newssvr28.news.prodigy.com>
Source record: 15616

Steven J Tucker wrote:

> I have a bag of data cassettes here, if anyone wants them they are
> welcome to them for the price of media mail shipping, which would be
> like $2.
>
> There are about 20 cassettes, some originals some copies, none tested.

Cassettes are taken, thanks.

Steve

2210. FA: Educational Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 19:17:12 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns950991553D8E0slorcomcastnet@130.133.1.4>
Source record: 15617

I got a few educational games in a recent buy that I really have no use for, so up they go... There are 4 games (3 on cartidge, 1 on disk), and they're complete with books and boxes. Just over 1 day remaining.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8111861498

Thanks!

--
Slor

2211. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 21:11:05 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <canoen01loj@news2.newsguy.com>
Source record: 15618

> Music Shop Landgraaf wrote:
>
> > Phil Cardwell's routine uses a user subroutine - in the form of a string
> > of
> > characters - looks like this (when converted back to numbers):
> >
> > 104, 32, 89, 228, 173, 3, 3, 133, 212, 169, 0, 133, 213, 96
> >
> > The code I borrowed from "Mapping..." looks like this when translated:
> >
> > 104, 32, 83, 228, 96
> >
> > What's the difference between the two and which one should I use?
>
> The first block is:
>
> PLA
> JSR $E459
> LDA $0303
> STA $D4
> LDA #$00
> STA $D5
> RTS
>
> The second is
>
> PLA
> JSR $E459
> RTS

This should actually read JSR $E453 (DISKINV, to check status of drive).

> They are the same, one just copies the status from $303 to $D4 before
> returning
> so it
> becomes the result of the USR call. For example if you do X=USR(address)
> then with
> the first one the disk status is returned in X. In the second you have to
> PEEK
> $303
> after making the call to get the status.

Demivec

2212. Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-15 22:59:04 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.06.15.22.59.04.898397@here.com>
Source record: 15619

Hi,

I recently aquired an Atari 835 modem! And, as I was
out of state, and my high speed internet was out of reach,
I subscribed to earthlink dialup.

Does anyone know if a usable PPP client, and maybe a couple
other clients (newsreader, simple browser, etc.) exist?

Many thanks for any info, I'm not expecting high speed, just
a basic 300 baud, but usable "system".

John Miskinis

2213. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 00:03:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <97Mzc.516$2J7.500@newssvr33.news.prodigy.com>
Source record: 15620

John Miskinis <nospam@here.com> wrote in message
news:pan.2004.06.15.22.59.04.898397@here.com...
> Hi,
>
> I recently aquired an Atari 835 modem! And, as I was
> out of state, and my high speed internet was out of reach,
> I subscribed to earthlink dialup.
>
> Does anyone know if a usable PPP client, and maybe a couple
> other clients (newsreader, simple browser, etc.) exist?
>
> Many thanks for any info, I'm not expecting high speed, just
> a basic 300 baud, but usable "system".
>
> John Miskinis
I don't think any PPP for A8s. Also 300 baud will not even connect to shell accounts, etc. I believe that A8s might be able to do a dial-up at 4800 baud, using, say Ice-T, then if you had a shell account you could use a Linux/Unix news reader. This would be very unusual, ie. I'm pretty sure you can't do a shell dial-up.

2214. Re: Ms. Pac Man on the 8bit vs. other consoles

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 02:00:23 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <uYNzc.28852$FC3.6443@bignews1.bellsouth.net>
Source record: 15622

"momo" <quality_us@yahoo.com> wrote in message
news:To_fc.9246$Hf7.3442@fe2.texas.rr.com...
> "|<evin" <nospam@nospam.com> wrote in message
> news:c3pv705s9llsr21cl7nnvr5fgqmssjat3m@4ax.com...
> >
> > Yesterday I was working in one of those beach communities they have in
> > new england where there are cottages lots of restaraunts etc... I went
> > to a Dairy Queen fast food rest for lunch and it was like walking into
> > a timewarp. In the back "dining area" was a mini arcade that had
> > games from the 80's golden era
> >
> Oh well you'd love the company I work at.

Sounds like everything I like. Where do I send the resume?

> In our front lobby/office we have
> an original Ms. Pacman (1981) , Galaxian, NeoGeo with Metal Slug2 loaded,
> and an Adams Family Pinball. They break down often but always repaired
> promptly. 8-)
> As for the 80's music, everyone I've talked to in my age group agrees that
> the 80's were the peak of pop music. Down here in Houston, we have an all
> 80's channel 106.9 -nothing but the 80's. 8-)
> Mo

2215. Re: BBS the atari inside will stop??

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 02:08:33 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <BYNzc.25432$H65.1895@nwrddc02.gnilink.net>
Source record: 15621

I too understand. I have been running the BF2k+ on the net basically since 1999 - average 1 caller per day (thanks alan). That's another reason I use the emulator rather than my real 8-bit equipment - PC's are expendable - my 8-bit stuff is not - it's precious to me. If my BBS PC crashes, I have 5 more identical PC's waiting in line to be plugged up. Not so with my Atari 8-bit equipment.

Sorry to see you go down but I too feel your pain.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:ca7l0d$d19$1@reader13.wxs.nl...
> Hi
>
> Just one simple question? If you are a real atari 8bit freak, wouldn't it be
> atari-heaven for you, if you could write these kind of postings on a BBS,
> running on REAL atari 8bit equipment?
>
> I would say YES of course. I have been running BBS the atari Inside for a
> few months now on the internet, and the interest is only 2 callers a day or
> less.
>
> I was wondering: why don't you writers in comp.sys.atari.8bit write some of
> their messages on a REAL atari 8bit bbs, running on 100% atari, without
> emulators or PC help?
>
> Please take a look at it.
>
> If the bbs is not gaining interest, I'll pull the plug. It is really wasting
> of energy running the bbs for almost no-body.
>
> Thanks,
> Marius
>
> telnet://213.10.217.144:8888
>
>

2216. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 03:03:35 UTC
From: Mark McDougall <markm@vl.com.au>
Message-ID: <40cfb888$0$28940$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 15624
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Robert Bernardo wrote:

> Dial-up would be great for my Commodore (unlimited long-distance
> helps quite a bit).

What, you're not using Contiki to surf the Web??? ;)

Regards,
Mark

2217. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 03:16:41 UTC
From: dfevans@bcr10.uwaterloo.ca
Message-ID: <caoe2p$2a2$1@rumours.uwaterloo.ca>
Source record: 15625
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <HzC0J0.665@wjv.com>, Bill Vermillion <bv@wjv.com> wrote:
>
>You had 'compuserve' in the subject, and I remeber being on it
>before it was called Compuserve. It was then called MicroNet.
>
>When I joined there were about 3000 and it was only running after
>6PM when H&R Block didn't need the computers.
>
>You'd login at a prompt of a DEC-10 and type run mnet80 - to get
>to the first SIG on MicroNet - written by Richard Taylor of TRS 80
>Opera fame - in Fortran.
>

There's a little thread in alt.sys.pdp10 at the moment trying to
figure out how CIS did their setup. I imagine they were all KL10s by
that point. One machine with account info and then you were farmed to
different ones as you changed conferences? How were the disks shared?
There are theories that things like CB were done through the front
ends. Anybody know more?

--
David Evans dfevans@bbcr.uwaterloo.ca
Ph.D. Candidate, Computer/Synth Junkie http://bbcr.uwaterloo.ca/~dfevans/
University of Waterloo "Default is the value selected by the composer
Ontario, Canada overridden by your command." - Roland TR-707 Manual

2218. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 03:55:01 UTC
From: bv@wjv.com
Message-ID: <HzDuK7.2z5@wjv.com>
Source record: 15626
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <caoe2p$2a2$1@rumours.uwaterloo.ca>,
David Evans <dfevans@bcr10.uwaterloo.ca> wrote:
>In article <HzC0J0.665@wjv.com>, Bill Vermillion <bv@wjv.com> wrote:
>>
>>You had 'compuserve' in the subject, and I remeber being on it
>>before it was called Compuserve. It was then called MicroNet.
>>
>>When I joined there were about 3000 and it was only running after
>>6PM when H&R Block didn't need the computers.
>>
>>You'd login at a prompt of a DEC-10 and type run mnet80 - to get
>>to the first SIG on MicroNet - written by Richard Taylor of TRS 80
>>Opera fame - in Fortran.

> There's a little thread in alt.sys.pdp10 at the moment trying to
>figure out how CIS did their setup. I imagine they were all KL10s by
>that point. One machine with account info and then you were farmed to
>different ones as you changed conferences? How were the disks shared?
>There are theories that things like CB were done through the front
>ends. Anybody know more?

You mention changing conferences. When I got on MicroNet there was
no changing conferences. There was the MNET-80 sig, which as I
recall we started by getting to the user prompt on a DEC-10 and
then typing 'run mnet80'. The ONLY other thing running on the
machine was a P-Code sharing group.

The nice thing was that it acted like Unix and if we wanted to
handle a file swap, we'd just upload it on our local link, and
chmod the permissions and tell whoever we wanted to have it where
it was and they would download it.

That mean all the calls were local. Otherwise we'd have to use
long distance for file-transfer.

About a year or so later the changed the name to Compuserve and
started going after commercial accounts. They took away
the shell login at that time, and put in a 4-hour delay on email.

The commercial accounts had their email tranmitted instantly and
the 4-hour delay on normal accounts was to force those who needed
fast email to pay the commercial rate.

Bill
--

Bill Vermillion - bv @ wjv . com

2219. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 03:55:01 UTC
From: bv@wjv.com
Message-ID: <HzDuCF.2wq@wjv.com>
Source record: 15627
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
In article <JLOdnZ5fZYpu6FPdRVn-tw@bresnan.com>,
*ProteanThread* <status@rtdos.info> wrote:
>"Bill Vermillion" <bv@wjv.com> wrote in message news:HzC0J0.665@wjv.com...
>> In article <vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com>,
>> *ProteanThread* <status@rtdos.info> wrote:
>> >what do you remember about them ? what was your handle ? and, just out of
>> >curiosity, would you subscribe to an ISP that was non-GUI like the old
>daze
>> >?
>>
>> You had 'compuserve' in the subject, and I remeber being on it
>> before it was called Compuserve. It was then called MicroNet.
>>
>> When I joined there were about 3000 and it was only running after
>> 6PM when H&R Block didn't need the computers.
>>
>> You'd login at a prompt of a DEC-10 and type run mnet80 - to get
>> to the first SIG on MicroNet - written by Richard Taylor of TRS 80
>> Opera fame - in Fortran.
>>
>> We had a TRS80 group that was moved over from the Source when the
>> totally crashed the Source trying to bring a second Prime computer
>> on line.
>>
>> It was down totally for one day and when it came I've seen
>> computers that were turned off that were faster.
>>
>> That was all email, sort of a predecesor to mailing lists, and
>> after the changeove sometimes we could wait 5 minutes for a
>> response to our commands.
>>
>> My ID on MicroNet was 212,207214 [If I rememeber correctly]
>> and on The Source it was TCB777.
>>
>> There were under 3000 users on either system when I first logged
>> onto them - late 1979 or early 1980 as I recall.
>>
>> I still have the MicroNet manuals somewhere.
>>
>> The other ones I found interesting were BIX - Byte Information
>> Exchange and ??? [My mind is GOING] the thing from CDC that was
>> used in education heavily.
>>
```

>> Bill
>> --
>> Bill Vermillion - bv @ wjv . com

>*WOW* Now that really is retro!!!

And I finally remember the program/service from CDC, also a pay by the hour service. That was Plato.

And keeping in line with the TRS80's here, on July 1, 1981, about 2 months before IBM annonced the PC I brought up the first 24x7 BBS in Orlando on a Model I with 3 floppy drives. It was a Connction 80 site/software.

A few months later I brought up the first TBBS running outside the Denver test area. The Model I ran 33,000 power-on hours before it became a blit flaky about no always doing software reboot.

Each time a connection was dropped the system would reboot and reload as that was the only way to ensure integrity of the program on the Model I.

In the 3 years [before I moved to a Max80 for the BBS] it answered over 65,000 phone calls. I averaged under 1 hour per day idle time all during that time - and often the idle time was under 1/2 hour.

Bill
--
Bill Vermillion - bv @ wjv . com

2220. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 03:55:01 UTC
From: bv@wjv.com
Message-ID: <HzDunC.313@wjv.com>
Source record: 15628
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In article <T5Dzc.17513203$Id.2890093@news.easynews.com>,
Rally <rally@easynews.com> wrote:
>"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
>news:vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com...
>> what do you remember about them ? what was your handle ? and, just out of
>> curiosity, would you subscribe to an ISP that was non-GUI like the old
>daze
>> ?
>
>I think those services were better than the internet today, better for me
>that is, because the general public and the advertisers and marketers
>weren't there. We associated with others there with interests similar to
>ours and those who didn't have the knowlege couldn't get in.

>I'd love to be in that world again but the problem isn't that
>CIS doesn't exist or that the text interface doesn't exist. The
>problem is that that world no longer exists. Everybody can show
>up. It's just not the same.

>Is that snobbish? Yeah, I guess it is in a way. But I suspect
>that most of you who were there know what I mean.

No it's not snobbish. It's just that we got used to a very high
signal to noise ratio before the government turned the internet
loose. Many who used to love that mode continue on in mailing
lists - and I'm on at least 6 of them.

I also miss those days.

Bill

--
Bill Vermillion - bv @ wjv . com

2221. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 04:09:03 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0406160007400.23307@shell1>
Source record: 15629
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Wed, 16 Jun 2004, Mark McDougall wrote:

> What, you're not using Contiki to surf the Web??? ;)

When it supports a modem and dial-up, then I'll consider it.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2222. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 07:01:03 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.06.16.07.01.03.24473@here.com>
Source record: 15630

On Wed, 16 Jun 2004 10:26:26 -0400, |<evin wrote:

> On Tue, 15 Jun 2004 18:59:04 -0400, "John Miskinis" <nospam@here.com>
> wrote:
>
>>Hi,
>>
>>I recently aquired an Atari 835 modem! And, as I was
>>out of state, and my high speed internet was out of reach,
>>I subscribed to earthlink dialup.
>>
>>Does anyone know if a usable PPP client, and maybe a couple
>>other clients (newsreader, simple browser, etc.) exist?
>>
>>Many thanks for any info, I'm not expecting high speed, just

OK, so I guess the 835 is virtually useless, except for
a collector's item. A few years ago I did use an 850 and a
28.8K modem, to dialup to a "terminal server", and actually
used x/y/z modem (can't remember which) to transfer some
files.

Yes, I realize the 835 does not support tone dialing, it
only supports (good old) pulse dialing. This is not an issue
for me. :)

I have a 1030 also, but have not even seen if it still works.
If I can figure out how to "originate a connection", perhaps
I will try to link a couple 8bit systems over the (same) phone
line. I did this many years ago, but at that time I knew the
"dialback number" for our local phone service. So, at that
point I did not need to originate, as the phone would ring, and
I would turn on both modems. :)

I think I even have an old Anderson Jacobson accoustic coupler
around somewhere, and I think it may have an originate switch.

Oh yeh, I need to dig up the schematics for a "phone line
simulator", and see if I have enough parts to build one.

In any case, I hope my ramblings, have brought back some great
nostalgic memories for you. If not, please file in /dev/null

John Miskinis

>>a basic 300 baud, but usable "system".
>>
>>John Miskinis

>
>
> ahhahaha no way can you get on the internet with an 835 modem. do you
> realise your modem does not even support touch tone dialing?
> Seriously it is way too slow... If you had a P/R Connection (or
> something similar) and a 14.4 modem, you might be able to find
> someplace that offers a shell account at that speed (mind you the
> modem would be connected at 14.4 the computer I believe is limited
> 9600 baud) hopefully the 8bit would not drop characters... I dont
> think it is a realistic proposition.
>
>
>
>
>
> kvn

2223. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 14:26:26 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <8rl0d05ouv665f6b4v4lim4kninrkmrnb3@4ax.com>
Source record: 15623

On Tue, 15 Jun 2004 18:59:04 -0400, "John Miskinis" <nospam@here.com>
wrote:

>Hi,
>
>I recently aquired an Atari 835 modem! And, as I was
>out of state, and my high speed internet was out of reach,
>I subscribed to earthlink dialup.
>
>Does anyone know if a usable PPP client, and maybe a couple
>other clients (newsreader, simple browser, etc.) exist?
>
>Many thanks for any info, I'm not expecting high speed, just
>a basic 300 baud, but usable "system".
>
>John Miskinis

ahhahaha no way can you get on the internet with an 835 modem. do you
realise your modem does not even support touch tone dialing?
Seriously it is way too slow... If you had a P/R Connection (or
something similar) and a 14.4 modem, you might be able to find
someplace that offers a shell account at that speed (mind you the
modem would be connected at 14.4 the computer I believe is limited
9600 baud) hopefully the 8bit would not drop characters... I dont
think it is a realistic proposition.

kvn

2224. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 14:46:37 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <h3Zzc.2551$w07.800@newsread2.news.pas.earthlink.net>
Source record: 15631

John Miskinis wrote:
> On Wed, 16 Jun 2004 10:26:26 -0400, |<evin wrote:
>
>
>>On Tue, 15 Jun 2004 18:59:04 -0400, "John Miskinis" <nospam@here.com>
>>wrote:
>>
>>
>>>Hi,
>>>
>>>I recently aquired an Atari 835 modem! And, as I was
>>>out of state, and my high speed internet was out of reach,
>>>I subscribed to earthlink dialup.
>>>
>>>Does anyone know if a usable PPP client, and maybe a couple
>>>other clients (newsreader, simple browser, etc.) exist?
>>>
>>>Many thanks for any info, I'm not expecting high speed, just
>
> OK, so I guess the 835 is virtually useless, except for
> a collector's item. A few years ago I did use an 850 and a
> 28.8K modem, to dialup to a "terminal server", and actually
> used x/y/z modem (can't remember which) to transfer some
> files.

You just need a shell account. Netmagic.net used to sell them for an
extra couple of bucks a month, I don't know if they still offer them.

Another alternative is to find a Waffle board or set one up. They are
like a BBS gateway to the internet. Useful for newsgroups and email.

2225. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 18:27:58 UTC
From: jpfilkins@cix.compulink.co.uk
Message-ID: <caq3fe$5an$1@thorium.cix.co.uk>
Source record: 15632

In article <memo.20040615140545.2328C@ilba14195.www.blueyonder.co.uk>,
ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

> In article <10ct0gqh8c22b8e@news.supernews.com>,
> terry@timestorm.ross.com (qnr) wrote:
> > I never used BIX.
> I use a system called CIX which is a UK based varient of BIX. You can
> access it via a web interface at www.cix.co.uk, using a PC OLR called
> Ameol or an Atari ST one called CIXComm/Read. You can also use telnet
> if you want a hard time. It's purely text based and has hundreds if not
> thousands of active conferences.
>
>
> Iain Laskey
> Practical PC Online www.practical-pc.co.uk

[cix support]

About 2 years ago I had one guy with a commodore 64 call in one night when
i was on support. Using the comms module (OK, a terminal emulator) from
mini-office 2 and the commodore plug in modem. I think a few people still
power up their old kit and try to connect "for old times sake".

JP

2226. Re: WTB/WTT: Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 18:29:24 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10d3oo9lvm0aj81@corp.supernews.com>
Source record: 15646

I know I have atleast 5 of the following and more in carts. How much you
willing to spend?

Tim

"Slor" <slor@comcast.net> wrote in message
news:Xns950AC1D141B6Fslorcomcastnet@130.133.1.4...
> I'm looking to fill some holes my 8-bit cartridge collection, and I
> thought Id check to see if any of you guys have any (hopefully many) of
> my wants. Below is a short list of some carts I'd like to own, so
> please let me know if you have some of them for sale or trade. There
> may be others I'd be interested in, so also feel free to let me know if
> you have any small collections you'd like to unload. Thanks a lot!
>
> - Games -
> Battlezone
> Caverns of Mars
> Centipede
> Crossfire
> Deluxe Invaders
> Donkey Kong Jr.
> Gorf
> Gyruss
> Joust
> Jungle Hunt
> Karateka
> Mario Bros.
> Pitfall II
> Shamus (I got rid of mine and THEN got an 800 - oops)
> Silicon Warrior
> Summer Games
> Super Cobra
> Super Zaxxon
> Track & Field
> Wizard of Wor
> Zaxxon
>
> - Apps -
> Action!
> MicroCalc
> The Pill
> R-Time 8
> SALT 400/800
> Smart Terminal
> SpartaDOS X

> SuperSALT 400/800/XL
> Synassembler
> The Super Pill
> TeleLink
> TeleLink II
> Monkey Wrench
> Monkey Wrench II
>
> --
> Slor

2227. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 21:18:10 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40d0b913$0$158$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15633

Howdy folks

> >10010 POKE 768,ASC(DRIVENUMBER$(2,2))

For some reasons, only $31 will do here.

> Time to check that wonderful resource again, Bill Wilkinson's "INSIGHT:
Atari"
> column in COMPUTE!:

I might even have a copy of that magazine at home. I have maybe 5 issues or
so of that magazin.

Thanks for all the tips guys.

CU Mathy van Nisselroy

2228. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 21:33:10 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40d0bc95$0$158$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15634

Howdy folks

Does anybody know if 2.88 meg floppy drives where ever supported by Atari 8 bit drives/upgrades (maybe the HDI by Erhard "Atreju" Puetz?)? And how it's configuration looks like? AS in how many tracks, how may sectors per track and what density the percom block tells us it has. The 1.44 meg drives on my FloppyBoard apparently have density "8", where normally you'ld find "0" for single and "4" for double density. On the other hand "bit 7: 40 track disk on 80 track drive" isn't shown as far as I can see.

BTW anybody know how a 1.2 meg floppy is configured? (you can use a 1.2 meg 5.25" high density floppy on the FloppyBoard for instance.)

CU Mathy van Nisselroy

2229. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-16 22:16:29 UTC
From: atarivideoclub@yahoo.com
Message-ID: <d497bf9f.0406161416.5882a511@posting.google.com>
Source record: 15635
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I used to be in the dateline atari chats alot on genie.
I think Ised my regluar name Dan Iacovelli.
Dan
"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:<vuSdnb-yUL_WN1Dd4p2dnA@bresnan.com>...
> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze
> ?
>
>
>
> --
>
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

2230. WTB/WTT: Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 00:03:11 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns950AC1D141B6Fslorcomcastnet@130.133.1.4>
Source record: 15636

I'm looking to fill some holes my 8-bit cartridge collection, and I thought Id check to see if any of you guys have any (hopefully many) of my wants. Below is a short list of some carts I'd like to own, so please let me know if you have some of them for sale or trade. There may be others I'd be interested in, so also feel free to let me know if you have any small collections you'd like to unload. Thanks a lot!

- Games -
Battlezone
Caverns of Mars
Centipede
Crossfire
Deluxe Invaders
Donkey Kong Jr.
Gorf
Gyruss
Joust
Jungle Hunt
Karateka
Mario Bros.
Pitfall II
Shamus (I got rid of mine and THEN got an 800 - oops)
Silicon Warrior
Summer Games
Super Cobra
Super Zaxxon
Track & Field
Wizard of Wor
Zaxxon

- Apps -
Action!
MicroCalc
The Pill
R-Time 8
SALT 400/800
Smart Terminal
SpartaDOS X
SuperSALT 400/800/XL
Synassembler
The Super Pill
TeleLink
TeleLink II
Monkey Wrench
Monkey Wrench II

--
Slor

2231. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 00:24:15 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <f1p1d0t4t0rtkcbdkn43jf0pimtfmnkfj1@4ax.com>
Source record: 15637

On Wed, 16 Jun 2004 23:18:10 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>> >10010 POKE 768,ASC(DRIVENUMBER$(2,2))
>
>For some reasons, only $31 will do here.
>
$31 is, of course, the (AT)ASCII code for the character "1", which must
correspond to the number assigned to your drive.

>
>> Time to check that wonderful resource again, Bill Wilkinson's "INSIGHT:
>Atari"
>> column in COMPUTE!:
>
>I might even have a copy of that magazine at home. I have maybe 5 issues or
>so of that magazin.
>
>Thanks for all the tips guys.
>
>CU Mathy van Nisselroy
>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2232. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 01:22:25 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <caqruknrn1@atlantis.news.tpi.pl>
Source record: 15638

```
>>>> 10010 POKE 768,ASC(DRIVENUMBER$(2,2))
>>
>> For some reasons, only $31 will do here.
>>
> $31 is, of course, the (AT)ASCII code for the character "1", which
> must correspond to the number assigned to your drive.

Well, not exactly so. The $31 at $300 (768) is a code meaning "disk drive".
The actual unit number is stored at $301 (769).

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org
```

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to juz natura posp�lstwa, albo sluzalczo sie plaszczy,
** albo bezczelnie sie panoszy. (Liwiusz XXIV, 25).

2233. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 03:34:42 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <40D11152.84ED6882@a8maestro.com>
Source record: 15639
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

ProteanThread wrote:

> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze
> ?
>
> --
>

I had accounts on Delphi, Genie, and Compuserve since the early 1980's.

A lot of files, message bases(Genie was the most complex), and chats. Really
loved the chats.

I liked Compuserve because it had access to lots of services such as online
stores, computrace, downloads, and some games.

I used Genie because a lot of Atarians used it for mail and chats. Dropped it
when they dissappeared.

I used Delphi because it was easy. Let me lynx, telnet, gopher, and ftp in and
out of systems around the world,
far easier than the others. I set my Mother up on it, she liked the really
easy access FAST text mail. She
complained for years when they dropped dial up because her XL couldn't get on
it anymore. I had to do it. Sigh.
Kept a chat room for a while when they changed. Dropped it all last year.

I still have my Compuserve account. Have to use it on CIS2000, so PC only,
sigh. But I like to visit some forums
and access newsgroups through them. So I have a valid email address that is
about 22 years old!
Probably not for long though.

Problem with access for 8 bit users is finding them. Most are not online now.
Those that are either know about
Atari places, or have no interest any more. Of the 1000+ Atari people I have
met and known of over the last 23 years,
only a couple are online that I have seen. But I don't have much contact with
them either. I have not seen the vast majority
of old members from Users groups post messages or visit chats(this is why they
died). Even the people I met online are going
elsewhere. Never do know why. They just dissappear. While Atari 8 bit access
is nice, the numbers that will actually use it
are counted on 2 hands. No matter the method.

How to get more together and why they leave are questions I had been trying to answer for many years. This is one of the reasons I do not spend time trying to get these things going now. I have spent too much in the past with little return. Too few people take adavantage of the rare opportunity to get together and do things when it happens. Fewer actually work to make it happen. People say they want it. I don't believe them anymore.

Rick D.

2234. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 14:20:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170717430.25653-100000@onyx.spiritone.com>
Source record: 15641
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Atari 2600/ 7800 Games, Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and Consoles! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2235. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 14:24:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170721110.25653-100000@onyx.spiritone.com>
Source record: 15640
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2236. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 14:30:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170727370.25653-100000@onyx.spiritone.com>
Source record: 15642
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2237. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 15:43:58 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <2%iAc.1293$1L2.594@fe1.texas.rr.com>
Source record: 15643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Mark McDougall" <markm@vl.com.au> wrote in message
news:40cfb888$0$28940$5a62ac22@per-qv1-newsreader-01.iinet.net.au...
> Robert Bernardo wrote:
>
> > Dial-up would be great for my Commodore (unlimited long-distance
> > helps quite a bit).
>
> What, you're not using Contiki to surf the Web??? ;)
>
> Regards,
> Mark

No one is because it's too lame and requires an expensive adapter. The
problem is not in the software, it's in the availability of low-priced easy
to access 300 baud dialups with shell access.
Mo

2238. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 16:09:01 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <xmjAc.1332$1L2.414@fe1.texas.rr.com>
Source record: 15644

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.06.16.07.01.03.24473@here.com...

> Oh yeh, I need to dig up the schematics for a "phone line
> simulator", and see if I have enough parts to build one.
>

Check around on Ebay for a 'Skutch AS-26' telephone line simulator. It's a
real nice programable unit that usually sells cheap.
Mo

2239. XL Emulator for PC with integrated A.P.E or SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 18:05:31 UTC
From: FBergemann@web.de
Message-ID: <95e97960.0406171005.4900776d@posting.google.com>
Source record: 15645

Hi,

i am looking for an ATARI 8Bit Emulator for PC, which has already
integrated A.P.E. (or something similar).
I.e. i want to connect the 1050 to the PC and the Emulator should be
able to access the original disks.
Is there such a solution?
So far i've only seen Emulators, which want to have disk images like
ATR.
And *separate* solutions to let PC serve as Atari peripheral HW (like
A.P.E.).
This means i would need to use by physical Atari XL to port my disks
to PC for backup (e.g.).
But with an integrated solution i could just attach my 1050 to the PC
and do the porting with the Emulator running on the PC.

Is there such a solution?

- Many thanks in advance!

Regards!
\Frank

2240. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 19:05:13 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <d0q3d09cmu2aef0uk6htp2pk9692s0isl2@4ax.com>
Source record: 15447

On Thu, 17 Jun 2004 03:22:25 +0200, "Konrad Kokoszkiewicz"
<draco@obta.uw.edu.pl> wrote:

>>>>> 10010 POKE 768,ASC(DRIVENUMBER$(2,2))
>>>
>>> For some reasons, only $31 will do here.
>>>
>> $31 is, of course, the (AT)ASCII code for the character "1", which
>> must correspond to the number assigned to your drive.
>
>Well, not exactly so. The $31 at $300 (768) is a code meaning "disk drive".
>The actual unit number is stored at $301 (769).

Is it? Oh, right, I overlooked that part in the column on SIO from September
1985:

DCB Layout Table
Location
Hex Dec Name Size Purpose
300 768 DDEVIC 1 Name of the device on SIO bus (all disk drives
use "1", $21, as a name).
301 769 DUNIT 1 Unit number of device (to distinguish D1: from
D2:, for example).
302 770 DCOMND 1 Command, usually an ATASCII letter, such as "R"
for read sector (but "!" will format a disk!).
303 771 DSTATS 1 Direction control before call to SIO; status of
operation upon return.
304 772 DBUF 2 Address of buffer to read from or write to, as
appropriate.
306 774 DTIME 2 Timeout value. SIO waits this many seconds
before giving up.
308 776 DBYTE 2 Number of bytes to transfer (always 128 or 256
for disks).
30A 778 DAUX 2 Purpose varies; always sector number when used
with disks.

In fact, the listing in the original column I quoted from (October 1985) has a
line that reads

9200 POKE 768,ASC("1"):REM don't ask me why

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2241. Re: XL Emulator for PC with integrated A.P.E or SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 19:40:38 UTC
From: Matthias Reichl <usenet-200406@hias.horus.com>
Message-ID: <slrncd3stm.1ia.usenet-200406@camel.hias.horus.com>
Source record: 15448

On 17 Jun 2004 11:05:31 -0700, FBergemann wrote:
> i am looking for an ATARI 8Bit Emulator for PC, which has already
> integrated A.P.E. (or something similar).
> I.e. i want to connect the 1050 to the PC and the Emulator should be
> able to access the original disks.
> Is there such a solution?

For Linux: yes.

Atari++ has support for accessing Atari disk drives using my AtariSIO
kernel driver.

All you have to do is download AtariSIO from my homepage
http://www.horus.com/~hias/atari/ , compile and install it and then
compile Atari++. The configure script of Atari++ will automatically
detect the presence of AtariSIO and enable this additional feature.

Now you should be able to access any Atari disk drive using a
1050-2-PC or ProSystem cable.

I've tested it and, yes, it works!

so long,

Hias

2242. FA: Atari 7800 Controllers - Atari 7800 Joypads Pair Joypad

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 20:31:16 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <ocnAc.1411$QL4.933@newssvr23.news.prodigy.com>
Source record: 15449
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=41009&item=8111856959

2243. Re: WTB/WTT: Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-17 22:24:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns950BB11009580slorcomcastnet@130.133.1.4>
Source record: 15450

Despite all prevention efforts, "Tim" <tjlazer@CRAPmail.com> wrote in
news:10d3oo9lvm0aj81@corp.supernews.com:

> I know I have atleast 5 of the following and more in carts. How much you
> willing to spend?
>

Well, I'm not looking to put my life's savings into it. :) Specifically,
if any of these are super ultra rare collectible types, then I'll probably
strike them off my list.

I'll drop you an email and we can go from there.

Thanks!

--
Slor

2244. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 01:04:14 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <prf4d09v7t2jol9klcfaogf09jnnilqg1v@4ax.com>
Source record: 15451

http://home.columbus.rr.com/ksiders/ice.htm

2245. Percom Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 13:46:33 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040618094633.04622.00000107@mb-m10.aol.com>
Source record: 15452

I have been looking into the power supply section of a Percom AT88-SPD (Single drive, Printer port, Double density) in some detail. Hopefully some of you who are better versed in power supplies than I am can explain a few things.

The 110 hot lead goes to a fuse, and then both the hot and neutral are looped through a small ferrite ring. (RFI suppression or ?)

Then both are connected to a group of 3 quite large disc capacitors. These are marked ".01Z" and below that "Z5U". Then both leads go to the (very large!) transformer. What purpose do the caps serve and what are these markings? .01uF, .05uF, or?

The transformer has two outputs, both 7.5 VAC. These are 7.5V to ground and 15V between them. Then the outputs go to a full bridge rectifier and a single axial electrolytic cap -- 25V, 4700 uF. Presumably this is a ripple capacitor.

The DC output winds its way to two 7805 regulators and hidden down low, a 7812. But I can't see how the voltage gets doubled to about 19VDC going into the 7812?
Is there a fairly common voltage doubler IC that is likely being used?

Can anyone "illuminate" this PS section?

Thanks,
Larry

2246. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 17:21:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40D324A8.2E76663@students.uni-mainz.de>
Source record: 15453

Hmmm,
I remember all this stuff, because I am currently creating two CD-ROMs
(or maybe one DVD?) filled with Public Domain Atari 8Bit stuff. My
harddisk has more than 1200 Megabytes of ATR images and other stuff -
and from time to time I have to take a look at all the images (with XDIR
by Bo and Ernest Schreurs), move some stuff into new subdirs or add some
stuff to existing dirs. If everything works as expected, the CD`s will
be ready in October (just before the ABBUC meeting) and believe it or
not, they will contain more ATR images (images only in ATR format!) than
the Pooldisk Too by the Schreurs (therefore they will not contain any
GIF/JPG/... pictures or HTML stuff, like CD 2 of The Pooldisk CD`s did,
nor the ANG and Pokey stuff)...

In other words, my CD`s are a sort of addendum to the Pooldisk Too CD`s.
Besides, I like it most to help other Atarians, when they search
something (as long as it is PD/Freeware/Shareware), e-mail them "my"
stuff or give tips/hints where to find it... greetings, Andreas.

LarryWhite schrieb:
>
> Hi Andreas-
>
> Thanks! Yes, It does have excellent info. And looks like the drive info would
> be a very good addition to the FAQ's.
> P.S. How do you remember all this stuff? :-)
>
> > Well, a short hint: read the documentation for "WriteATR" by HiasSoft
> /Mathias Reichl. It has almost all the info you need... <
>
> Larry

2247. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 17:25:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40D3256D.40FE4B4A@students.uni-mainz.de>
Source record: 15454

Well,
under Netscape I get errors (Netscape cannot find the given site). So I
will try it with MSE in a few minutes (after I have read all the news
here in comp.sys.atari.8bit)... greetings, Andreas.

Michael Current schrieb:
>
> On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> > Hmmm, Hofacker also still exists,
> >but I have not found their new zip code yet - and most of all I am not
> >sure if they still sell their old Atari programs (like Atmas II and
> >such)...>
> >Michael Current schrieb:
> >>
>
> >> HOFACKER UNVERIFIED
> >> Tegernseestr. 18
> >> D-(8150) Holzkirchen
> >> Germany [this zip code is old; need new zip code]
> >> Vendor/Developer:
> >> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
>
> What about this: http://www.hofacker.de which leads to
> http://hofacker-de.clipshop.com/ ? Is this them?
>
> Ok, maybe the address/phone/fax on this page are correct:
> http://www.hmc-cp.de/wowi/wowi23.htm
>
> Ing. W. Hofacker GmbH
> Tegernseer Straße 18
> 83607 Holzkirchen
> T: 08024 7331
> F: 08024 7580
>
> Same address is here:
> http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm
>
> Still, if no one wants to verify that they remember what an Atari is, they
> need to be dropped from the list. Who's going to call or write?
>
> -Michael
>

> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2248. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 17:34:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40D327BD.306F3212@students.uni-mainz.de>
Source record: 15455

Well,
the HDI by Erhard Puetz used the good old (ST) floppy controller called "Ajax", this one works with 16Mhz - that is required to drive high density. Now, a 2.88 Meg floppy would require a 32Mhz controller - and I guess that was / still is the problem. They are (maybe/maybe not) quite unusual and hard to find... -Andreas.

P.S.: Of course original ST`s worked only with 8 Mhz, so they used 360k (single-sided 3,5" / 80 Tracks) and 720k (double-sided 3,5" / 80 Tracks) floppies. But later the ST computers could easily be upgraded with that Ajax chip to support High Density (but nowadays even that Ajax chip is hard to find and quite expensive)...

Music Shop Landgraaf schrieb:
>
> Howdy folks
>
> Does anybody know if 2.88 meg floppy drives where ever supported by Atari 8
> bit drives/upgrades (maybe the HDI by Erhard "Atreju" Puetz?)? And how it's
> configuration looks like? AS in how many tracks, how may sectors per track
> and what density the percom block tells us it has. The 1.44 meg drives on
> my FloppyBoard apparently have density "8", where normally you'ld find "0"
> for single and "4" for double density. On the other hand "bit 7: 40 track
> disk on 80 track drive" isn't shown as far as I can see.
>
> BTW anybody know how a 1.2 meg floppy is configured? (you can use a 1.2 meg
> 5.25" high density floppy on the FloppyBoard for instance.)
>
> CU Mathy van Nisselroy

2249. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 17:49:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40D32B3F.18E2853B@students.uni-mainz.de>
Source record: 15456

Well,
with MSE still no luck !! The page seems to be there, but MSE refuses to
show it... Anyway, the web-adresses and the postal adress (with the new
5-digit zip-code) are correct !! Do you also have their e-mail adress
Michael, so I can e-mail them directly ?!? greetings, Andreas.

Andreas Magenheimer schrieb:
>
> Well,
> under Netscape I get errors (Netscape cannot find the given site). So I
> will try it with MSE in a few minutes (after I have read all the news
> here in comp.sys.atari.8bit)... greetings, Andreas.
>
> Michael Current schrieb:
> >
> > On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer
> > <magea000@students.uni-mainz.de> wrote:
> >
> > > Hmmm, Hofacker also still exists,
> > >but I have not found their new zip code yet - and most of all I am not
> > >sure if they still sell their old Atari programs (like Atmas II and
> > >such)...>
> > >Michael Current schrieb:
> > >>
> >
> > >> HOFACKER UNVERIFIED
> > >> Tegernseestr. 18
> > >> D-(8150) Holzkirchen
> > >> Germany [this zip code is old; need new zip code]
> > >> Vendor/Developer:
> > >> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
> >
> > What about this: http://www.hofacker.de which leads to
> > http://hofacker-de.clipshop.com/ ? Is this them?
> >
> > Ok, maybe the address/phone/fax on this page are correct:
> > http://www.hmc-cp.de/wowi/wowi23.htm
> >
> > Ing. W. Hofacker GmbH
> > Tegernseer Straße 18
> > 83607 Holzkirchen
> > T: 08024 7331
> > F: 08024 7580
> >

> > Same address is here:
> > http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm
> >
> > Still, if no one wants to verify that they remember what an Atari is, they
> > need to be dropped from the list. Who's going to call or write?
> >
> > -Michael
> >
> > Michael Current, mailto:hunmanik@earthlink.net
> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2250. Re: FA: Analog and Antic Magazine Collection

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 20:44:01 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <luIAc.263$8L3.79@newssvr33.news.prodigy.com>
Source record: 15457

Steven J Tucker wrote:

> 64 Issues of Analog and about 12 issues of Antic/Start.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5101967971

Last day for this item.

Also in my other auctions I added some new Atari items with Free Shipping.

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

Thanks

Steve

2251. http://www.cclassic.szu.pl

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 20:48:53 UTC
From: "cclassic.szu.pl" <cclassics@szu.pl>
Message-ID: <40d35536$0$12496$9b622d9e@news.freenet.de>
Source record: 15458

Computer Classic Games

We have thousands of Games online;

http://www.cclassic.szu.pl

AMIGA

AMSTRAD

ATARI ST

ATARI XL

APPLE II

COMMODORE C16/+4

COMMODORE C64

MSX

ZX 80/81

ZX SPECTRUM

ATARI 2600

ATARI 5200

VECTREX

2252. Computer Classic Games

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 20:50:27 UTC
From: "cclassic.szu.pl" <cclassics@szu.pl>
Message-ID: <40d35593$0$12507$9b622d9e@news.freenet.de>
Source record: 15459

Computer Classic Games

We have thousands of Games online;

http://www.cclassic.szu.pl

AMIGA

AMSTRAD

ATARI ST

ATARI XL

APPLE II

COMMODORE C16/+4

COMMODORE C64

MSX

ZX 80/81

ZX SPECTRUM

ATARI 2600

ATARI 5200

VECTREX

2253. Atari Assembeler Editor/MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-18 23:19:43 UTC
From: pikachudark@hotmail.com
Message-ID: <debb098e.0406181519.56b6d43@posting.google.com>
Source record: 15460

Does anyone have or know where I can get one ::

Atari 8-bit Assembler Editor and MAC 65 Assembler cartridges ?

-d.

2254. Re: Atari Assembeler Editor/MAC 65

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 01:49:38 UTC
From: kheffington <kheffington@hotmail.com>
Message-ID: <SYMAc.6875530$iA2.779475@news.easynews.com>
Source record: 15461

Damon wrote:
> Does anyone have or know where I can get one ::
>
> Atari 8-bit Assembler Editor and MAC 65 Assembler cartridges ?
>
> -d.

www.myatari.com

2255. An Unusual Percom?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 01:57:16 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040618215716.23018.00000234@mb-m07.aol.com>
Source record: 15462

I couldn't resist ditching the old full-height MPI mechanism in my AT88, and replacing it with a used-but-good 1/2 height, 360K Tandon. After getting things back together, I started testing it. Formatted just fine in both single- and double-density. No surprise. Then I turned the disk over (not a "flippy"). To my surprise, it formatted side B perfectly in both densities with no timing hole!

Well, how about double-sided? Formats, reads, and writes perfectly as a DS disk, formatted from either side in single-density. Copied about 900 sectors worth of files to it, and then copied them to my Floppy Board 360K drive.

How about DS,DD? Nope. "Error 173" is returned each time from MyDos when I try to format in DS,DD. At this time, I have no clue... There is also another problem with DS operation. At 300 rpm, the drive "misses" a sector on about every third sector read or written and appears to have to wait until the sector comes back around. This is very pronounced in DS operation, and to a lesser extent, in SS, SD operation. In SS, DD operation, it doesn't noticably "miss". The interleve must be tailored for DD operation. (?) This really calls for some more investigation -- looking at the interleve.

I swapped disks and my FB drive read the Percom disk without incident, and vice-versa. Hmm -- what if I format a DS,DD disk on the FB and put it in the Percom? With the standard interleve, the Percom reads and writes fine to the *both* disk sides, and there is no problem with sector timing ("missing" sectors).
And my FB is set up in XF551 mode. No problem.

OK, how about if we change the FB format to make it Percom-compatible? The Percom again reads and writes this DD format just fine. And still no vestige of the timing issue.

One more trial -- let's format the disk on the FB in DS,SD. Not only does it read and write just fine, but it's a real "speed-demon". Not like Ultra-Speed, but clearly faster than a 1050.

So, looks like two conclusions for the AT88-SPD:
1) There is some type of issue in laying down a DS,DD format. Perhaps it's really a MyDos problem? I'll have to try the SDX cart and see how that goes.

2) When a disk is formatted on another drive, the Percom can read and write *perfectly* in SS, SD all the way to DS,DD. (OK, no 1050 density.)

-Larry

2256. Re: Percom Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 02:00:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040618220035.23018.00000235@mb-m07.aol.com>
Source record: 15463

> Then both are connected to a group of 3 quite large disc capacitors. These
are
marked ".01Z" and below that "Z5U". <

Maybe these are not caps? I can't remember the name, but perhaps these are
surge devices?

Larry

2257. Re: Percom Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 05:59:24 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <0DQAc.25729$eH1.12043171@newssvr28.news.prodigy.com>
Source record: 15464

LarryWhite wrote:
> I have been looking into the power supply section of a Percom AT88-SPD (Single
> drive, Printer port, Double density) in some detail. Hopefully some of you who
> are better versed in power supplies than I am can explain a few things.
>
> The 110 hot lead goes to a fuse, and then both the hot and neutral are looped
> through a small ferrite ring. (RFI suppression or ?)
>
> Then both are connected to a group of 3 quite large disc capacitors. These are
> marked ".01Z" and below that "Z5U". Then both leads go to the (very large!)
> transformer. What purpose do the caps serve and what are these markings?
> .01uF, .05uF, or?

Those are line bypass capacitors for rfi filtering. These are so old you may
be better off removing them to protect against the case becoming hot if one
shorts out. I doubt they are required anyway.

The marking is probably .01uf. The Z is a tolerance and according to a
chart I looked up its +80%/-20%. I dont know enough about it to know if thats
actually correct in your case.

> The transformer has two outputs, both 7.5 VAC. These are 7.5V to ground and
> 15V between them. Then the outputs go to a full bridge rectifier and a single
> axial electrolytic cap -- 25V, 4700 uF. Presumably this is a ripple capacitor.
>
> The DC output winds its way to two 7805 regulators and hidden down low, a 7812.
> But I can't see how the voltage gets doubled to about 19VDC going into the
> 7812?
> Is there a fairly common voltage doubler IC that is likely being used?

Are you going by the transformer marking or an actual measurement? The marking
(and possibly the measurement) is RMS. When that goes through the smoothing
capacitor you will measure close to the peak AC voltage, or 2 times that in
this case
because the inputs to the rectifier are the two 180 degree out of phase
secondary
outputs.

So ((7.5 * 2) * 1.414) = 21.2v unloaded DC. 19v sounds pretty normal with
losses and loading from the regulator.

Steve

2258. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 07:55:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <TP6M778638157.1595949074@anonymous.poster>
Source record: 15465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for my special fagots only Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Fagots R US or Used Gay Sex Toys Resale or the Fat Shit Eating Fagots of Portland Atari Club for those local to Portland, Oregon USA! Goto my special for fagots only Link below:

http://www.aracnet.com/~atari/maillist.htm Gay Sex Toys Mailing Lists.

Please Direct all Replies for my gay sex phone hotline or my gay sex toys Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, then your cock is way too fucking small you loser!!! I'm the fattest, ugliest, shit eating piece of shit on the planet! And boy do I just Loooovvvve to eats lots of oooey goooey shit with lil peanuts in it!

Gay Sex Toys and Gay Sex Magazines and Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Gay Sex Toy Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify if you want new or used sex toys. All used gay sex toys have been firmly and deeply inserted in my big loose shitty asshole and they're definitely all ready to be passed on to another worthy shit eating fagot.

For hot gay sex, men with huge tits, used gay sex toys and for all your nasty gay needs, Call fagboy Benny anytime at (503)256-9974!!!

2259. comp.unix.xenix.sco,comp.games.development.audio,comp.sys.newton.misc,comp.cad.solidworks,comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 08:16:53 UTC
From: nocker@animail.net
Message-ID: <ab512dd8.0406190016.5018df33@posting.google.com>
Source record: 15466
Cross-posted to:
comp.unix.xenix.sco,comp.games.development.audio,comp.sys.newton.misc,comp.cad.solidworks,comp.sys.atari.8bit

comp.unix.xenix.sco,comp.games.development.audio,comp.sys.newton.misc,comp.cad.solidworks,
comp.sys.atari.8bit

2260. Re: XL Emulator for PC with integrated A.P.E or SIO2PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 09:17:59 UTC
From: FBergemann@web.de
Message-ID: <95e97960.0406190117.5cdad9e5@posting.google.com>
Source record: 15467

Hi Matthias,

thanks for your help.
I'll have a look and download your stuff.
It is very interesting to me, because creating kernel drivers for
linux is also somthing, that i want to learn about.
But for now i will start with this Windows programs (A.P.E, etc) to
backup my XL disk first.
But i'll definitely work with your program a little bit later

- Many thanks again!

Regards!
\Frank

2261. curcuit diagrams for the ATARI XL - where?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 09:21:07 UTC
From: FBergemann@web.de
Message-ID: <95e97960.0406190121.36c52bd6@posting.google.com>
Source record: 15468

Hi,

where can i download curcuit diagrams for the ATARI 800XL.
Is it possible to also get diagrams for the internals of the
non-standard chips inside the XL (Antic, Pokey)?

Many thanks!

Regards!

Frank

2262. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 12:53:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40d3e2649a9000@comcast.net>
Source record: 15469
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy, comp.sys.ti

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:40cdc7102165b0@comcast.net...
>> >what do you remember about them ? what was your handle ? and, just out of
>> >curiosity, would you subscribe to an ISP that was non-GUI like the old
>daze
>> >?
>>
>> I was on Genie for years and had the same handle I do now, Gamer.
>> Yes, I would subscribe to something similar like Genie if there
>> were enough Atarians interested. It was fun and I enjoyed it much.
>> There was lot of information passed around and I love the
>> downloading of files. It is something I miss now along with a lot
>> of other things.
>>
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>
>
>
>I know I would, but does anyone think that ppl would be willing to pay, say,
>$4.95 or $9.95 a month for text only internet access (like the good old
>days, except no hourly charges) ? it would have to be enough to cover at
>least costs without running into the red (at least break even)

I would if there was enough interest. I would not want to be the
only one online....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2263. Re: Percom Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 13:42:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040619094244.04727.00000215@mb-m10.aol.com>
Source record: 15470

Hi Steve-

Thanks for the info! The transformer voltages were from my measurement -- but
I forgot about it being RMS!

Larry

2264. Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 13:50:41 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <RwXAc.7190$QX5.3942@newssvr22.news.prodigy.com>
Source record: 15471
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

New Multi-Game cartridge for Atari 5200 SuperSystem!
Cartridge has on screen menu. Game is selected with joystick or by entering
game number on keypad.

This cart includes NEW TITLES for the 5200 not available anywhere else,
including:

Demon Attack!
Turmoil
Fast Eddie
Diamond Mine
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Atlantis (XL Conversion)
Burgertime (Kenfused 04012004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Chess (XL Conversion)
Crystal Castles (XL Conversion)
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Jawbreaker (XL Conversion)
Jumpman Jr (XL Conversion)
K-Star Patrol (XL Conversion)
Pastfinder (XL Conversion)
Preppie (XL Conversion)
Satans Hollow (XL Conversion)
Tapper (XL Conversion)

Complete List of Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk (Trainer)
Berzerk
Black Belt

Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 05192004)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Congo Bongo
Countermeasure
Crystal Castles (Clay Demo)
Crystal Castles (XL Conversion)
Decathalon
Defender
Demon Attack (XL Conversion)
Demos# Music - Dust in the Wind
Diagnostic Cartridge v1.0
Diagnostic Cartridge v2.3
Diamond Mine (XL Conversion)
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Fast Eddie (XL Conversion)
Final Legacy
Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian
Gorf
Gremlins
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust (Trainer)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork

Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid (Trainer)
River Raid
Roadrunner
Robotron# 2084 (Trainer)
Robotron# 2084
Satans Hollow (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout

Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Turmoil (XL Conversion)
Vanguard
Wizard Of Wor
Xari Arena
Xevious
Zaxxon
Zenji
Zone Ranger
$145.00 Free Shipping!!!!!!!
Payment accepted by PayPal, Western Union or Money Order.
gfranks@brightok.net

2265. Info on Master 5S external 5.25" floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-19 17:17:33 UTC
From: Damien Cymbal <d_cymbal@hotmail.com>
Message-ID: <My_Ac.141476$Ly.16772@attbi_s01>
Source record: 15472

Can anyone give me the lowdown on this drive? I came accross a drive and power adapter, but no docs. There are some dips on the back, one looks like you can make it do 40/80 track, the other makes it drive 0/1 (maybe)?

Any help appreciated.

Thanks.

2266. FA: Factory Seal Atari 7800 Games! Rare!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 03:57:38 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <SW7Bc.7316$Ym1.4607@newssvr22.news.prodigy.com>
Source record: 15473
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://cgi6.ebay.com/ws/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=2003-klr650&include=0&since=-1&sort=3&rows=0

2267. Re: Game loader NDOS III as ATR image

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 05:58:55 UTC
From: FBergemann@web.de
Message-ID: <95e97960.0406192158.5a52b17b@posting.google.com>
Source record: 15474

Hi,

Many thanks to all of you for your help.
I'll check for your hints and the other DOS' you recommended.

Regards!

Frank

2268. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 06:33:07 UTC
From: "Glenn P.," <C128UserDELETE-THIS@FVI.Net>
Message-ID: <Pine.LNX.4.58.0406200228590.28407@Bfjrtb.SbkInyyrl.arg>
Source record: 15475
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On 14-Jun-04 at 7:38am -0600, <os65000> wrote:

> What do you remember about them ? what was your handle ? and, just out
> of curiosity, would you subscribe to an ISP that was non-GUI like the
> old daze ?

My BBS handle was "The Grand Rascal", and I *DO* subscribe to a "non-GUI"
ISP, or more accurately an ISP that can handle non-GUI (it's a Unix dial-up
shell account), "Fox Valley Internet" by name. See them at "FVI.Net". :)

--_____ _____
{~._.~} * >> ["Glenn P.," <C128UserDELETE-THIS@FVI.Net>] << * {~._.~}
_(Y)_ /| -- |\ _(Y)_
(:_~*~_:) \| "DOOM SLIDE: Will You Be The One To Slide Forever?" |/ (:_~*~_:)
(_)-(_) * --STINE, R. L.: "One Day At HorrorLand" * (_)-(_)

:: Take Note Of The Spam Block On My E-Mail Address! ::

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2269. om6ho

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 08:50:39 UTC
From: jihadbomb@care2.com
Message-ID: <4a21e522.0406200050.4735beb@posting.google.com>
Source record: 15476
Cross-posted to:
comp.unix.xenix.sco,comp.games.development.audio,comp.sys.newton.misc,comp.cad.solidworks,comp.sys.atari.8bit

om6ho
> > countries om6ho
> > mlittle@lowellfive.com om6ho
> > fasttrec om6ho
> > farber om6ho
> > blah om6ho
> > reply om6ho
> > bigding om6ho
> > russia om6ho
> > jdormand@lycos.com om6ho
> > wherever om6ho
> > hell om6ho
> > acquaintance om6ho
> > infrastructure om6ho
> > lucky om6ho
> > self om6ho
> > confiscated om6ho
> > showthread om6ho
> > enfo om6ho
> > nonnative om6ho
> > anyway om6ho
> > shout om6ho
> > community om6ho
> > referers om6ho
> > keyboard om6ho
> > bytes om6ho
> > haidorfer@hotmail.com om6ho
> > nibble om6ho
> > said om6ho
> > ripped om6ho
> > obtain om6ho
> > accussed om6ho
> > hurting om6ho
> > intelligent om6ho
> > directories om6ho
> > acquainted om6ho
> > gegevens om6ho
> > suspicious om6ho
> > gialle om6ho
> > freewebsite om6ho
> > trials om6ho
> > company om6ho

> > selfcensorship om6ho
> > kunsan om6ho
> > sexmachine om6ho
> > foreigners om6ho
> > maggots om6ho
> > deserve om6ho
> > pyslsk om6ho
> > references om6ho
> > belgian om6ho
> > software om6ho
> > borislav om6ho
> > paper om6ho
> > window om6ho
> > features om6ho
> > unsubstantiated om6ho
> > younger om6ho
> > gibbons om6ho
> > garage om6ho
> > bmagsean@yahoo.com om6ho
> > protection om6ho
> > cklaus@iss.net om6ho
> > take om6ho
> > protections om6ho
> > sensi om6ho
> > wasting om6ho
> > tcubr om6ho
> > receiving om6ho
> > stahl om6ho
> > financier om6ho
> > consulting@hotmail.com om6ho
> > studing om6ho
> > backup om6ho
> > performing om6ho
> > addy om6ho
> > hinet om6ho
> > dispose om6ho
> > enough om6ho
> > including om6ho
> > idtheft om6ho
> > sounds om6ho
> > desparation om6ho
> > traces om6ho
> > gomer om6ho
> > veronavr om6ho
> > else om6ho
> > chat@thaitownusa.com om6ho
> > scolding om6ho
> > stool om6ho
> > schirmer@serverart.org om6ho
> > mueller om6ho

> > lady om6ho
> > hole om6ho
> > shaun@aol.com om6ho
> > furry om6ho
> > info@datasync.com om6ho
> > logreco@pdx.edu om6ho
> > martino om6ho
> > yhmgn@doar.net om6ho
> > tantrums om6ho
> > hormelcannedmeat om6ho
> > excite om6ho
> > malicious om6ho
> > spider om6ho
> > mihs om6ho
> > bagan om6ho
> > telltaler om6ho
> > lead om6ho
> > lose om6ho
> > instinct om6ho
> > bboehme om6ho
> > pouche om6ho
> > infoetc om6ho
> > master om6ho
> > communicate om6ho
> > rate om6ho
> > scammed om6ho
> > fortress om6ho
> > redirects om6ho
> > groundwork om6ho
> > hackers om6ho
> > value om6ho
> > dxer om6ho
> > googles om6ho
> > redundancy om6ho
> > finance om6ho
> > yasushicountry om6ho
> > whose om6ho
> > hltlao@usa.net om6ho
> > candidates om6ho
> > sporting om6ho
> > theoretically om6ho
> > anonimously om6ho
> > techniques om6ho
> > summary om6ho
> > keremulken@yahoo.com om6ho
> > there om6ho
> > whit om6ho
> > confusing om6ho
> > hgnord@rocketmail.com om6ho
> > weareinsciencefictionnow om6ho

> > sharon om6ho
> > scratching om6ho
> > mailnews@dizum.com om6ho
> > dbottles@wcnet.org om6ho
> > seite om6ho
> > orghu om6ho
> > framework om6ho
> > please om6ho
> > idiocy om6ho
> > finkelstein@yahoo.com om6ho
> > against om6ho
> > weboracle om6ho
> > outsiders om6ho
> > constitute om6ho
> > debate om6ho
> > demoscene om6ho
> > crypted om6ho
> > mcgkt om6ho
> > daemons@killfile.org om6ho
> > cobalt om6ho
> > constant om6ho
> > hack om6ho
> > locale om6ho
> > blank om6ho
> > bianche om6ho
> > mean om6ho
> > restored om6ho
> > copyright om6ho
> > quite om6ho
> > here om6ho
> > program om6ho
> > single om6ho
> > name om6ho
> > whereas om6ho
> > lured om6ho
> > opinion om6ho
> > gobal om6ho
> > bmagsusan@yahoo.com om6ho
> > prete om6ho
> > venetic om6ho
> > locally om6ho
> > different om6ho
> > studiotho om6ho
> > both om6ho
> > doomy om6ho
> > them om6ho
> > bees om6ho
> > wiredsafety om6ho
> > usenet om6ho
> > vain om6ho

> > size om6ho
> > zaynzaynzayn om6ho
> > philosophical om6ho
> > took om6ho
> > sideeffects om6ho
> > somewhere om6ho
> > gets om6ho
> > tigkeiten om6ho
> > secret om6ho
> > nicks om6ho
> > baghdad om6ho
> > fjerndettewebspeed om6ho
> > reutershealth om6ho
> > intent om6ho
> > hating om6ho
> > postmaster@panamsat.net om6ho
> > tempe om6ho
> > systransoft om6ho
> > notorious om6ho
> > webhosting om6ho
> > mirroring om6ho
> > hoes@hotmail.com om6ho
> > attention om6ho
> > eventual om6ho
> > holger om6ho
> > philip om6ho
> > terms om6ho
> > gives om6ho
> > bgnd om6ho
> > monkey om6ho
> > everybody om6ho
> > style om6ho
> > wood om6ho
> > vice om6ho
> > saakl om6ho
> > tired om6ho
> > bmagrbmollett@yahoo.com om6ho
> > advertisements om6ho
> > neccesarily om6ho
> > sherlock om6ho
> > filthy om6ho
> > anuskazg@yahoo.com om6ho
> > traffic@elrancho.com om6ho
> > sake om6ho
> > changes om6ho
> > suitable om6ho
> > release om6ho
> > operapl om6ho
> > entry om6ho
> > dont om6ho

> > trade om6ho
> > contributions om6ho
> > originating om6ho
> > subtle om6ho
> > someones om6ho
> > convincing om6ho
> > hide om6ho
> > gawdamned om6ho
> > similia om6ho
> > gather om6ho
> > sadly om6ho
> > trusted om6ho
> > ressapac om6ho
> > secureway om6ho
> > changedetection om6ho
> > starts om6ho
> > yankee om6ho
> > chances om6ho
> > abrandoned@aol.com om6ho
> > ability om6ho
> > gbvisn om6ho
> > backassward om6ho
> > anals om6ho
> > newsguy om6ho
> > exercise om6ho
> > biznes om6ho
> > regime om6ho
> > board om6ho
> > expiration om6ho
> > deliveredto om6ho
> > admits om6ho
> > quidquid om6ho
> > lists om6ho
> > furman om6ho
> > update om6ho
> > walks om6ho
> > niet om6ho
> > welcomed om6ho
> > repeaters om6ho
> > clark om6ho
> > btplusplus om6ho
> > above om6ho
> > legend om6ho
> > biho om6ho
> > attn om6ho
> > definite om6ho
> > editor@planeta.com om6ho
> > methods om6ho
> > missed om6ho
> > deal om6ho

> > public om6ho
> > happens om6ho
> > cerebellum om6ho
> > confidential om6ho
> > vladyfan@hotmail.com om6ho
> > acchan om6ho
> > crimereport om6ho
> > cantonalene om6ho
> > exact om6ho
> > president om6ho
> > door om6ho
> > provoke om6ho
> > listen om6ho
> > medderm om6ho
> > reportcp om6ho
> > bfanch om6ho
> > combination om6ho
> > regret om6ho
> > verona om6ho
> > occurrance om6ho
> > blocker om6ho
> > rain om6ho
> > points om6ho
> > gunther om6ho
> > measure om6ho
> > cookie om6ho
> > chaff om6ho
> > glued om6ho
> > anymouse om6ho
> > hehe om6ho
> > bertretung om6ho
> > eire om6ho
> > oeuutwdrzxilbbveb om6ho
> > sonof om6ho
> > dummy om6ho
> > flames om6ho
> > ptjil@jubiipost.dk om6ho
> > violation om6ho
> > responding om6ho
> > listings om6ho
> > strength om6ho
> > asap om6ho
> > telenisus om6ho
> > elrancho om6ho
> > mass om6ho
> > made om6ho
> > freebies om6ho
> > pointers om6ho
> > dancemania om6ho
> > alumni om6ho

> > tickets om6ho
> > prove om6ho
> > marco om6ho
> > imagine om6ho
> > dbottles om6ho
> > subin om6ho
> > occurance om6ho
> > theres om6ho
> > berries om6ho
> > siee@yahoo.com om6ho
> > sale om6ho
> > antoh om6ho
> > aditionally om6ho
> > implement om6ho
> > stalked om6ho
> > jhopkins om6ho
> > zdgrieshop om6ho
> > eaegur om6ho
> > jelly om6ho
> > sack om6ho
> > registration om6ho
> > fuckingteen om6ho
> > mess om6ho
> > mailer om6ho
> > girls om6ho
> > offset om6ho
> > anguish om6ho
> > hahah om6ho
> > barred om6ho
> > quest om6ho
> > exceeded om6ho
> > personnelles om6ho
> > udo.hilker@t om6ho
> > normaly om6ho
> > jerry om6ho
> > astate om6ho
> > stats om6ho
> > caution om6ho
> > tyrant om6ho
> > bakke@sbcglobal.net om6ho
> > loves om6ho
> > zanovo om6ho
> > rphonebook om6ho
> > didn om6ho
> > long om6ho
> > bmagjason om6ho
> > five om6ho
> > possed om6ho
> > mastercard om6ho
> > editing om6ho

> > bookmarked om6ho
> > technologist om6ho
> > alter om6ho
> > sapo om6ho
> > hosting om6ho
> > bmagjamiegeller om6ho
> > hayesmstw@hotmail.com om6ho
> > stated om6ho
> > display om6ho
> > bcathera@houstonisd.org om6ho
> > skin om6ho
> > france om6ho
> > room om6ho
> > placed om6ho
> > fast om6ho
> > enlisted om6ho
> > permits om6ho
> > jasman om6ho
> > claim om6ho
> > satisfied om6ho
> > leonardr@segfault.org om6ho
> > darkness om6ho
> > final om6ho
> > unfolding om6ho
> > maybe om6ho
> > eight om6ho
> > course om6ho
> > welho om6ho
> > publ om6ho
> > phony om6ho
> > checkmate om6ho
> > receiver@compuserve.com om6ho
> > quisinsky om6ho
> > providers om6ho
> > uymail om6ho
> > haha om6ho
> > dswift om6ho
> > daiavocetti om6ho
> > yours om6ho
> > fizzy om6ho
> > season om6ho
> > july om6ho
> > bits om6ho
> > logically om6ho
> > stalkertm om6ho
> > deepshredder@yahoo.com om6ho
> > deguines@coolyork.com om6ho
> > dhellas om6ho
> > cases om6ho
> > friend om6ho

> > poohsan@hotmail.com om6ho
> > organization om6ho
> > customer om6ho
> > bmagcolleenbergin om6ho
> > brother om6ho
> > rachmeler@icq.com om6ho
> > trully om6ho
> > discovery om6ho
> > abuse@charter.net om6ho
> > gladly om6ho
> > vrfm om6ho
> > described om6ho
> > face om6ho
> > conj om6ho
> > london om6ho
> > igorkolar@hotmail.com om6ho
> > comin om6ho
> > symetric om6ho
> > laugh om6ho
> > undoubtably om6ho
> > crowd om6ho
> > syllable om6ho
> > variant om6ho
> > bulletin om6ho
> > sauces om6ho
> > bozzie om6ho
> > abuse@hotmail.com om6ho
> > archive om6ho
> > unpublished om6ho
> > relying om6ho
> > parading om6ho
> > ozund om6ho
> > fourth om6ho
> > conversion om6ho
> > marclacrosse om6ho
> > neat om6ho
> > which om6ho
> > crackable om6ho
> > ambros@hananet.net om6ho
> > places om6ho
> > bots om6ho
> > rootsweb om6ho
> > wjxqv om6ho
> > exkawdi om6ho
> > field om6ho
> > ranting om6ho
> > greedy om6ho
> > askinsk om6ho
> > homophobe om6ho
> > usefull om6ho

> > awcv om6ho
> > somebody om6ho
> > overview om6ho
> > widely om6ho
> > imformation om6ho
> > bright om6ho
> > ryochin om6ho
> > perpetrator om6ho
> > return om6ho
> > meaning om6ho
> > jerrys om6ho
> > cmaster om6ho
> > monitoring om6ho
> > deja om6ho
> > pissed om6ho
> > aware om6ho
> > jobs@yahoo.com om6ho
> > netscape om6ho
> > jimh om6ho
> > front om6ho
> > discreetly om6ho
> > genel@yahoogroups.com om6ho
> > neighbouring om6ho
> > traildog om6ho
> > client om6ho
> > injection om6ho
> > cans om6ho
> > schafft om6ho
> > postgresssql om6ho
> > bmagchad om6ho
> > updat om6ho
> > crap om6ho
> > waiting om6ho
> > interchangeable om6ho
> > essays om6ho
> > illicit om6ho
> > vous om6ho
> > girlfriend om6ho
> > mtsu om6ho
> > impersonation om6ho
> > hadn om6ho
> > austrian om6ho
> > suffice om6ho
> > combolist om6ho
> > koir om6ho
> > cognden om6ho
> > scientific om6ho
> > misic om6ho
> > geeeeeeesh om6ho
> > altadena om6ho

> > constitutional om6ho
> > seems om6ho
> > highly om6ho
> > carmen om6ho
> > priority om6ho
> > cardia om6ho
> > edelkim om6ho
> > wooo om6ho
> > cdean om6ho
> > franza@joinme.com om6ho
> > kazaa om6ho
> > welle om6ho
> > thier om6ho
> > appear om6ho
> > repost om6ho
> > indirizzo om6ho
> > quit om6ho
> > whether om6ho
> > viccheswickjr om6ho
> > representative om6ho
> > tryin om6ho
> > ressources om6ho
> > belgium om6ho
> > sing om6ho
> > hope om6ho
> > shtml om6ho
> > listproc om6ho
> > upload om6ho
> > conclusion om6ho
> > letters om6ho
> > cannot om6ho
> > black om6ho
> > korntal om6ho
> > geraldine om6ho
> > nejra om6ho
> > grove om6ho
> > eaemsn om6ho
> > deep om6ho
> > informative om6ho
> > obvious om6ho
> > nowhere om6ho
> > honest om6ho
> > dines om6ho
> > gotten om6ho
> > while om6ho
> > behave om6ho
> > weinmann om6ho
> > hiverworld om6ho
> > numbers om6ho
> > twister om6ho

> > seeker om6ho
> > request@kkn.net om6ho
> > coffee om6ho
> > bought om6ho
> > derganc om6ho
> > listserv@usa.net om6ho
> > policy om6ho
> > showsrc om6ho
> > kompressor om6ho
> > godsonokoliuche om6ho
> > alimentarius om6ho
> > mistake om6ho
> > arboris om6ho
> > crammed om6ho
> > appropriate om6ho
> > bsonbalee om6ho
> > store om6ho
> > remove om6ho
> > licence om6ho
> > disposal om6ho
> > catch om6ho
> > secondary om6ho
> > microsoft om6ho
> > quotation om6ho
> > erik lunsen@jmu.edu om6ho
> > serveur om6ho
> > explained om6ho
> > platform om6ho
> > flashnet om6ho
> > agnes@capital.net om6ho
> > patches om6ho
> > cicp om6ho
> > tigen om6ho
> > euskalerria om6ho
> > imho om6ho
> > living om6ho
> > almost om6ho
> > edit om6ho
> > department om6ho
> > fear om6ho
> > whatever om6ho
> > inadvertently om6ho
> > piss om6ho
> > insisting om6ho
> > werent om6ho
> > dizum om6ho
> > coke om6ho
> > taigamasuku om6ho
> > excited om6ho
> > khaothai@yahoo.com om6ho

> > awhile om6ho
> > privately om6ho
> > smartly om6ho
> > lurkerone om6ho
> > thousands om6ho
> > ladiest@yahoo.com om6ho
> > yunk om6ho
> > propensity om6ho
> > words om6ho
> > koskinen om6ho
> > fred om6ho
> > haidorfer om6ho
> > pools om6ho
> > mimeole om6ho
> > reference om6ho
> > newmoneya@indiatimes.com om6ho
> > steinemd om6ho
> > glypnod om6ho
> > mime om6ho
> > crime om6ho
> > bellsouth om6ho
> > orggames om6ho
> > rawson om6ho
> > ieec om6ho
> > sereechai@sbcglobal.net om6ho
> > nadzaitzyahoo om6ho
> > grasp om6ho
> > victor om6ho
> > listserve om6ho
> > countings om6ho
> > ways om6ho
> > below om6ho
> > canada om6ho
> > misha@insync.net om6ho
> > available om6ho
> > batesa@yahoo.com om6ho
> > resolves om6ho
> > lazic@hotmail.com om6ho
> > waitin om6ho
> > excursions om6ho
> > kornet om6ho
> > journal om6ho
> > paintings om6ho
> > gbtba om6ho
> > adverts om6ho
> > scammers om6ho
> > enlightenment om6ho
> > plain om6ho
> > beard om6ho
> > laws om6ho

> > muwripa@fairesuivre.com om6ho
> > sbcglobal om6ho
> > faden om6ho
> > scams om6ho
> > proidet om6ho
> > enco om6ho
> > informing om6ho
> > superfluous om6ho
> > verbs om6ho
> > combinations om6ho
> > flexibility om6ho
> > undecided om6ho
> > jonesy om6ho
> > consider om6ho
> > till om6ho
> > gameshows om6ho
> > homepage om6ho
> > knock om6ho
> > jrezabek@iss.net om6ho
> > closely om6ho
> > exchange om6ho
> > streamable om6ho
> > personally om6ho
> > dutch om6ho
> > pathological om6ho
> > programmers om6ho
> > yuusaku om6ho
> > main om6ho
> > okeedokee om6ho
> > harpers om6ho
> > hatefully om6ho
> > debbah@goracemail.com om6ho
> > comhivyieye om6ho
> > shared om6ho
> > superstalker om6ho
> > problem om6ho
> > sarag@aol.com om6ho
> > shells om6ho
> > newsgroups om6ho
> > siammedianews@yahoo.com om6ho
> > anywhere om6ho
> > notes om6ho
> > wmich om6ho
> > rich@yahoo.com om6ho
> > former om6ho
> > leaving om6ho
> > emule om6ho
> > keyword om6ho
> > rshuman@attbi.com om6ho
> > sucecess om6ho

> > kins om6ho
> > zeismic om6ho
> > continuing om6ho
> > deevdee@welho.com om6ho
> > opensity om6ho
> > opdx om6ho
> > fastmail om6ho
> > rdert om6ho
> > pelting om6ho
> > orange om6ho
> > gross om6ho
> > received om6ho
> > voiced om6ho
> > alot om6ho
> > weab om6ho
> > level om6ho
> > share om6ho
> > daemons om6ho
> > pressed om6ho
> > danaphongse om6ho
> > entation om6ho
> > pastor om6ho
> > lilulu om6ho
> > freight om6ho
> > determination om6ho
> > such om6ho
> > ricerca om6ho
> > quoted om6ho
> > definitly om6ho
> > newmoney@indiatimes.com om6ho
> > laughing om6ho
> > cyberage om6ho
> > virtual om6ho
> > mecom om6ho
> > postal om6ho
> > services om6ho
> > franbr@arabia.com om6ho
> > oryx om6ho
> > stgr om6ho
> > alltheweb om6ho
> > become om6ho
> > eadghn om6ho
> > keith om6ho
> > zanon om6ho
> > mailboms om6ho
> > userabc@abc.com om6ho
> > zworg om6ho
> > dungeons om6ho
> > wastefully om6ho
> > evict om6ho

> > released om6ho
> > eccles om6ho
> > spamming om6ho
> > attackers om6ho
> > perusing om6ho
> > instigate om6ho
> > isnt om6ho
> > cows om6ho
> > jalanis om6ho
> > league@libero.it om6ho
> > pretended om6ho
> > hrvojebukovec@yahoo.com om6ho
> > wastage om6ho
> > subject om6ho
> > apps om6ho
> > instead om6ho
> > engine om6ho
> > practices om6ho
> > kidding om6ho
> > concerned om6ho
> > snoop om6ho
> > hopefully om6ho
> > motives om6ho
> > message om6ho
> > versa om6ho
> > netiquette om6ho
> > sharing om6ho
> > straylight om6ho
> > dallred om6ho
> > recognize om6ho
> > providing om6ho
> > wrap om6ho
> > neighborhood om6ho
> > bboehme@wmich.edu om6ho
> > irrigate om6ho
> > indian om6ho
> > richalln@yahoo.com om6ho
> > forms om6ho
> > trollie om6ho
> > freerhyme om6ho
> > entertain om6ho
> > richalln om6ho
> > comcast om6ho
> > good om6ho
> > small om6ho
> > stamina om6ho
> > disclosure om6ho
> > minors om6ho
> > bolshe om6ho
> > cyber om6ho

> > spangdelicious om6ho
> > buddy om6ho
> > pouches om6ho
> > smaller om6ho
> > posted om6ho
> > complainercomplaintant om6ho
> > threat om6ho
> > nmail om6ho
> > lame om6ho
> > request@nshore.org om6ho
> > empty om6ho
> > maachan om6ho
> > noise om6ho
> > roboant om6ho
> > dumped om6ho
> > planet om6ho
> > alexa om6ho
> > hozoji@gmx.de om6ho
> > illicitly om6ho
> > local om6ho
> > domain om6ho
> > hollow om6ho
> > persists om6ho
> > strong om6ho
> > highlights om6ho
> > surf om6ho
> > shoe om6ho
> > occasionaly om6ho
> > zite om6ho
> > recruited om6ho
> > seos om6ho
> > italian om6ho
> > drozdan om6ho
> > fictional om6ho
> > days om6ho
> > texts om6ho
> > channel om6ho
> > kefro om6ho
> > bpoljak@globalnet.hr om6ho
> > quota om6ho
> > april@yahoo.com om6ho
> > taho om6ho
> > orgdate om6ho
> > thlonrangr om6ho
> > nobody om6ho
> > inanchor om6ho
> > allies om6ho
> > success om6ho
> > eachother om6ho
> > nubile om6ho

> > having om6ho
> > showpost om6ho
> > looked om6ho
> > smalley@canada.com om6ho
> > correctly om6ho
> > ballsy om6ho
> > sink om6ho
> > jbozic@hotmail.com om6ho
> > deeper om6ho
> > sneakemail om6ho
> > apologize om6ho
> > dbpubs om6ho
> > restrictive om6ho
> > techie om6ho
> > start om6ho
> > probivnoi@yahoo.com om6ho
> > tiporich om6ho
> > hotmailetc om6ho
> > noticed om6ho
> > roesch@hiverworld.com om6ho
> > note om6ho
> > apostrophe om6ho
> > lhartwig om6ho
> > islands om6ho
> > lycos om6ho
> > hmmmm om6ho
> > ssection om6ho
> > someone@columbia.edu om6ho
> > gbrjm om6ho
> > adopting om6ho
> > asleep om6ho
> > alive om6ho
> > bmagirving@yahoo.com om6ho
> > bears om6ho
> > critics om6ho
> > taken om6ho
> > still om6ho
> > sergei om6ho
> > plus om6ho
> > nevertheless om6ho
> > cutting om6ho
> > pffff om6ho
> > pentagon om6ho
> > analyze om6ho
> > mala om6ho
> > introduction om6ho
> > inurl om6ho
> > muscular om6ho
> > adding om6ho
> > sizable om6ho

> > increase om6ho
> > sided om6ho
> > yeah om6ho
> > pigs om6ho
> > addressed om6ho
> > truly om6ho
> > sesid om6ho
> > comsjones om6ho
> > reffnera@findlay.edu om6ho
> > handle om6ho
> > ajessie om6ho
> > virtualave om6ho
> > invalid om6ho
> > around om6ho
> > morning om6ho
> > drop om6ho
> > siiks om6ho
> > puristic om6ho
> > calls om6ho
> > sittin om6ho
> > citizenship om6ho
> > persecuted om6ho
> > cahoots om6ho
> > jimh@cnet.com om6ho
> > fake om6ho
> > embedded om6ho
> > turned om6ho
> > netvision om6ho
> > provide om6ho
> > shutting om6ho
> > gibbons@jimmysmail.com om6ho
> > common om6ho
> > gritty om6ho
> > bunmuing om6ho
> > talkin om6ho
> > unfair om6ho
> > vast om6ho
> > fees om6ho
> > pals om6ho
> > fiscus om6ho
> > daterange om6ho
> > pajdo om6ho
> > stalk om6ho
> > crapmongers om6ho
> > worldwide om6ho
> > usol om6ho
> > time om6ho
> > uninvited om6ho
> > collapse om6ho
> > asking om6ho

> > owner@yahoogroups.com om6ho
> > provacation om6ho
> > isscomm@gwu.edu om6ho
> > joined om6ho
> > miesto om6ho
> > cemetery om6ho
> > elim@yahoogroups.com om6ho
> > makdaman om6ho
> > wanly om6ho
> > tboyer om6ho
> > hanae om6ho
> > frame om6ho
> > eadsf om6ho
> > like om6ho
> > wata om6ho
> > nefertiti om6ho
> > bmagchad@yahoo.com om6ho
> > desk om6ho
> > brains om6ho
> > guessed om6ho
> > iraq om6ho
> > changed om6ho
> > intended om6ho
> > bocomldn om6ho
> > before om6ho
> > ljossifoff om6ho
> > cgiforme om6ho
> > cloud om6ho
> > after om6ho
> > lentils om6ho
> > thaitimes@sbcglobal.net om6ho
> > judithquintem@gmx.de om6ho
> > urge om6ho
> > bygolly om6ho
> > errors om6ho
> > expert om6ho
> > scratch om6ho
> > foobar@sbcglobal.net om6ho
> > disavowed om6ho
> > fundamental om6ho
> > chasalow@idigjesus.com om6ho
> > abuse@freestation.com om6ho
> > itself om6ho
> > amavisca@icq.com om6ho
> > baited om6ho
> > multiple om6ho
> > phuongn om6ho
> > digimark om6ho
> > columbia om6ho
> > cancellation om6ho

> > munged@bigfoot.com om6ho
> > free@moneyu.com om6ho
> > discerning om6ho
> > cgicyberpharises om6ho
> > bandages om6ho
> > fish om6ho
> > legally om6ho
> > doubts om6ho
> > translation om6ho
> > poultices om6ho
> > page om6ho
> > bread om6ho
> > owned om6ho
> > hunting om6ho
> > conrm om6ho
> > egitim om6ho
> > gedojudea@yahoo.com om6ho
> > torrent om6ho
> > hype om6ho
> > temporarily om6ho
> > interests om6ho
> > compatible om6ho
> > jazeera om6ho
> > invent om6ho
> > lwriley@ufl.edu om6ho
> > segfault om6ho
> > tells om6ho
> > except om6ho
> > dubai om6ho
> > poking om6ho
> > california om6ho
> > hang om6ho
> > height om6ho
> > whois om6ho
> > carric om6ho
> > realize om6ho
> > hoursbad om6ho
> > stalking om6ho
> > pickles om6ho
> > lack om6ho
> > recollect om6ho
> > everyone om6ho
> > southeast om6ho
> > opening om6ho
> > rshook@attbi.com om6ho
> > systems om6ho
> > cheeers om6ho
> > another om6ho
> > advice om6ho
> > recall om6ho

> > determined om6ho
> > jcallcfm om6ho
> > myrealbox om6ho
> > ccard om6ho
> > thlonrangr@aol.com om6ho
> > repeat om6ho
> > terroristent om6ho
> > blunt om6ho
> > enter om6ho
> > veneto om6ho
> > consultation om6ho
> > bastardization om6ho
> > hollywood om6ho
> > unwanted om6ho
> > signed om6ho
> > directly om6ho
> > gshipley om6ho
> > daradic om6ho
> > longd om6ho
> > united om6ho
> > scroll om6ho
> > change om6ho
> > airca@hotmail.com om6ho
> > weren om6ho
> > carefully om6ho
> > sacco om6ho
> > issue om6ho
> > gjmltd om6ho
> > siamchronicle om6ho
> > announce@vim.org om6ho
> > sakes om6ho
> > ignorant om6ho
> > abrandoned om6ho
> > promises om6ho
> > tfooter@attbi.com om6ho
> > mild om6ho
> > bmagloriedwards om6ho
> > klauspolap om6ho
> > gorg om6ho
> > repeater om6ho
> > drinking om6ho
> > mmenke om6ho
> > forget om6ho
> > force om6ho
> > queen om6ho
> > eheh om6ho
> > iplookup om6ho
> > psychicmedium@yahoo.com om6ho
> > authors om6ho
> > ebmp om6ho

> > backdoor om6ho
> > paulsongizaho om6ho
> > layout om6ho
> > balls om6ho
> > chat om6ho
> > visto om6ho
> > french om6ho
> > possession om6ho
> > plates om6ho
> > glance om6ho
> > speed om6ho
> > suggestions om6ho
> > sociopath om6ho
> > venture om6ho
> > jeanlees@hotmail.com om6ho
> > docuentaries om6ho
> > hlorber om6ho
> > commercial om6ho
> > beneath om6ho
> > thus om6ho
> > ineedhits om6ho
> > vianello om6ho
> > contribute om6ho
> > lean om6ho
> > english om6ho
> > secretly om6ho
> > fireboss om6ho
> > millions om6ho
> > eliminate om6ho
> > profitableincome om6ho
> > hypothesis om6ho
> > foothill om6ho
> > fire om6ho
> > silent om6ho
> > address om6ho
> > tags om6ho
> > faith om6ho
> > kicks om6ho
> > replied om6ho
> > chris om6ho
> > encoding om6ho
> > gently om6ho
> > stanford om6ho
> > username@sprintpcs.com om6ho
> > news om6ho
> > sons om6ho
> > about om6ho
> > suited om6ho
> > wilson om6ho
> > isparitjsya om6ho

> > supposed om6ho
> > kosher om6ho
> > phonebook om6ho
> > endless om6ho
> > girl om6ho
> > qualifies om6ho
> > data om6ho
> > extra om6ho
> > indiatimes om6ho
> > healthy om6ho
> > then om6ho
> > foolfox om6ho
> > invoice om6ho
> > abundantly om6ho
> > matching om6ho
> > angered om6ho
> > belizemail om6ho
> > dcroth om6ho
> > bookmarks om6ho
> > digupapost om6ho
> > tsokolbk om6ho
> > indexed om6ho
> > complaintant om6ho
> > edsb om6ho
> > volume om6ho
> > whites om6ho
> > payment om6ho
> > ncweb om6ho
> > wachtwoorden om6ho
> > price om6ho
> > everything om6ho
> > jackpot om6ho
> > gbujh om6ho
> > knowhow om6ho
> > status om6ho
> > riddle om6ho
> > nonoutsiders om6ho
> > diplomatic om6ho
> > freitas om6ho
> > scold om6ho
> > achieve om6ho
> > kacpa om6ho
> > damage om6ho
> > sneaky om6ho
> > useful om6ho
> > wouldn om6ho
> > clip om6ho
> > humans om6ho
> > intyre om6ho
> > david om6ho

> > great om6ho
> > prodigy om6ho
> > trap om6ho
> > downloads om6ho
> > truthmail om6ho
> > tonkovic om6ho
> > news@sandes.dk om6ho
> > resources om6ho
> > tactic om6ho
> > justification om6ho
> > tinnyliu om6ho
> > tenths om6ho
> > panix om6ho
> > yebox om6ho
> > bindisplay om6ho
> > quoting om6ho
> > richardw om6ho
> > huber om6ho
> > straitjacket om6ho
> > truth om6ho
> > speech om6ho
> > room@yahoo.com om6ho
> > huangz om6ho
> > writing om6ho
> > download om6ho
> > sgesler om6ho
> > beach om6ho
> > backing om6ho
> > shouts om6ho
> > offer om6ho
> > rkrtul om6ho
> > guessing om6ho
> > allg om6ho
> > xcabal om6ho
> > investtoday om6ho
> > controversial om6ho
> > rizome om6ho
> > distribution om6ho
> > pursuing om6ho
> > secure om6ho
> > compares om6ho
> > informed om6ho
> > added om6ho
> > eadggz om6ho
> > cover om6ho
> > asked om6ho
> > opportunity om6ho
> > stray om6ho
> > oubobcat om6ho
> > judged om6ho

> > panamsat om6ho
> > anonymity om6ho
> > watch om6ho
> > motivated om6ho
> > translate om6ho
> > fight om6ho
> > ajectives om6ho
> > mambo om6ho
> > fortressautomatic om6ho
> > reeves om6ho
> > accident om6ho
> > downloadable om6ho
> > answers om6ho
> > reports om6ho
> > earned om6ho
> > police om6ho
> > suisse om6ho
> > ignore om6ho
> > ukrainian om6ho
> > lynch@zworg.com om6ho
> > idcqi om6ho
> > rashid om6ho
> > rolando@truthmail.com om6ho
> > lets om6ho
> > kacpa@hananet.net om6ho
> > charges om6ho
> > china om6ho
> > trapattoni om6ho
> > bgardner om6ho
> > onet om6ho
> > automated om6ho
> > phillipk@computer.org om6ho
> > educational om6ho
> > swbell om6ho
> > stamina@usa.net om6ho
> > wollert@yahoo.com om6ho
> > allowed om6ho
> > proxies om6ho
> > nice om6ho
> > user@yahoo.de om6ho
> > request@rootsweb.com om6ho
> > khaothai om6ho
> > counter om6ho
> > intext om6ho
> > cloakingchecking om6ho
> > metalac om6ho
> > joyous om6ho
> > repeats om6ho
> > babelfish om6ho
> > testiculos om6ho

> > citicards om6ho
> > digex om6ho
> > signing om6ho
> > chie om6ho
> > regards om6ho
> > phoney om6ho
> > broadcast om6ho
> > letterpatterns om6ho
> > dbolt om6ho
> > twpyhr om6ho
> > baltimoremd om6ho
> > wimsnery om6ho
> > header om6ho
> > sultanofspike om6ho
> > iwew@lycos.com om6ho
> > sendig om6ho
> > porlidaliev@abv.bg om6ho
> > discard om6ho
> > lavljeg om6ho
> > schedule om6ho
> > concentrate om6ho
> > newspapers om6ho
> > became om6ho
> > pussyfootin om6ho
> > mailcity om6ho
> > provincia om6ho
> > pdfs om6ho
> > deny om6ho
> > troll om6ho
> > demand om6ho
> > young om6ho
> > himherself om6ho
> > threads om6ho
> > kita om6ho
> > zozzoz om6ho
> > pull om6ho
> > youare om6ho
> > purpose om6ho
> > operation om6ho
> > sandes om6ho
> > nuzhny om6ho
> > participate om6ho
> > ademus om6ho
> > examples om6ho
> > belittles om6ho
> > abuse@interbusiness.it om6ho
> > selves om6ho
> > krumm om6ho
> > rmazzeo om6ho
> > breath om6ho

> > blacklist om6ho
> > lessa om6ho
> > yasushicountry@yahoo.com om6ho
> > libertymouse om6ho
> > definately om6ho
> > brennan om6ho
> > tanya om6ho
> > failed om6ho
> > hands om6ho
> > sword om6ho
> > focus om6ho
> > profound om6ho
> > video om6ho
> > husband om6ho
> > fraudelent om6ho
> > devote om6ho
> > kcedwards@aaen.dk om6ho
> > armed om6ho
> > compuserve om6ho
> > threatening om6ho
> > dully om6ho
> > appearing om6ho
> > ebenezer om6ho
> > avrcafct@yahoo.de om6ho
> > groot om6ho
> > stronger om6ho
> > quip om6ho
> > archstl@sbcglobal.net om6ho
> > subscribe om6ho
> > tripping om6ho
> > product om6ho
> > stanlee om6ho
> > records om6ho
> > spade om6ho
> > garyg om6ho
> > norway om6ho
> > infringe om6ho
> > misleading om6ho
> > upper om6ho
> > worried om6ho
> > nothing om6ho
> > stay om6ho
> > slumber om6ho
> > nick om6ho
> > assed om6ho
> > attach om6ho
> > make om6ho
> > namesposts om6ho
> > quade om6ho
> > alias om6ho

> > tongue om6ho
> > denial om6ho
> > rescyou om6ho
> > faster om6ho
> > cwebmaster om6ho
> > gunther@vfemail.net om6ho
> > taglist om6ho
> > duttraghav om6ho
> > enjoyed om6ho
> > three om6ho
> > finem om6ho
> > wayback om6ho
> > fernch om6ho
> > koskinen@bellsouth.com om6ho
> > nextiraone om6ho
> > motivate om6ho
> > yourself om6ho
> > fabel om6ho
> > happen om6ho
> > variable om6ho
> > bmagnola@yahoo.com om6ho
> > jdunder@inet.hr om6ho
> > abuse om6ho
> > game om6ho
> > troopers om6ho
> > combine om6ho
> > erik van lint@yahoo.com om6ho
> > hearts om6ho
> > implore om6ho
> > founded om6ho
> > hypocrisy om6ho
> > nctu om6ho
> > approach om6ho
> > bride om6ho
> > guestbook om6ho
> > sown om6ho
> > four om6ho
> > shame om6ho
> > cautious om6ho
> > tries om6ho
> > worke om6ho
> > addresss om6ho
> > washbrook@atlas.cz om6ho
> > carrot om6ho
> > bookclub@yahoo.com om6ho
> > beautiful om6ho
> > remsatsnow@yahoo.com om6ho
> > offers om6ho
> > lurkers om6ho
> > amend om6ho

> > scammer om6ho
> > reasoning om6ho
> > past om6ho
> > scan om6ho
> > enth om6ho
> > lighter om6ho
> > filmsdocuentaries om6ho
> > izmeni om6ho
> > loved om6ho
> > interest om6ho
> > bhiq@sneakemail.com om6ho
> > filter om6ho
> > survival om6ho
> > must om6ho
> > sports om6ho
> > outlook om6ho
> > popular om6ho
> > munged@aol.com om6ho
> > brennan@columbia.edu om6ho
> > volumes om6ho
> > digging om6ho
> > everytime om6ho
> > sell om6ho
> > hjxm om6ho
> > remember om6ho
> > dripc om6ho
> > custom om6ho
> > bmagbrian@yahoo.com om6ho
> > vjeuck om6ho
> > sereechai@aol.com om6ho
> > recap om6ho
> > abuse@usa.net om6ho
> > costs om6ho
> > disponible om6ho
> > clientaddr om6ho
> > attbi om6ho
> > wander om6ho
> > seki@familykose.com om6ho
> > desch@web.de om6ho
> > consequences om6ho
> > browser om6ho
> > castle om6ho
> > correspondence om6ho
> > bumping om6ho
> > rambleings om6ho
> > thought om6ho
> > name@yahoo.com om6ho
> > study om6ho
> > specified om6ho
> > cant om6ho

> > scandinavian om6ho
> > date om6ho
> > passwords om6ho
> > aamitkv om6ho
> > bmagaj@yahoo.com om6ho
> > suspicions om6ho
> > eyedeeahs om6ho
> > bmagnola om6ho
> > swear om6ho
> > disrupt om6ho
> > utilize om6ho
> > immediately om6ho
> > misrepresentatio om6ho
> > borarslan om6ho
> > scary om6ho
> > accurately om6ho
> > lbosso@vipo.com om6ho
> > fires om6ho
> > right om6ho
> > grocery om6ho
> > robert om6ho
> > mkhanoyan om6ho
> > killfile om6ho
> > went om6ho
> > oubobcat@bright.net om6ho
> > daviddoherty om6ho
> > bestrebt om6ho
> > likely om6ho
> > phuongn@mailcity.com om6ho
> > section om6ho
> > dusts om6ho
> > goods om6ho
> > response om6ho
> > part om6ho
> > intergov om6ho
> > arnoldstamp om6ho
> > gbvj om6ho
> > bottom om6ho
> > special om6ho
> > vacation om6ho
> > track om6ho
> > alphabeticaly om6ho
> > wanted om6ho
> > they om6ho
> > stuck om6ho
> > woohoo om6ho
> > pansa om6ho
> > robertmaxvell om6ho
> > wilskor om6ho
> > theyve om6ho

> > mice om6ho
> > arnoldstamp@china.com om6ho
> > advertizement om6ho
> > town om6ho
> > inserted om6ho
> > compared om6ho
> > kmgroenitz@yahoo.de om6ho
> > laters om6ho
> > however om6ho
> > todo om6ho
> > tatyana om6ho
> > unusual om6ho
> > remsatsnow om6ho
> > state om6ho
> > possible om6ho
> > scamming om6ho
> > jbozic om6ho
> > aignes om6ho
> > players om6ho
> > pisma om6ho
> > definitely om6ho
> > magical om6ho
> > fall om6ho
> > already om6ho
> > cottage om6ho
> > effects om6ho
> > sunnyluv om6ho
> > comming om6ho
> > busted om6ho
> > budet om6ho
> > wednesday om6ho
> > voyeurs om6ho
> > authorized om6ho
> > amazed om6ho
> > spread om6ho
> > repository om6ho
> > korthals@gmx.net om6ho
> > warming om6ho
> > famous om6ho
> > invented om6ho
> > perfect om6ho
> > documented om6ho
> > galementdes om6ho
> > bugs om6ho
> > hatfield om6ho
> > bmagned@yahoo.com om6ho
> > checked om6ho
> > slsk om6ho
> > tied om6ho
> > tonight om6ho

> > workarounds om6ho
> > cristabel@lovemail.com om6ho
> > kzoran om6ho
> > desperately om6ho
> > rogertellws@cnnic.com om6ho
> > judiciaire om6ho
> > personality om6ho
> > abhapanchal om6ho
> > lucs om6ho
> > less om6ho
> > informations om6ho
> > sorry om6ho
> > uploaded om6ho
> > match om6ho
> > bomb om6ho
> > plantation om6ho
> > releases om6ho
> > weft om6ho
> > suka om6ho
> > unicorn om6ho
> > jackson om6ho
> > needs om6ho
> > cuteter om6ho
> > instructions om6ho
> > nics om6ho
> > folders om6ho
> > fishkill@ufl.edu om6ho
> > forgotten om6ho
> > anamarijapavlovic om6ho
> > melb om6ho
> > baaad om6ho
> > luca om6ho
> > team om6ho
> > specific om6ho
> > systran om6ho
> > fallen om6ho
> > debbah om6ho
> > expose om6ho
> > eyou om6ho
> > apnic om6ho
> > aljazeera om6ho
> > demi@kkn.net om6ho
> > jurisdiction om6ho
> > assur om6ho
> > shed om6ho
> > wells om6ho
> > replyto om6ho
> > kairohs om6ho
> > profiles om6ho
> > wife om6ho

> > gbtlue om6ho
> > clicks om6ho
> > bmagpam@yahoo.com om6ho
> > acid om6ho
> > some om6ho
> > spot om6ho
> > bmagaj om6ho
> > near om6ho
> > evils om6ho
> > particularily om6ho
> > setting om6ho
> > gbued om6ho
> > staff om6ho
> > holder om6ho
> > pointed om6ho
> > chick om6ho
> > mpop om6ho
> > missing om6ho
> > solved om6ho
> > nonsense om6ho
> > live om6ho
> > halfassed om6ho
> > that's om6ho
> > couldn om6ho
> > love om6ho
> > flame om6ho
> > white om6ho
> > ideas om6ho
> > cracking om6ho
> > keremulken om6ho
> > shouldnt om6ho
> > disregard om6ho
> > league om6ho
> > news@thaitownusa.com om6ho
> > times om6ho
> > akpyslsk om6ho
> > many om6ho
> > pure om6ho
> > positions om6ho
> > processor om6ho
> > localdomain om6ho
> > principal om6ho
> > yardim om6ho
> > works om6ho
> > bring om6ho
> > blocked om6ho
> > addendum om6ho
> > abuse@yahoo.com om6ho
> > selm om6ho
> > noddy om6ho

> > wrapped om6ho
> > seekers om6ho
> > newsarticle om6ho
> > whoelse om6ho
> > dutchbelgian om6ho
> > formula om6ho
> > algorithm om6ho
> > possibility om6ho
> > putting om6ho
> > spammer om6ho
> > sportinggoods om6ho
> > insync om6ho
> > flynngn om6ho
> > publically om6ho
> > jflowers@hiverworld.com om6ho
> > priv om6ho
> > hilker om6ho
> > super om6ho
> > hasn om6ho
> > revealed om6ho
> > uabcs om6ho
> > juergen om6ho
> > construction om6ho
> > skku om6ho
> > choose om6ho
> > inbox om6ho
> > watchthatpage om6ho
> > hello om6ho
> > irritate om6ho
> > themes om6ho
> > with om6ho
> > grows om6ho
> > dmartin om6ho
> > bayreuth om6ho
> > greed om6ho
> > media om6ho
> > querys om6ho
> > bearly om6ho
> > verleumdung om6ho
> > mailnews om6ho
> > thief om6ho
> > bill@billfindeisen.com om6ho
> > aliases om6ho
> > utexas om6ho
> > real om6ho
> > avrcafct om6ho
> > cnet om6ho
> > reinholdr om6ho
> > entertainment om6ho
> > daradic@inet.hr om6ho

> > says om6ho
> > plan om6ho
> > group om6ho
> > grudge om6ho
> > tool om6ho
> > delegate om6ho
> > privacy om6ho
> > catched om6ho
> > step om6ho
> > anticommercial om6ho
> > unlike om6ho
> > spoiled om6ho
> > floor om6ho
> > thing om6ho
> > fresh om6ho
> > webhits om6ho
> > totally om6ho
> > kryak@slomusic.net om6ho
> > teknikogretmenler om6ho
> > behold om6ho
> > monsters om6ho
> > davjam om6ho
> > respectably om6ho
> > poor om6ho
> > polite om6ho
> > rise om6ho
> > stgr@ucc.ie om6ho
> > ignorance om6ho
> > item om6ho
> > spiders om6ho
> > comercialoriented om6ho
> > freebsd om6ho
> > prop@digimark.net om6ho
> > saioriger@hotmail.com om6ho
> > sergeismith om6ho
> > plen om6ho
> > hadnt om6ho
> > cresswell om6ho
> > xmsmailpriority om6ho
> > fluke om6ho
> > zdgrieshop@mapllc.com om6ho
> > drakelist om6ho
> > netblock om6ho
> > jorice om6ho
> > youll om6ho
> > precious om6ho
> > hilche om6ho
> > golem om6ho
> > transaction om6ho
> > base om6ho

> > invoked om6ho
> > houstonisd om6ho
> > ukstory om6ho
> > cookies om6ho
> > thoughts om6ho
> > unfortunately om6ho
> > piena om6ho
> > yunekichan@hotmail.com om6ho
> > anon om6ho
> > waaaaaaaaaaaaaay om6ho
> > card om6ho
> > siee om6ho
> > literally om6ho
> > businesses om6ho
> > btng om6ho
> > overboard om6ho
> > christian@fabel.dk om6ho
> > disappointing om6ho
> > carding om6ho
> > specialist om6ho
> > perfectly om6ho
> > messageboards om6ho
> > kurtic om6ho
> > present om6ho
> > bigfoot om6ho
> > connected om6ho
> > reveal om6ho
> > heidi@nuri.net om6ho
> > spurs om6ho
> > decide om6ho
> > netsecure om6ho
> > kicking om6ho
> > sophisticated om6ho
> > referred om6ho
> > estimate om6ho
> > develope om6ho
> > emoticons om6ho
> > xaknuli om6ho
> > bmagmo@yahoo.com om6ho
> > crosswinds om6ho
> > fill om6ho
> > hosts om6ho
> > hited om6ho
> > listserv@lehigh.edu om6ho
> > infobus om6ho
> > weekly om6ho
> > regulars om6ho
> > macdonalds om6ho
> > anytime om6ho
> > shore om6ho

> > portal om6ho
> > trust om6ho
> > smtp om6ho
> > concluded om6ho
> > assurtions om6ho
> > derganc@didamail.com om6ho
> > tomoeabe om6ho
> > strange om6ho
> > fuckoff om6ho
> > description om6ho
> > wilskor@yahoo.com om6ho
> > reach om6ho
> > personal om6ho
> > traffic om6ho
> > mortgage om6ho
> > corners om6ho
> > cabal om6ho
> > dirtbags om6ho
> > bologna om6ho
> > mistakes om6ho
> > psychicmedium om6ho
> > bushes om6ho
> > subhuman om6ho
> > ibmantu om6ho
> > spehar om6ho
> > tlili om6ho
> > unitel om6ho
> > gerald om6ho
> > computers om6ho
> > buck om6ho
> > overtime om6ho
> > debt@england.com om6ho
> > hours om6ho
> > provider om6ho
> > high om6ho
> > multibyte@vim.org om6ho
> > representitive om6ho
> > littletnbigdaddy@aol.com om6ho
> > allusions om6ho
> > rules om6ho
> > philippinejobs om6ho
> > dang om6ho
> > lazy om6ho
> > uesa om6ho
> > suspected om6ho
> > learn om6ho
> > igloo om6ho
> > argentina om6ho
> > scamalert om6ho
> > bsonbalee@aol.com om6ho

> > bycicle om6ho
> > updates om6ho
> > plearn om6ho
> > badly om6ho
> > henry om6ho
> > mommy om6ho
> > somehow om6ho
> > beowulf om6ho
> > clear om6ho
> > events om6ho
> > lebanon om6ho
> > tried om6ho
> > reuters om6ho
> > doit om6ho
> > risk om6ho
> > issues om6ho
> > dnewman@networktest.com om6ho
> > franbr om6ho
> > kartoo om6ho
> > rapportjur om6ho
> > feedback om6ho
> > drugix om6ho
> > rushkoff om6ho
> > related om6ho
> > teammail om6ho
> > charset om6ho
> > budget om6ho
> > result om6ho
> > regular om6ho
> > process om6ho
> > webtekdirect@lycos.com om6ho
> > erik vanlint@yahoo.com om6ho
> > tactics om6ho
> > bank om6ho
> > jaja om6ho
> > javascripts om6ho
> > configured om6ho
> > bham om6ho
> > country om6ho
> > dialect om6ho
> > paris om6ho
> > action om6ho
> > jones om6ho
> > clearly om6ho
> > fibo om6ho
> > hardcoded om6ho
> > papasawn om6ho
> > names om6ho
> > admin om6ho
> > monkeys om6ho

> > reads om6ho
> > thank om6ho
> > taho@inbox.ru om6ho
> > hotmail om6ho
> > subtley om6ho
> > popovic@injesus.com om6ho
> > timezones om6ho
> > pitt om6ho
> > range om6ho
> > across om6ho
> > alone om6ho
> > left om6ho
> > cartoon om6ho
> > pretend om6ho
> > qmqp om6ho
> > usss om6ho
> > bearding om6ho
> > univie om6ho
> > hobby om6ho
> > weekend om6ho
> > have om6ho
> > phillip om6ho
> > statements om6ho
> > candle om6ho
> > kara om6ho
> > lookover om6ho
> > rendition om6ho
> > allanedwards om6ho
> > nunc om6ho
> > displayed om6ho
> > foobar om6ho
> > within om6ho
> > luci om6ho
> > crying om6ho
> > fingerprintlike om6ho
> > nikakix om6ho
> > sarauvodic om6ho
> > crawl om6ho
> > welcome om6ho
> > debt om6ho
> > tinnyliu@aol.com om6ho
> > avatars om6ho
> > users om6ho
> > bmagkevin@yahoo.com om6ho
> > wonde om6ho
> > chto om6ho
> > unaware om6ho
> > join om6ho
> > miser om6ho
> > adoptions om6ho

> > view om6ho
> > spaced om6ho
> > illegal om6ho
> > looks om6ho
> > postings om6ho
> > began om6ho
> > prob om6ho
> > spammers om6ho
> > registered om6ho
> > torrents om6ho
> > rapport om6ho
> > requests om6ho
> > brought om6ho
> > mind om6ho
> > whoohoo om6ho
> > pointing om6ho
> > crunching om6ho
> > hallway om6ho
> > gentlemen om6ho
> > penetrate om6ho
> > grasps om6ho
> > oyuncini@yahoogroups.com om6ho
> > liar om6ho
> > reportstalking om6ho
> > eccles@ballsy.net om6ho
> > text om6ho
> > string om6ho
> > deliberate om6ho
> > slowly om6ho
> > nehmen om6ho
> > veggieleah om6ho
> > englishï¿½ om6ho
> > bitch om6ho
> > telecomitalia om6ho
> > pizdu om6ho
> > stem om6ho
> > each om6ho
> > specificaly om6ho
> > multi om6ho
> > snooping om6ho
> > addys om6ho
> > leap om6ho
> > picw om6ho
> > gbrx om6ho
> > uide om6ho
> > pricanmamichula om6ho
> > typed om6ho
> > exception om6ho
> > financial om6ho
> > travels om6ho

> > herdthinners om6ho
> > saioriger om6ho
> > timing om6ho
> > fucking om6ho
> > coverup om6ho
> > bmagcaseybane om6ho
> > showed om6ho
> > risitano om6ho
> > relative om6ho
> > best om6ho
> > handwritting om6ho
> > claims om6ho
> > zmrr om6ho
> > increases om6ho
> > noted om6ho
> > usual om6ho
> > question om6ho
> > consulting om6ho
> > gurubu om6ho
> > itagereversal om6ho
> > gave om6ho
> > request@digimark.net om6ho
> > ourselves om6ho
> > procedure om6ho
> > sign om6ho
> > year om6ho
> > effort om6ho
> > shopkeeper om6ho
> > further om6ho
> > kjvoa om6ho
> > infrequent om6ho
> > crackers om6ho
> > ointments om6ho
> > importantly om6ho
> > talktome@aol.com om6ho
> > personnels om6ho
> > lehigh om6ho
> > internetnews om6ho
> > browse om6ho
> > tortious om6ho
> > andyb@lexmark.com om6ho
> > object om6ho
> > quade@clark.net om6ho
> > multipersonality om6ho
> > identifies om6ho
> > hlstraley om6ho
> > customers om6ho
> > marcoz om6ho
> > dieser om6ho
> > license om6ho

> > neuch om6ho
> > usually om6ho
> > bmagirving om6ho
> > underestimate om6ho
> > moment om6ho
> > imaginary om6ho
> > theft om6ho
> > didnt om6ho
> > nameip om6ho
> > beware om6ho
> > thomschwarz om6ho
> > yahoogroupes om6ho
> > receiver om6ho
> > twofold om6ho
> > secrets om6ho
> > does om6ho
> > surname om6ho
> > operamail om6ho
> > ichisanper om6ho
> > maintain om6ho
> > toopliable om6ho
> > millosevich om6ho
> > bizarre om6ho
> > minimum om6ho
> > nbafankaran om6ho
> > hour om6ho
> > captured om6ho
> > besmirch om6ho
> > telok om6ho
> > committed om6ho
> > prime om6ho
> > questions om6ho
> > sereechai om6ho
> > prunes om6ho
> > trial om6ho
> > grocers om6ho
> > telephon om6ho
> > politcal om6ho
> > squirrels om6ho
> > dortmund om6ho
> > clearer om6ho
> > guardian om6ho
> > doves om6ho
> > saonah om6ho
> > crdit om6ho
> > donnes om6ho
> > lehmke om6ho
> > interesting om6ho
> > okeedokeeoakee om6ho
> > soulseek om6ho

> > ping om6ho
> > suckered om6ho
> > pens om6ho
> > heras om6ho
> > contenttransfer om6ho
> > adfree om6ho
> > dell om6ho
> > remain om6ho
> > websmoke om6ho
> > recording om6ho
> > wobothunting om6ho
> > kaikoehler om6ho
> > manual om6ho
> > lacessit om6ho
> > filetype om6ho
> > nonyankee om6ho
> > digest om6ho
> > favorise om6ho
> > traildog@yahoogroups.com om6ho
> > analyses om6ho
> > pursuit om6ho
> > separated om6ho
> > taigamasuku@yahoo.com om6ho
> > braindead om6ho
> > thorns om6ho
> > policejudiciairefed om6ho
> > lektorenvereinigung om6ho
> > tinna om6ho
> > bmagkevin om6ho
> > planeta@yahoogroups.com om6ho
> > mirrors om6ho
> > owner@vim.org om6ho
> > bmagjp om6ho
> > gbrjl om6ho
> > honestly om6ho
> > business om6ho
> > river om6ho
> > aries om6ho
> > noisy om6ho
> > illegalz om6ho
> > theory om6ho
> > infidel om6ho
> > fifth om6ho
> > learned om6ho
> > happy om6ho
> > turns om6ho
> > boring om6ho
> > apostate om6ho
> > awfully om6ho
> > interthainews om6ho

> > sections om6ho
> > fran om6ho
> > functions om6ho
> > hacker om6ho
> > reevaluate om6ho
> > familykose om6ho
> > mailbombs om6ho
> > poen om6ho
> > sorted om6ho
> > coryk om6ho
> > particular om6ho
> > ebusiness om6ho
> > food om6ho
> > calumny om6ho
> > denmantire om6ho
> > gain om6ho
> > statues om6ho
> > certain om6ho
> > collator om6ho
> > chrisarnoldi@hotmail.com om6ho
> > quitaestowanadoo om6ho
> > safe om6ho
> > muss om6ho
> > agency om6ho
> > noisector om6ho
> > zwallet om6ho
> > beschlag om6ho
> > tree om6ho
> > oblivious om6ho
> > menya om6ho
> > netcomics om6ho
> > arguments om6ho
> > cartoons om6ho
> > indicate om6ho
> > mazzaro@zwallet.com om6ho
> > jumping om6ho
> > orglesson om6ho
> > secretj@aol.com om6ho
> > silentes om6ho
> > pricked om6ho
> > nope om6ho
> > lives om6ho
> > gales om6ho
> > tebya om6ho
> > zenful om6ho
> > passwrd om6ho
> > exposed om6ho
> > seeming om6ho
> > bmagphipps@yahoo.com om6ho
> > abused om6ho

> > sslivens om6ho
> > muwripa om6ho
> > hobbies om6ho
> > male om6ho
> > persistant om6ho
> > idigjesus om6ho
> > goasia om6ho
> > sailed om6ho
> > chonnam om6ho
> > closed om6ho
> > owner om6ho
> > iggy om6ho
> > teddy om6ho
> > kasiopeja@yahoo.com om6ho
> > mindspring om6ho
> > otherwise om6ho
> > nuances om6ho
> > marketing om6ho
> > dating om6ho
> > isreal om6ho
> > zavyazat om6ho
> > freeby om6ho
> > gshipley@neohapsis.com om6ho
> > angelfire om6ho
> > represented om6ho
> > itsy om6ho
> > break om6ho
> > retrieved om6ho
> > unemployed om6ho
> > snowdon om6ho
> > correct om6ho
> > person om6ho
> > jerk om6ho
> > decency om6ho
> > eadgiv om6ho
> > rojanapanya@yahoo.com om6ho
> > adresses om6ho
> > surprize om6ho
> > damschroder om6ho
> > fingerprint om6ho
> > waffle om6ho
> > cost om6ho
> > strategy om6ho
> > ascii om6ho
> > domains om6ho
> > smokin om6ho
> > phew om6ho
> > several om6ho
> > results om6ho
> > webmaster@contactor.se om6ho

> > clues om6ho
> > beta om6ho
> > frustrating om6ho
> > bringing om6ho
> > ringing om6ho
> > icmc om6ho
> > konechno om6ho
> > matches om6ho
> > wish om6ho
> > considers om6ho
> > delta om6ho
> > spoofing om6ho
> > findlay om6ho
> > yhmgn om6ho
> > skeet om6ho
> > happening om6ho
> > philippines om6ho
> > qualify om6ho
> > area om6ho
> > apparently om6ho
> > connect om6ho
> > grmbl om6ho
> > hand om6ho
> > anonymous om6ho
> > conj@hotmail.com om6ho
> > published om6ho
> > bother om6ho
> > more om6ho
> > twonineca@yahoo.com om6ho
> > rachmeler om6ho
> > eaada om6ho
> > play om6ho
> > profile om6ho
> > ethnically om6ho
> > euro om6ho
> > full om6ho
> > andyb om6ho
> > gbuvv om6ho
> > gbtzj om6ho
> > grown om6ho
> > rotten om6ho
> > erroneously om6ho
> > publicadvertising om6ho
> > kids om6ho
> > professional om6ho
> > popovic om6ho
> > evaluating om6ho
> > entirely om6ho
> > example om6ho
> > teacher om6ho

> > only om6ho
> > ulcer om6ho
> > warrior om6ho
> > difference om6ho
> > vcom om6ho
> > numeroindirizzo om6ho
> > jcaraveo om6ho
> > ljossifoff@hotmail.com om6ho
> > begins om6ho
> > cinixs om6ho
> > info@vim.org om6ho
> > marriage om6ho
> > messages om6ho
> > rude om6ho
> > discovered om6ho
> > thomas om6ho
> > statue om6ho
> > enforcement om6ho
> > bulk om6ho
> > ifccfbi om6ho
> > miss om6ho
> > hogent om6ho
> > follow om6ho
> > government om6ho
> > publish om6ho
> > worries om6ho
> > forums om6ho
> > chargback om6ho
> > cleaned om6ho
> > loving om6ho
> > library om6ho
> > srce om6ho
> > highlight om6ho
> > morality om6ho
> > very om6ho
> > phuchit@phyathai.com om6ho
> > week om6ho
> > directed om6ho
> > draw om6ho
> > autonotify om6ho
> > network om6ho
> > pack om6ho
> > crickets om6ho
> > defrauding om6ho
> > smoking om6ho
> > stfnsimon om6ho
> > socalled om6ho
> > admins om6ho
> > pricanmamichula@msn.com om6ho
> > lonely om6ho

> > evolt om6ho
> > settlement om6ho
> > contacts om6ho
> > gate om6ho
> > skstraub@yahoo.com om6ho
> > apply om6ho
> > chessbase@yahoo.com om6ho
> > evlhevlh om6ho
> > slapped om6ho
> > hknvau om6ho
> > entangled om6ho
> > mart om6ho
> > abreviations om6ho
> > netposta om6ho
> > websites om6ho
> > grbentley om6ho
> > fred@avolio.com om6ho
> > yesterday om6ho
> > datenschutzdsb om6ho
> > request@baltimoremd.com om6ho
> > health om6ho
> > perception om6ho
> > impune om6ho
> > meant om6ho
> > editor om6ho
> > came om6ho
> > filled om6ho
> > flemmisch om6ho
> > myronk om6ho
> > defense om6ho
> > absolutely om6ho
> > referenced om6ho
> > physical om6ho
> > images om6ho
> > poiuytrewq om6ho
> > ungesetzliche om6ho
> > protected om6ho
> > bmagaf om6ho
> > yuber om6ho
> > tech om6ho
> > exit om6ho
> > muangthainews om6ho
> > contains om6ho
> > webhists om6ho
> > maths om6ho
> > thomschwarz@yahoo.de om6ho
> > svhfs om6ho
> > project om6ho
> > clouds om6ho
> > nude om6ho

> > skips om6ho
> > widespread om6ho
> > branches om6ho
> > maker om6ho
> > eadsgf om6ho
> > chollian om6ho
> > aichi om6ho
> > sebe om6ho
> > account om6ho
> > dude om6ho
> > legalprivacy om6ho
> > walk om6ho
> > groupdomain om6ho
> > supports om6ho
> > than om6ho
> > bmagmatthew@yahoo.com om6ho
> > feels om6ho
> > luck om6ho
> > head om6ho
> > dieses om6ho
> > worldvillage om6ho
> > talisker om6ho
> > director om6ho
> > srbudaraju@hotmail.com om6ho
> > addittion om6ho
> > smoke om6ho
> > crappola om6ho
> > satire om6ho
> > enact om6ho
> > poster om6ho
> > current om6ho
> > jojimmy om6ho
> > beginning om6ho
> > kara@luci.org om6ho
> > gatto om6ho
> > theregister om6ho
> > lawyer om6ho
> > application om6ho
> > weavers om6ho
> > hmmm om6ho
> > office om6ho
> > pink@yahoo.com om6ho
> > josephsavimbijnr om6ho
> > proper om6ho
> > approved om6ho
> > geronimo om6ho
> > uncollated om6ho
> > permissible om6ho
> > quote om6ho
> > pagine om6ho

> > titles om6ho
> > seconds om6ho
> > accepted om6ho
> > little om6ho
> > opinions om6ho
> > newmoney om6ho
> > thinks om6ho
> > dmartin@cwnet.com om6ho
> > marlene om6ho
> > seemingly om6ho
> > gianni om6ho
> > marina om6ho
> > weakness om6ho
> > pete om6ho
> > handa@email.ky om6ho
> > boreing om6ho
> > peach om6ho
> > summaries om6ho
> > under om6ho
> > messageboard om6ho
> > harlem@aol.com om6ho
> > adversary om6ho
> > criminal om6ho
> > mouse om6ho
> > wishes om6ho
> > hampton om6ho
> > hunter om6ho
> > combo om6ho
> > spoke om6ho
> > joking om6ho
> > life om6ho
> > appeared om6ho
> > retaliatory om6ho
> > what om6ho
> > twonineca om6ho
> > explain om6ho
> > vulnerable om6ho
> > belize om6ho
> > scum om6ho
> > september om6ho
> > badtrans om6ho
> > tions om6ho
> > dryers om6ho
> > garbage om6ho
> > civil om6ho
> > quality om6ho
> > oyuncini om6ho
> > zijn om6ho
> > liars om6ho
> > allright om6ho

> > rshuman om6ho
> > screen om6ho
> > click om6ho
> > needed om6ho
> > dsntgrshn om6ho
> > considered om6ho
> > jacks om6ho
> > lying om6ho
> > aberration om6ho
> > smut om6ho
> > bmagmatthew om6ho
> > unreasonable om6ho
> > tape om6ho
> > done om6ho
> > smarter om6ho
> > dubai@arabia.com om6ho
> > though om6ho
> > although om6ho
> > comparison om6ho
> > welp om6ho
> > incredibly om6ho
> > strict om6ho
> > wise om6ho
> > accusations om6ho
> > easter om6ho
> > earn om6ho
> > goodboy om6ho
> > influence om6ho
> > foobar@fastmail.fm om6ho
> > encountered om6ho
> > desch om6ho
> > despite om6ho
> > spend om6ho
> > seki om6ho
> > wissen om6ho
> > figure om6ho
> > victim om6ho
> > heikokratzke@hotmail.com om6ho
> > listing om6ho
> > instance om6ho
> > excuse om6ho
> > clean om6ho
> > noisector@nmail.com om6ho
> > digress om6ho
> > differ om6ho
> > html om6ho
> > abysmal om6ho
> > invalid@yahoo.com om6ho
> > aherbert om6ho
> > bphonebook om6ho

> > ticket om6ho
> > convincinglooking om6ho
> > bgnd@canada.com om6ho
> > theunknownaddy@aol.com om6ho
> > forgot om6ho
> > sreal om6ho
> > jenarmstrong@aol.com om6ho
> > assume om6ho
> > peeps om6ho
> > kneider@kornet.net om6ho
> > asks om6ho
> > harass om6ho
> > busy om6ho
> > anyone om6ho
> > expensive om6ho
> > resolved om6ho
> > securing om6ho
> > server om6ho
> > privacyhtm om6ho
> > collect om6ho
> > juice om6ho
> > brave om6ho
> > fausse om6ho
> > brilliant om6ho
> > troubles om6ho
> > kudos om6ho
> > role om6ho
> > beers om6ho
> > handled om6ho
> > vfemail om6ho
> > bmagmichael@yahoo.com om6ho
> > dallred@essex.com om6ho
> > outer om6ho
> > asshole om6ho
> > spooky om6ho
> > hltlao om6ho
> > easier om6ho
> > gbtxc om6ho
> > stanmcbain om6ho
> > passe om6ho
> > listed om6ho
> > basically om6ho
> > skowron om6ho
> > various om6ho
> > believe om6ho
> > ciao om6ho
> > watchtape om6ho
> > newmoneya om6ho
> > newsreader om6ho
> > thejokers om6ho

> > disabled om6ho
> > their om6ho
> > advertizing om6ho
> > tsheps om6ho
> > purity om6ho
> > gona om6ho
> > kita@yahoo.com om6ho
> > wcnet om6ho
> > reposting om6ho
> > defamatory om6ho
> > jcaraveo@gjmltd.com om6ho
> > freewebsite@dcemail.com om6ho
> > trunk om6ho
> > accused om6ho
> > breaking om6ho
> > korthals om6ho
> > radioactive om6ho
> > info@giganetstore.com om6ho
> > herein om6ho
> > ukraine om6ho
> > letter om6ho
> > slaves om6ho
> > booked om6ho
> > wondrous om6ho
> > raindrops om6ho
> > celebrate om6ho
> > allegations om6ho
> > satis om6ho
> > emails om6ho
> > hightech om6ho
> > ahead om6ho
> > rolle om6ho
> > returned om6ho
> > cunt om6ho
> > unless om6ho
> > activities om6ho
> > helenrich@hotmail.com om6ho
> > scratchin om6ho
> > storyid om6ho
> > dreams om6ho
> > screening om6ho
> > launching om6ho
> > counters om6ho
> > motivates om6ho
> > notches om6ho
> > encompasserve om6ho
> > digits om6ho
> > bmagmarsha@yahoo.com om6ho
> > exetools om6ho
> > sentences om6ho

> > nuke om6ho
> > parts om6ho
> > personals om6ho
> > pleasures om6ho
> > gigio om6ho
> > disaster om6ho
> > webspace om6ho
> > hagcc om6ho
> > actual om6ho
> > valse om6ho
> > publisher om6ho
> > craziness om6ho
> > until om6ho
> > wsftp om6ho
> > solve om6ho
> > deranged om6ho
> > translating om6ho
> > slice om6ho
> > nicely om6ho
> > anuskazg om6ho
> > sostavit om6ho
> > bmagmarsha om6ho
> > impsat om6ho
> > advised om6ho
> > reversing om6ho
> > timely om6ho
> > gbvjn om6ho
> > agent om6ho
> > antoh@turbomail.net om6ho
> > imitation om6ho
> > planted om6ho
> > administrators om6ho
> > members om6ho
> > joncsj@aol.com om6ho
> > rosina om6ho
> > mbox om6ho
> > chatshows om6ho
> > alex om6ho
> > contact om6ho
> > belloosagie@mail.com om6ho
> > calomnie om6ho
> > whithout om6ho
> > late om6ho
> > fonts om6ho
> > thaitimes om6ho
> > easily om6ho
> > among om6ho
> > madmail om6ho
> > enjoy om6ho
> > lhartwig@yahoo.com om6ho

> > remove@altavistausa.com om6ho
> > notify om6ho
> > finally om6ho
> > gender om6ho
> > speaker om6ho
> > model om6ho
> > restart om6ho
> > destroy om6ho
> > smachine om6ho
> > copies om6ho
> > protect om6ho
> > paulson@eyou.com om6ho
> > demon om6ho
> > pretenzii om6ho
> > possibly om6ho
> > dear om6ho
> > photos om6ho
> > bias om6ho
> > zaynzaynzayn@hotmail.com om6ho
> > uidl om6ho
> > talk om6ho
> > never om6ho
> > tasks om6ho
> > assumption om6ho
> > redemption om6ho
> > doubt om6ho
> > provides om6ho
> > comparisons om6ho
> > learning om6ho
> > free om6ho
> > rant om6ho
> > edfadbf om6ho
> > attitude om6ho
> > disappeared om6ho
> > irhfzdgabmaf om6ho
> > passing om6ho
> > gutierrez om6ho
> > matej om6ho
> > surely om6ho
> > spywarefree om6ho
> > programmer om6ho
> > scumbag om6ho
> > playing om6ho
> > kamar om6ho
> > dedicated om6ho
> > bogus om6ho
> > stottern om6ho
> > university om6ho
> > using om6ho
> > number om6ho

> > hidden om6ho
> > defend om6ho
> > bobbynewmark om6ho
> > sentiments om6ho
> > loosing om6ho
> > suggestion om6ho
> > mailman om6ho
> > jkaatz om6ho
> > commit om6ho
> > proceed om6ho
> > unnamed om6ho
> > club om6ho
> > butt om6ho
> > wrong om6ho
> > raithel@web.de om6ho
> > dirty om6ho
> > cclarkjw om6ho
> > gardening om6ho
> > saying om6ho
> > months om6ho
> > announce om6ho
> > province om6ho
> > whilst om6ho
> > interpol om6ho
> > should om6ho
> > sphmgaab om6ho
> > wont om6ho
> > wrote om6ho
> > rolando om6ho
> > continually om6ho
> > tlanham om6ho
> > input om6ho
> > content om6ho
> > defendant om6ho
> > eliteness om6ho
> > making om6ho
> > theyre om6ho
> > hans om6ho
> > crooked om6ho
> > expirations om6ho
> > proves om6ho
> > majordomo@dxer.org om6ho
> > hamburg om6ho
> > boardtroll om6ho
> > steal om6ho
> > goodinfoyou om6ho
> > tide om6ho
> > ukrains om6ho
> > hahahah om6ho
> > resend om6ho

> > lauren om6ho
> > affiliate om6ho
> > probably om6ho
> > violating om6ho
> > trelenb om6ho
> > mainly om6ho
> > continues om6ho
> > worse om6ho
> > activists om6ho
> > sollicitation om6ho
> > encounter om6ho
> > check om6ho
> > laughed om6ho
> > webmasteredsb om6ho
> > donaldpdaily om6ho
> > charging om6ho
> > decent om6ho
> > female om6ho
> > psssh om6ho
> > nomoremailplease om6ho
> > sideeffect om6ho
> > prvagimnazija om6ho
> > camera om6ho
> > sayin om6ho
> > fraud om6ho
> > april om6ho
> > dankohz@yahoo.com om6ho
> > hates om6ho
> > random om6ho
> > drsuyasht om6ho
> > user om6ho
> > comics om6ho
> > romana om6ho
> > publiek om6ho
> > optionally om6ho
> > ungesetzlichen om6ho
> > screaming om6ho
> > bmagweber om6ho
> > crawler om6ho
> > ready om6ho
> > tricky om6ho
> > telephone om6ho
> > rgula om6ho
> > prefer om6ho
> > arte om6ho
> > ewkj om6ho
> > narrow om6ho
> > slandered om6ho
> > bfgb om6ho
> > lusisti om6ho

> > bastoids om6ho
> > networks om6ho
> > intro om6ho
> > reeves@hotmail.com om6ho
> > bmagtim om6ho
> > stolen om6ho
> > impartiality om6ho
> > again om6ho
> > rossbach om6ho
> > majordomo om6ho
> > diejenigen om6ho
> > enron om6ho
> > iwew om6ho
> > circumvent om6ho
> > keywords om6ho
> > cheapo om6ho
> > eugene om6ho
> > social om6ho
> > fsksm om6ho
> > daiavocetti@yahoo.com om6ho
> > felt om6ho
> > merge om6ho
> > receive om6ho
> > printed om6ho
> > threadenemy om6ho
> > copy om6ho
> > scenario om6ho
> > changedetect om6ho
> > crashing om6ho
> > ragchew om6ho
> > gabriela om6ho
> > afraid om6ho
> > getting om6ho
> > recent om6ho
> > nada om6ho
> > supply om6ho
> > working om6ho
> > stuff om6ho
> > saved om6ho
> > adequate om6ho
> > buried om6ho
> > agis om6ho
> > dripcinterpol om6ho
> > bmagpam om6ho
> > falls om6ho
> > harrassing om6ho
> > thom om6ho
> > retrieve om6ho
> > viewer om6ho
> > dissappear om6ho

> > smith om6ho
> > pravda om6ho
> > administration om6ho
> > halfheartedly om6ho
> > chess om6ho
> > eckhardt@gmx.de om6ho
> > into om6ho
> > geeminee om6ho
> > michelle om6ho
> > tricks om6ho
> > holds om6ho
> > killed om6ho
> > brinkster om6ho
> > talktome om6ho
> > every om6ho
> > mailboxes om6ho
> > btamail om6ho
> > deleted om6ho
> > water om6ho
> > machine om6ho
> > weird om6ho
> > choice om6ho
> > petrification om6ho
> > takes om6ho
> > speak om6ho
> > toolz om6ho
> > cross om6ho
> > kjvoa@atlas.cz om6ho
> > sounded om6ho
> > thumping om6ho
> > dunno om6ho
> > chargebacks om6ho
> > rich om6ho
> > globalization om6ho
> > place om6ho
> > filecompression om6ho
> > perceptions om6ho
> > fail om6ho
> > exist om6ho
> > given om6ho
> > surgam om6ho
> > archstl om6ho
> > netcom om6ho
> > avoid om6ho
> > bgsu om6ho
> > localita om6ho
> > russian om6ho
> > peixiaomin om6ho
> > listproc@theporch.com om6ho
> > through om6ho

> > artside@crosswinds.net om6ho
> > virtue om6ho
> > nanas om6ho
> > prosecute om6ho
> > continous om6ho
> > crossbarred om6ho
> > additional om6ho
> > carried om6ho
> > appreciate om6ho
> > coolu om6ho
> > intyre@belizemail.net om6ho
> > applications om6ho
> > brainless om6ho
> > bewa om6ho
> > tower om6ho
> > majordomo@foothill.net om6ho
> > excellent om6ho
> > lock om6ho
> > laden om6ho
> > shity om6ho
> > cory om6ho
> > hiiiiiiiiiya om6ho
> > jinju@web.de om6ho
> > sending om6ho
> > spaming om6ho
> > eliminated om6ho
> > datenschutzjpm om6ho
> > makingmoney@excite.com om6ho
> > fenrig@tokyo.com om6ho
> > peixiaomin@yahoo.com om6ho
> > mhcnew om6ho
> > bmagjm om6ho
> > neither om6ho
> > sustained om6ho
> > login om6ho
> > uslishesh om6ho
> > twcny om6ho
> > together om6ho
> > username om6ho
> > algos om6ho
> > srbudaraju om6ho
> > cxindex om6ho
> > means om6ho
> > birth om6ho
> > inreplyto om6ho
> > endevor om6ho
> > register om6ho
> > cloak om6ho
> > mmmm om6ho
> > rome om6ho

> > knew om6ho
> > remains om6ho
> > familiar om6ho
> > uslovii om6ho
> > redaktion om6ho
> > orgto om6ho
> > spreading om6ho
> > test om6ho
> > cache om6ho
> > disappear om6ho
> > excluded om6ho
> > recommand om6ho
> > restrictions om6ho
> > leknoi om6ho
> > summer om6ho
> > contactor om6ho
> > stephan om6ho
> > frank om6ho
> > characters om6ho
> > newsread om6ho
> > gesetzes om6ho
> > aruna om6ho
> > kreditkarte om6ho
> > ccmaker om6ho
> > since om6ho
> > forum om6ho
> > fraudulent om6ho
> > bitsy om6ho
> > mapllc om6ho
> > give om6ho
> > rough om6ho
> > hampton@hotmail.com om6ho
> > etre om6ho
> > areas om6ho
> > tempus om6ho
> > info@interthainews.com om6ho
> > donn om6ho
> > something om6ho
> > michhelle om6ho
> > javascript om6ho
> > bpoljak om6ho
> > broke om6ho
> > query om6ho
> > continued om6ho
> > studiotho@web.de om6ho
> > techbase om6ho
> > hiwaay om6ho
> > dire om6ho
> > eadgzm om6ho
> > hilche@emailpinoy.com om6ho

> > cgibindisplay om6ho
> > frends om6ho
> > rather om6ho
> > easy om6ho
> > netherlands om6ho
> > egalz om6ho
> > elessaroperamail om6ho
> > freedom om6ho
> > jurcec om6ho
> > annoying om6ho
> > beasts om6ho
> > impersonator om6ho
> > associated om6ho
> > padova om6ho
> > ridiculous om6ho
> > hate om6ho
> > solution om6ho
> > john om6ho
> > pine om6ho
> > limit om6ho
> > userabc om6ho
> > huitt@muchomail.com om6ho
> > seeking om6ho
> > flat om6ho
> > sama@yahoo.com om6ho
> > kreditkarteinformation om6ho
> > robot om6ho
> > sleeping om6ho
> > abuse@thrunet.com om6ho
> > dependent om6ho
> > underscore om6ho
> > secretj om6ho
> > behalf om6ho
> > claiming om6ho
> > martini om6ho
> > drawing om6ho
> > notice om6ho
> > desires om6ho
> > sissies om6ho
> > included om6ho
> > embarrassing om6ho
> > hopwood om6ho
> > separate om6ho
> > word om6ho
> > productive om6ho
> > without om6ho
> > herself om6ho
> > carry om6ho
> > middlefinger om6ho
> > mines om6ho

> > ahold om6ho
> > hair om6ho
> > according om6ho
> > transfer om6ho
> > express om6ho
> > cablecomm om6ho
> > bignews@fasttrec.com om6ho
> > password om6ho
> > information om6ho
> > ones om6ho
> > creating om6ho
> > bunmuing@hotmail.com om6ho
> > first om6ho
> > receipt om6ho
> > andor om6ho
> > frog om6ho
> > vicenza om6ho
> > portscan om6ho
> > vulgar om6ho
> > fare om6ho
> > exchanged om6ho
> > devnull om6ho
> > usage om6ho
> > cities om6ho
> > perhaps om6ho
> > terrorists om6ho
> > solver om6ho
> > newest om6ho
> > webmaster om6ho
> > jupiter om6ho
> > lazic om6ho
> > charanjib om6ho
> > cnnic om6ho
> > stable om6ho
> > dawgs om6ho
> > infoopinions om6ho
> > jealousy om6ho
> > newbie om6ho
> > request om6ho
> > complaining om6ho
> > airca om6ho
> > theorical om6ho
> > fixing om6ho
> > marcus om6ho
> > liking om6ho
> > serv om6ho
> > otronatmail om6ho
> > leads om6ho
> > jobs om6ho
> > mature om6ho

> > prepare om6ho
> > auto om6ho
> > jdunder om6ho
> > daisukekondou om6ho
> > member om6ho
> > rogertellws om6ho
> > mohammed@yahoo.fr om6ho
> > fishkill om6ho
> > eternalboy om6ho
> > write om6ho
> > manipulating om6ho
> > curse om6ho
> > entered om6ho
> > point om6ho
> > membership om6ho
> > backs om6ho
> > dredge om6ho
> > lookup om6ho
> > peace om6ho
> > bcampbell@sbcglobal.net om6ho
> > flynngn@jmu.edu om6ho
> > anger om6ho
> > challenging om6ho
> > uses om6ho
> > reputation om6ho
> > groups om6ho
> > mimeversion om6ho
> > respect om6ho
> > iceland om6ho
> > removal om6ho
> > multilevel om6ho
> > mtobin@aol.com om6ho
> > tapes om6ho
> > fdemo om6ho
> > redhonda om6ho
> > politely om6ho
> > soap om6ho
> > capital om6ho
> > ethics om6ho
> > nitty om6ho
> > activity om6ho
> > beer om6ho
> > machines om6ho
> > ccctournament@yahoo.com om6ho
> > laster om6ho
> > bshgands@mailexcite.com om6ho
> > iraqis om6ho
> > nbafankaran@yahoo.com om6ho
> > msie om6ho
> > proxie om6ho

> > blackmailed om6ho
> > snail om6ho
> > mine om6ho
> > arboriculture om6ho
> > jenarmstrong om6ho
> > popup om6ho
> > especialy om6ho
> > bogged om6ho
> > jesus om6ho
> > securit om6ho
> > pobox om6ho
> > patiently om6ho
> > boasted om6ho
> > dangerous om6ho
> > panagea om6ho
> > hlstraley@attbi.com om6ho
> > intermediary om6ho
> > abuse@excite.com om6ho
> > pjipsen om6ho
> > emailpinoy om6ho
> > smachines om6ho
> > thelist om6ho
> > rank om6ho
> > lkmorris@aristotle.net om6ho
> > woodmann om6ho
> > dubourg om6ho
> > specially om6ho
> > inexpensiveinkpaper om6ho
> > located om6ho
> > template om6ho
> > cunning om6ho
> > fancies om6ho
> > pocket om6ho
> > chest om6ho
> > webmasterloveboat om6ho
> > eigenvalue om6ho
> > ajessie@hotmail.com om6ho
> > guinevereactg om6ho
> > survive om6ho
> > arisu om6ho
> > because om6ho
> > eadelq om6ho
> > photographs om6ho
> > february om6ho
> > bluene om6ho
> > decieb om6ho
> > lightweight om6ho
> > sweatheart om6ho
> > wenchno om6ho
> > anyhow om6ho

> > opera om6ho
> > edelkim@chollian.net om6ho
> > postcount om6ho
> > newsletter om6ho
> > unique om6ho
> > loginpassword om6ho
> > myself om6ho
> > weilding om6ho
> > spywareless om6ho
> > bigding@china.com om6ho
> > esmtp om6ho
> > dragons om6ho
> > downward om6ho
> > advertising om6ho
> > adapted om6ho
> > enormous om6ho
> > nights om6ho
> > luser om6ho
> > khaosod om6ho
> > secretariatprd om6ho
> > measures om6ho
> > investtoday@techie.com om6ho
> > speaking om6ho
> > contrib om6ho
> > carte om6ho
> > kotorye om6ho
> > whew om6ho
> > individual om6ho
> > hizar om6ho
> > problems om6ho
> > race om6ho
> > sixfigure om6ho
> > coincidence om6ho
> > exclamation om6ho
> > database om6ho
> > promise om6ho
> > replaced om6ho
> > careful om6ho
> > pronunciation om6ho
> > disposes om6ho
> > bmaglldillon om6ho
> > grid om6ho
> > tboyer@denmantire.com om6ho
> > webmasterworld om6ho
> > walmart om6ho
> > parolj om6ho
> > simpler om6ho
> > mckenney om6ho
> > featuring om6ho
> > allows om6ho

> > prosper om6ho
> > enemy om6ho
> > pink om6ho
> > kaikoehler@yahoo.com om6ho
> > found om6ho
> > believes om6ho
> > favorite om6ho
> > caio om6ho
> > cbmsv om6ho
> > falsely om6ho
> > piece om6ho
> > mrspodach@yahoo.com om6ho
> > pawns om6ho
> > explanation om6ho
> > yahoo om6ho
> > mention om6ho
> > bmagmichael om6ho
> > equiped om6ho
> > complainer om6ho
> > opposite om6ho
> > breaks om6ho
> > tatics om6ho
> > serch om6ho
> > michhele om6ho
> > provinces om6ho
> > secy@sbcglobal.net om6ho
> > guys om6ho
> > nikogda om6ho
> > impersonate om6ho
> > lucre om6ho
> > secondthoughts om6ho
> > bimonthly om6ho
> > sustainable om6ho
> > doesnt om6ho
> > reams om6ho
> > structure om6ho
> > hayesmstw om6ho
> > humble om6ho
> > space om6ho
> > gladen om6ho
> > jeanlees om6ho
> > computerwords om6ho
> > currently om6ho
> > valentinecookies om6ho
> > light om6ho
> > ddosattacked om6ho
> > https om6ho
> > gardenwork om6ho
> > hard om6ho
> > birthday om6ho

> > peer om6ho
> > prop om6ho
> > saddam om6ho
> > desiree@udata.com om6ho
> > practice om6ho
> > ecurity om6ho
> > bnairn om6ho
> > article om6ho
> > voicenet om6ho
> > iciaire om6ho
> > convicting om6ho
> > topband om6ho
> > lemme om6ho
> > complaint om6ho
> > sudden om6ho
> > eadsew om6ho
> > bmagmarcusmacon om6ho
> > standard om6ho
> > jacked om6ho
> > qmailweb om6ho
> > auch om6ho
> > krgb om6ho
> > prosto om6ho
> > unofficial om6ho
> > abhapanchal@hotmail.com om6ho
> > propaganda om6ho
> > appears om6ho
> > basra om6ho
> > structured om6ho
> > schulz om6ho
> > bedroom om6ho
> > xdistribution om6ho
> > identifier om6ho
> > glemedia om6ho
> > total om6ho
> > studied om6ho
> > couldnt om6ho
> > oldmatador@yahoo.com om6ho
> > favia om6ho
> > forum@yahoogroups.com om6ho
> > hardware om6ho
> > downside om6ho
> > evens om6ho
> > attglobal om6ho
> > semi om6ho
> > created om6ho
> > vsegda om6ho
> > hirokoshibuya om6ho
> > jerryjones om6ho
> > vivalove om6ho

> > persons om6ho
> > nachrichten om6ho
> > slight om6ho
> > commercializationed om6ho
> > tharkey om6ho
> > guess om6ho
> > addition om6ho
> > doshisha om6ho
> > attacked om6ho
> > matrix om6ho
> > conscience om6ho
> > progress om6ho
> > token om6ho
> > christian om6ho
> > eric van lint@yahoo.com om6ho
> > isscomm om6ho
> > tons om6ho
> > betas om6ho
> > bakke om6ho
> > crazy om6ho
> > etiquette om6ho
> > alcohol om6ho
> > postingtype om6ho
> > torrentse om6ho
> > tfooter om6ho
> > properly om6ho
> > sigh om6ho
> > threats om6ho
> > depth om6ho
> > personalities om6ho
> > imeyu om6ho
> > buckeye om6ho
> > godsonokoliuche@mail.com om6ho
> > clue om6ho
> > nifty om6ho
> > petimotor om6ho
> > bhiq om6ho
> > surprises om6ho
> > always om6ho
> > clever om6ho
> > petimotor@netposta.net om6ho
> > foreign om6ho
> > hgnord om6ho
> > recently om6ho
> > fewer om6ho
> > occt om6ho
> > furon om6ho
> > center om6ho
> > sound om6ho
> > really om6ho

> > last om6ho
> > oulu om6ho
> > accidentally om6ho
> > begginer om6ho
> > goldsmith om6ho
> > maintainers om6ho
> > constructs om6ho
> > eadsg om6ho
> > yunekichan om6ho
> > tolerance om6ho
> > updating om6ho
> > expression om6ho
> > fantasy om6ho
> > tommarrow om6ho
> > untergrund om6ho
> > edges om6ho
> > zero om6ho
> > siddell om6ho
> > yourhealth om6ho
> > bulky om6ho
> > checking om6ho
> > density om6ho
> > mtobin om6ho
> > eckhardt om6ho
> > corporate om6ho
> > formidable om6ho
> > rest om6ho
> > billfindeisen om6ho
> > migrated om6ho
> > post om6ho
> > skopirovat om6ho
> > mazzaro om6ho
> > lovemail om6ho
> > logs om6ho
> > tracks om6ho
> > bacb om6ho
> > someplace om6ho
> > formulated om6ho
> > eadsfu om6ho
> > piobaire om6ho
> > whoever om6ho
> > noone om6ho
> > discover om6ho
> > elessar om6ho
> > looking om6ho
> > springing om6ho
> > politique om6ho
> > cannonexpress om6ho
> > peoples om6ho
> > infomaxpro om6ho

> > bmagmartinmarks om6ho
> > mentioned om6ho
> > misrepres om6ho
> > story om6ho
> > cute om6ho
> > zipped om6ho
> > zdnet om6ho
> > xpriority om6ho
> > inbuilt om6ho
> > rter om6ho
> > observations om6ho
> > explaining om6ho
> > admission om6ho
> > stupid om6ho
> > starting om6ho
> > valdunn@hotmail.com om6ho
> > witty om6ho
> > complete om6ho
> > button om6ho
> > reread om6ho
> > cloakers om6ho
> > youre om6ho
> > opens om6ho
> > technique om6ho
> > eigent om6ho
> > restoring om6ho
> > language om6ho
> > cannonfodder om6ho
> > barspace om6ho
> > entitled om6ho
> > ordinateur om6ho
> > infringement om6ho
> > sleep om6ho
> > tips om6ho
> > essayer om6ho
> > folks om6ho
> > matter om6ho
> > short om6ho
> > proxy om6ho
> > info@oryx.com om6ho
> > sample om6ho
> > landmass om6ho
> > kerstin om6ho
> > pleasant om6ho
> > sprintpcs om6ho
> > andromeda om6ho
> > bgardner@cox.net om6ho
> > joncsj om6ho
> > puddles om6ho
> > film om6ho

> > cseas om6ho
> > jhopkins@uiah.fi om6ho
> > sends om6ho
> > rippedoff om6ho
> > plenty om6ho
> > teammailruf om6ho
> > cuius om6ho
> > stand om6ho
> > future om6ho
> > casino om6ho
> > might om6ho
> > seven om6ho
> > netster om6ho
> > dice om6ho
> > referrer om6ho
> > anticipate om6ho
> > datenschutz om6ho
> > comfortable om6ho
> > gail om6ho
> > telesp om6ho
> > accordace om6ho
> > native om6ho
> > lowellfive om6ho
> > stalkers om6ho
> > retaliation om6ho
> > interested om6ho
> > credibilty om6ho
> > bmaglldillon@yahoo.com om6ho
> > kingbo om6ho
> > weeeeeeee om6ho
> > raking om6ho
> > kadakolashayys om6ho
> > seperate om6ho
> > richardw@dcemail.com om6ho
> > move om6ho
> > smalltime om6ho
> > cram om6ho
> > taglist@yahoogroups.com om6ho
> > hahahhahahaha om6ho
> > contain om6ho
> > nljfs om6ho
> > mailexcite om6ho
> > sideeffe om6ho
> > abuse@compuserve.com om6ho
> > logged om6ho
> > wants om6ho
> > rizomeicobalt om6ho
> > uspassword om6ho
> > smail om6ho
> > mmenke@hotmail.com om6ho

> > yehhh om6ho
> > gbtefv om6ho
> > tracking om6ho
> > saturday om6ho
> > sachagro@yahoo.com om6ho
> > equiped@hoursbad.com om6ho
> > false om6ho
> > form om6ho
> > directory om6ho
> > people om6ho
> > sarag om6ho
> > also om6ho
> > daad om6ho
> > large om6ho
> > mboricevic@yahoo.com om6ho
> > discuss om6ho
> > advertisement om6ho
> > spammed om6ho
> > chessbase om6ho
> > anything om6ho
> > sooner om6ho
> > fine om6ho
> > attempt om6ho
> > intentions om6ho
> > assasination om6ho
> > outcome om6ho
> > devoted om6ho
> > cyberangels om6ho
> > active om6ho
> > evanlint@nextiraone.be om6ho
> > international om6ho
> > regrettable om6ho
> > dump om6ho
> > security om6ho
> > popstars om6ho
> > background om6ho
> > rene om6ho
> > drobilo om6ho
> > amazingly om6ho
> > sourceforge om6ho
> > changing om6ho
> > perspectives om6ho
> > bastards om6ho
> > elim om6ho
> > reset om6ho
> > judithquintem om6ho
> > mordred om6ho
> > site om6ho
> > assertion om6ho
> > squirrel om6ho

> > getmoneya om6ho
> > orgaization om6ho
> > unkyung om6ho
> > thread om6ho
> > huitt om6ho
> > visitors om6ho
> > djuka@poen.net om6ho
> > advertise om6ho
> > intelektualka@inet.hr om6ho
> > brown om6ho
> > jorice@attbi.com om6ho
> > reviewed om6ho
> > yahoohotmail om6ho
> > kneider om6ho
> > stools om6ho
> > understanding om6ho
> > birds om6ho
> > horizontal om6ho
> > xoriginatingip om6ho
> > lauren@grlmail.com om6ho
> > quiz om6ho
> > strangerx@yahoo.com om6ho
> > percent om6ho
> > call om6ho
> > pieces om6ho
> > yahoogroups om6ho
> > chaotic om6ho
> > delete om6ho
> > animal om6ho
> > potential om6ho
> > greater om6ho
> > eadgge om6ho
> > skunk om6ho
> > ever om6ho
> > giganetstore om6ho
> > hayoo om6ho
> > kinds om6ho
> > delivered om6ho
> > vipo om6ho
> > dirk om6ho
> > listserv@netcom.com om6ho
> > yaoo om6ho
> > batesa om6ho
> > lesson om6ho
> > beaver om6ho
> > amusing om6ho
> > yustarin om6ho
> > schen om6ho
> > cantonale om6ho
> > underage om6ho

> > committing om6ho
> > upon om6ho
> > pyramid om6ho
> > srca@post.com om6ho
> > siddell@findlay.edu om6ho
> > articles om6ho
> > games om6ho
> > ecommerce om6ho
> > agreement om6ho
> > regroups om6ho
> > comrom om6ho
> > programers om6ho
> > languages om6ho
> > consequently om6ho
> > reminder om6ho
> > charter om6ho
> > primarily om6ho
> > boardermail om6ho
> > mere om6ho
> > dorm om6ho
> > trick om6ho
> > makdaman@hotmail.com om6ho
> > cached om6ho
> > selfprovided om6ho
> > apart om6ho
> > gbpj om6ho
> > rolled om6ho
> > leshner om6ho
> > violated om6ho
> > cups om6ho
> > penalty om6ho
> > yustarin@aol.com om6ho
> > produce om6ho
> > file om6ho
> > keep om6ho
> > angelhouse@aol.com om6ho
> > curly om6ho
> > entrium om6ho
> > quickly om6ho
> > publicly om6ho
> > venice om6ho
> > freedomu@aichi.com om6ho
> > nearly om6ho
> > ramifications om6ho
> > grafting om6ho
> > stbtclient om6ho
> > mohammed om6ho
> > compromising om6ho
> > plexobject om6ho
> > oppossing om6ho

> > faked om6ho
> > junkmail om6ho
> > save om6ho
> > impersonated om6ho
> > lotsah om6ho
> > eadggn om6ho
> > wenchno@hotmail.com om6ho
> > wellfare om6ho
> > crash om6ho
> > defendent om6ho
> > localhost om6ho
> > brochlos om6ho
> > ironically om6ho
> > beat om6ho
> > naha om6ho
> > foundation om6ho
> > wobot om6ho
> > gbokk om6ho
> > patterns om6ho
> > bmagwhitneyh@yahoo.com om6ho
> > stereotypes om6ho
> > shiver om6ho
> > upgraded om6ho
> > mystery om6ho
> > soon om6ho
> > hiself om6ho
> > secretariatprdfr om6ho
> > scrolled om6ho
> > skeet@pobox.com om6ho
> > items om6ho
> > crazier om6ho
> > squirel om6ho
> > twice om6ho
> > werner om6ho
> > jojimmy@themail.com om6ho
> > were om6ho
> > europe om6ho
> > kennw om6ho
> > when om6ho
> > victims om6ho
> > lies om6ho
> > borovic om6ho
> > babel om6ho
> > grab om6ho
> > geocities om6ho
> > drsuyasht@yahoo.com om6ho
> > sein om6ho
> > posters om6ho
> > creditcard om6ho
> > serps om6ho

> > snopescom om6ho
> > unauthorized om6ho
> > fair om6ho
> > sufficient om6ho
> > conceived om6ho
> > sookmyung om6ho
> > desiree om6ho
> > smth om6ho
> > idiot om6ho
> > dugave om6ho
> > moves om6ho
> > general om6ho
> > produced om6ho
> > graham om6ho
> > wolf om6ho
> > internation om6ho
> > bielefeldt om6ho
> > belloosagie om6ho
> > ordinary om6ho
> > rethoric om6ho
> > recorded om6ho
> > hollywoodpopular om6ho
> > jump om6ho
> > recognition om6ho
> > bureau om6ho
> > spams om6ho
> > weather om6ho
> > slanderous om6ho
> > solves om6ho
> > unlisted om6ho
> > ports om6ho
> > flatfile om6ho
> > pass om6ho
> > spent om6ho
> > stands om6ho
> > eine om6ho
> > danke om6ho
> > siammedia om6ho
> > pigeons om6ho
> > revenge om6ho
> > imontoya om6ho
> > apologies om6ho
> > bittorrent om6ho
> > flaunt om6ho
> > fjhs@yahoo.com om6ho
> > transmitted om6ho
> > moreover om6ho
> > mnoi om6ho
> > mailto om6ho
> > rainypasslodge om6ho

> > punks om6ho
> > jose om6ho
> > ordered om6ho
> > geektools om6ho
> > couple om6ho
> > phone om6ho
> > diese om6ho
> > offered om6ho
> > technology om6ho
> > terayon om6ho
> > hijacked om6ho
> > meaningful om6ho
> > bmagwhitneyh om6ho
> > ctions om6ho
> > scope om6ho
> > judge om6ho
> > filenames om6ho
> > davebright@yahoo.com om6ho
> > oriented om6ho
> > syntax om6ho
> > babesontheweb om6ho
> > danger om6ho
> > porn om6ho
> > happened om6ho
> > vienello om6ho
> > causes om6ho
> > youd om6ho
> > regarding om6ho
> > followup om6ho
> > bmagcaseybane@yahoo.com om6ho
> > mario om6ho
> > crumbs om6ho
> > harassed om6ho
> > likes om6ho
> > lots om6ho
> > munged@msn.com om6ho
> > insidiously om6ho
> > pathetic om6ho
> > giving om6ho
> > qmail om6ho
> > whole om6ho
> > phuchit om6ho
> > repeatedly om6ho
> > jdormand om6ho
> > irisbrose om6ho
> > taegu om6ho
> > harlem om6ho
> > egroups om6ho
> > meetings om6ho
> > assignment om6ho

> > nederlands om6ho
> > extradition om6ho
> > punk om6ho
> > support om6ho
> > mscsr om6ho
> > fantomaster om6ho
> > zzzz om6ho
> > ralfdeu om6ho
> > mathirth om6ho
> > subin@hanmail.net om6ho
> > sitegadgets om6ho
> > csie om6ho
> > dare om6ho
> > ralfdeu@yahoo.de om6ho
> > color om6ho
> > mentioning om6ho
> > hitting om6ho
> > stlawu om6ho
> > snet om6ho
> > freakhard@hotmail.com om6ho
> > communicating om6ho
> > hellas om6ho
> > cracks om6ho
> > stoggie om6ho
> > compare om6ho
> > charanjib@yapost.com om6ho
> > hypens om6ho
> > trees om6ho
> > bmagjp@yahoo.com om6ho
> > middle om6ho
> > sirine om6ho
> > read om6ho
> > wasn om6ho
> > most om6ho
> > third om6ho
> > elimination om6ho
> > cybertipii om6ho
> > obrocs@aol.com om6ho
> > planeta om6ho
> > bush om6ho
> > abire om6ho
> > kindof om6ho
> > will om6ho
> > scripts om6ho
> > visiting om6ho
> > mobile om6ho
> > wizards om6ho
> > editor@siamchronicle.com om6ho
> > plaintive om6ho
> > avolio om6ho

> > stop om6ho
> > returnpath om6ho
> > freedomu om6ho
> > agencies om6ho
> > hallicrafters om6ho
> > cporn om6ho
> > aaen om6ho
> > direct om6ho
> > dislike om6ho
> > minimal om6ho
> > movies om6ho
> > comb om6ho
> > grounds om6ho
> > myfreehost om6ho
> > shines om6ho
> > xsall om6ho
> > sort om6ho
> > computer om6ho
> > altavistausa om6ho
> > minutes om6ho
> > mince om6ho
> > oechosting om6ho
> > urls om6ho
> > webmasters om6ho
> > surgam@hotmail.com om6ho
> > method om6ho
> > adult om6ho
> > yuck om6ho
> > rescyou@spro.net om6ho
> > block om6ho
> > strategic om6ho
> > hyde om6ho
> > eric vanlint@yahoo.com om6ho
> > farewell om6ho
> > paul om6ho
> > seemed om6ho
> > meeting om6ho
> > gathered om6ho
> > user@gentoo.org om6ho
> > dgeorg om6ho
> > matters om6ho
> > duttraghav@yahoo.com om6ho
> > index om6ho
> > pursue om6ho
> > answer om6ho
> > commercially om6ho
> > lower om6ho
> > jflowers om6ho
> > daddy om6ho
> > ines om6ho

> > hesitate om6ho
> > petschi@mtsu.edu om6ho
> > granzow om6ho
> > georg om6ho
> > hardball om6ho
> > mbit om6ho
> > beschikbaar om6ho
> > qmail@web.biz om6ho
> > come om6ho
> > joew om6ho
> > mate om6ho
> > shall om6ho
> > boasts om6ho
> > pelopasgr@yahoo.com om6ho
> > readmessa om6ho
> > called om6ho
> > egal om6ho
> > speaketh om6ho
> > evidence om6ho
> > federal om6ho
> > sucking om6ho
> > himself om6ho
> > nugent om6ho
> > removed om6ho
> > grlmail om6ho
> > florida om6ho
> > taire om6ho
> > extreme om6ho
> > corelation om6ho
> > simply om6ho
> > support@email.com om6ho
> > bill om6ho
> > bunch om6ho
> > openssl om6ho
> > brew om6ho
> > bombs om6ho
> > childish om6ho
> > inact om6ho
> > hourly om6ho
> > completely om6ho
> > attack om6ho
> > subsequent om6ho
> > agnes om6ho
> > boxes om6ho
> > wanders om6ho
> > send om6ho
> > hwittenmyer@aol.com om6ho
> > theboard om6ho
> > useless om6ho
> > loki om6ho

> > nature om6ho
> > contained om6ho
> > practises om6ho
> > feed om6ho
> > engines om6ho
> > delicate om6ho
> > theme om6ho
> > bmagned om6ho
> > nose om6ho
> > history om6ho
> > google om6ho
> > datasync om6ho
> > cinix om6ho
> > settle om6ho
> > passive om6ho
> > databases om6ho
> > abundance om6ho
> > complain om6ho
> > silly om6ho
> > crew om6ho
> > participating om6ho
> > litjoseph om6ho
> > slightly om6ho
> > contesting om6ho
> > book om6ho
> > posting om6ho
> > arrive om6ho
> > today om6ho
> > wwwwwwwww om6ho
> > shot om6ho
> > bbradd om6ho
> > updated om6ho
> > bullshit om6ho
> > bmagphipps om6ho
> > sarauvodic@hotmail.com om6ho
> > returns om6ho
> > unprecedented om6ho
> > windows om6ho
> > motive om6ho
> > alumni@findlay.edu om6ho
> > trrff@yahoo.de om6ho
> > inner om6ho
> > pdabench om6ho
> > consonant om6ho
> > contenttype om6ho
> > complaints om6ho
> > backed om6ho
> > firmly om6ho
> > bertulies om6ho
> > sooo om6ho

> > turbomail om6ho
> > paulsongizaho@eyou.com om6ho
> > innocently om6ho
> > pipe om6ho
> > look om6ho
> > cheap om6ho
> > compression om6ho
> > horns om6ho
> > much om6ho
> > lynch om6ho
> > mark om6ho
> > slomusic om6ho
> > remembered om6ho
> > bcampbell om6ho
> > reject om6ho
> > ripp om6ho
> > seerev om6ho
> > mego om6ho
> > coincidance om6ho
> > slashdotted om6ho
> > viccheswickjr@yahoo.com om6ho
> > cgibin om6ho
> > coolu@hotmail.com om6ho
> > reused om6ho
> > privatpolitik om6ho
> > attached om6ho
> > error om6ho
> > participatingnew om6ho
> > webforums om6ho
> > proof om6ho
> > gbtwp om6ho
> > adelhoefer om6ho
> > coff om6ho
> > unix om6ho
> > copyrighted om6ho
> > queer om6ho
> > tiny om6ho
> > vision om6ho
> > continue om6ho
> > throughout om6ho
> > grapes om6ho
> > prepositions om6ho
> > haltabuse om6ho
> > thatthey om6ho
> > pakage om6ho
> > listserv om6ho
> > better om6ho
> > infos om6ho
> > gbqho om6ho
> > serving om6ho

> > andresaquino@hotmail.com om6ho
> > your om6ho
> > target om6ho
> > gentoo om6ho
> > forefront om6ho
> > gedojudea om6ho
> > tforrester@attbi.com om6ho
> > disconnected om6ho
> > intelektualka om6ho
> > queue om6ho
> > poem om6ho
> > sorts om6ho
> > host om6ho
> > silence om6ho
> > second om6ho
> > softncuddlynyours om6ho
> > sixfigure@yahoo.com om6ho
> > rope om6ho
> > preferably om6ho
> > compressed om6ho
> > ranking om6ho
> > unprovoked om6ho
> > photo om6ho
> > circumstances om6ho
> > defamation om6ho
> > evlh om6ho
> > bhatti om6ho
> > forged om6ho
> > wclistserve om6ho
> > other om6ho
> > finding om6ho
> > dead om6ho
> > jrezabek om6ho
> > snowballed om6ho
> > nous om6ho
> > between om6ho
> > virus om6ho
> > intention om6ho
> > adviced om6ho
> > ania om6ho
> > goodinfoyou@die.com om6ho
> > milan om6ho
> > discounted om6ho
> > cybertip om6ho
> > informati om6ho
> > legaladvise@mecom.net om6ho
> > ffdc om6ho
> > valdunn om6ho
> > thewhites@aol.com om6ho
> > visits om6ho

> > blue om6ho
> > coming om6ho
> > awake om6ho
> > otto om6ho
> > agcey om6ho
> > djuka om6ho
> > bhatti@plexobject.com om6ho
> > next om6ho
> > erikvanlint@yahoo.com om6ho
> > writes om6ho
> > tatigkeiten om6ho
> > fgruen om6ho
> > judiciairefed om6ho
> > haters om6ho
> > dose om6ho
> > amsat om6ho
> > johnsmith om6ho
> > finkelstein om6ho
> > trempack om6ho
> > demandons om6ho
> > football om6ho
> > dark om6ho
> > damschroder@yahoo.com om6ho
> > webtekdirect om6ho
> > phrocrew@yahoo.com om6ho
> > grateful om6ho
> > comusa om6ho
> > dcemail om6ho
> > jenntwpyhr om6ho
> > drinkers om6ho
> > drink om6ho
> > these om6ho
> > fibertel om6ho
> > bulls om6ho
> > urgent om6ho
> > washbrook om6ho
> > nuking om6ho
> > seed om6ho
> > injudicious om6ho
> > onto om6ho
> > amount om6ho
> > dubourg@visto.com om6ho
> > tangler om6ho
> > behavior om6ho
> > poisoned om6ho
> > causing om6ho
> > forthnet om6ho
> > pick om6ho
> > goracemail om6ho
> > schweiz om6ho

> > slow om6ho
> > attractive om6ho
> > surprisingly om6ho
> > particularly om6ho
> > casher@talk.com om6ho
> > href om6ho
> > holmer om6ho
> > hrvojebukovec om6ho
> > harassing om6ho
> > intitle om6ho
> > phyathai om6ho
> > over om6ho
> > angela om6ho
> > misrepresentation om6ho
> > securitylist om6ho
> > confirmed om6ho
> > alegria om6ho
> > loop om6ho
> > pseudonyms om6ho
> > whites@aol.com om6ho
> > rural om6ho
> > mectozitelstvo om6ho
> > close om6ho
> > crush om6ho
> > battle om6ho
> > shaun om6ho
> > slick om6ho
> > agree om6ho
> > foobar@sent.com om6ho
> > liberal om6ho
> > belief om6ho
> > artside om6ho
> > consideration om6ho
> > huffy om6ho
> > ericvanlint@yahoo.com om6ho
> > rocketmail om6ho
> > bcathera om6ho
> > porter om6ho
> > falsche om6ho
> > opened om6ho
> > muchomail om6ho
> > unit om6ho
> > rovigo om6ho
> > charge om6ho
> > cheated om6ho
> > chrisarnoldi om6ho
> > yourmoneya om6ho
> > oeswstrwyovyhoa om6ho
> > tomato om6ho
> > joinme om6ho

> > thaitownusa om6ho
> > support@smtp.com om6ho
> > consult om6ho
> > dates om6ho
> > oeogxysfrtbnvibba om6ho
> > scolded om6ho
> > zaza om6ho
> > cybercrime om6ho
> > maintenance om6ho
> > abandonware om6ho
> > sometimes om6ho
> > bird om6ho
> > doublespaced om6ho
> > maximum om6ho
> > szimmer om6ho
> > bgnet om6ho
> > rmazzeo@panamsat.com om6ho
> > bmagsusan om6ho
> > talking om6ho
> > terrestrial om6ho
> > terrorist om6ho
> > pulled om6ho
> > exploit om6ho
> > broyds om6ho
> > tols om6ho
> > patsl om6ho
> > breakpoint om6ho
> > minor om6ho
> > animation om6ho
> > believably om6ho
> > find om6ho
> > francesco om6ho
> > nanas@newsguy.com om6ho
> > convert om6ho
> > electronic om6ho
> > exactly om6ho
> > child om6ho
> > whoa om6ho
> > anti om6ho
> > married om6ho
> > reducetaxesguaranteed om6ho
> > enenmy om6ho
> > mkhanoyan@yahoo.com om6ho
> > heposted om6ho
> > work om6ho
> > dixie@worldvillage.com om6ho
> > smell om6ho
> > beloved om6ho
> > manage om6ho
> > resides om6ho

> > hisher om6ho
> > purchase om6ho
> > longer om6ho
> > aristotle om6ho
> > tsokol om6ho
> > nljfs@attbi.com om6ho
> > makes om6ho
> > spending om6ho
> > suddenly om6ho
> > mastercards om6ho
> > complainta om6ho
> > femme om6ho
> > webmail om6ho
> > average om6ho
> > retaliated om6ho
> > unmasked om6ho
> > glistening om6ho
> > models om6ho
> > windoze om6ho
> > jubiipost om6ho
> > formalities om6ho
> > aver om6ho
> > lenghty om6ho
> > from om6ho
> > mattmuffet om6ho
> > buckb@findlay.edu om6ho
> > palestians om6ho
> > localene om6ho
> > kpes om6ho
> > street om6ho
> > night om6ho
> > turin om6ho
> > ptjil om6ho
> > guinevereactg@yahoo.com om6ho
> > jerryj om6ho
> > cablesee@china.com om6ho
> > gbtgm om6ho
> > publiquement om6ho
> > enabled om6ho
> > allow om6ho
> > chibi om6ho
> > logreco om6ho
> > compliments om6ho
> > simple om6ho
> > profit om6ho
> > gems om6ho
> > goal om6ho
> > susanne om6ho
> > anyting om6ho
> > htmdecipherws om6ho

> > prank om6ho
> > rave om6ho
> > abuse@pbi.net om6ho
> > granted om6ho
> > report om6ho
> > angelhouse om6ho
> > verfolgen om6ho
> > vladyfan om6ho
> > passingby om6ho
> > borarslan@yahoo.com om6ho
> > resembles om6ho
> > jerky om6ho
> > pesky om6ho
> > bobbynewmark@attbi.com om6ho
> > gbvku om6ho
> > handy om6ho
> > lkmorris om6ho
> > sour om6ho
> > rage om6ho
> > sergi om6ho
> > stinky om6ho
> > barely om6ho
> > matt om6ho
> > vorhanden om6ho
> > rovigoro om6ho
> > jenn om6ho
> > manibrar@yahoo.com om6ho
> > copied om6ho
> > feds om6ho
> > rshook om6ho
> > picture om6ho
> > german om6ho
> > seek om6ho
> > arabia om6ho
> > msrm om6ho
> > thrown om6ho
> > penpen om6ho
> > fjhs om6ho
> > connections om6ho
> > glitch om6ho
> > meta om6ho
> > dunlapb om6ho
> > featured om6ho
> > tomorrow om6ho
> > alluring om6ho
> > engaged om6ho
> > spam om6ho
> > shirts om6ho
> > riel om6ho
> > disturbed om6ho

> > vrfm@belize.net om6ho
> > faithful om6ho
> > just om6ho
> > cmon om6ho
> > bluene@igloo.org om6ho
> > darom om6ho
> > consistent om6ho
> > intake om6ho
> > personalitieswonder om6ho
> > essex om6ho
> > original om6ho
> > genel om6ho
> > scanned om6ho
> > xmimeole om6ho
> > quotes om6ho
> > paolo om6ho
> > nvbell om6ho
> > engage om6ho
> > someone om6ho
> > tvoix om6ho
> > stfnsimon@hotmail.com om6ho
> > streets om6ho
> > cares om6ho
> > cognitive om6ho
> > dismantled om6ho
> > planning om6ho
> > knowledge om6ho
> > states om6ho
> > sirdream om6ho
> > earth om6ho
> > forun om6ho
> > shink om6ho
> > treviso om6ho
> > skstraub@hayoo.com om6ho
> > thirst om6ho
> > capio om6ho
> > tutorial om6ho
> > list om6ho
> > hint om6ho
> > suppose om6ho
> > body om6ho
> > building om6ho
> > perjury om6ho
> > oldmatador om6ho
> > exploiting om6ho
> > doesn om6ho
> > namachoko@yahoo.com om6ho
> > kali om6ho
> > bfgb@mtsu.edu om6ho
> > knows om6ho

> > jcowan om6ho
> > sermen om6ho
> > technically om6ho
> > shuffle om6ho
> > sherwood om6ho
> > uninvolved om6ho
> > insolent om6ho
> > wait om6ho
> > choomchon@hotmail.com om6ho
> > impacts om6ho
> > raitehl om6ho
> > aherbert@arabia.com om6ho
> > therefore om6ho
> > consent om6ho
> > atlas om6ho
> > agreed om6ho
> > huge om6ho
> > holmes om6ho
> > aren om6ho
> > mogu om6ho
> > watson om6ho
> > expect om6ho
> > jennifer om6ho
> > disks om6ho
> > skip om6ho
> > trelenb@hotmail.com om6ho
> > situation om6ho
> > bmagrhea om6ho
> > power om6ho
> > shandy om6ho
> > broyds@home.com om6ho
> > desperation om6ho
> > even om6ho
> > fqovu om6ho
> > world om6ho
> > gbree om6ho
> > capitals om6ho
> > unproven om6ho
> > archives om6ho
> > especially om6ho
> > admirably om6ho
> > connection om6ho
> > horticulturists om6ho
> > finished om6ho
> > quiet om6ho
> > legal om6ho
> > kqkjbiacbbg om6ho
> > arrogance om6ho
> > wistfully om6ho
> > bills om6ho

> > babs@sis.gh om6ho
> > hlorber@attbi.com om6ho
> > grownup om6ho
> > postmaster@columbia.edu om6ho
> > shoulder om6ho
> > hardly om6ho
> > detailed om6ho
> > mboricevic om6ho
> > elia om6ho
> > mevzuat om6ho
> > heshe om6ho
> > confused om6ho
> > northern om6ho
> > reality om6ho
> > gbpjb om6ho
> > fingers om6ho
> > wheat om6ho
> > twentythree om6ho
> > xnewsreader om6ho
> > mozilla om6ho
> > nadejda om6ho
> > lukic om6ho
> > weeding om6ho
> > basmadjian@netster.com om6ho
> > fighting om6ho
> > creditcardinformatie om6ho
> > open om6ho
> > trrff om6ho
> > mattheus om6ho
> > reporting om6ho
> > slay om6ho
> > contient om6ho
> > poursuivre om6ho
> > webtv om6ho
> > interbusiness om6ho
> > show om6ho
> > aforementioned om6ho
> > global om6ho
> > patsl@personal.ro om6ho
> > email om6ho
> > yyyttt om6ho
> > munch om6ho
> > scheme om6ho
> > rare om6ho
> > littletnbigdaddy om6ho
> > presentable om6ho
> > downloaded om6ho
> > ivillage om6ho
> > andere om6ho
> > worth om6ho

> > outside om6ho
> > checks om6ho
> > resource om6ho
> > censorship om6ho
> > gbtdd om6ho
> > access om6ho
> > variation om6ho
> > yugundert@yahoo.de om6ho
> > reason om6ho
> > seen om6ho
> > kinoko om6ho
> > guise om6ho
> > discussie om6ho
> > leaves om6ho
> > paid om6ho
> > tokyo om6ho
> > ddbbf om6ho
> > shalt om6ho
> > tsch om6ho
> > munged om6ho
> > coolyork om6ho
> > iraqi om6ho
> > bmagpaulafinkelstein om6ho
> > attachment om6ho
> > bfanch@cablecomm.com om6ho
> > commerce om6ho
> > rogerswave om6ho
> > bmagjm@yahoo.com om6ho
> > told om6ho
> > icobalt om6ho
> > bmagweber@yahoo.com om6ho
> > davidt om6ho
> > bignews om6ho
> > political om6ho
> > that om6ho
> > stalker om6ho
> > golly om6ho
> > nejra@net.hr om6ho
> > freestation om6ho
> > draws om6ho
> > webmaster@uesa.org om6ho
> > chinese om6ho
> > ambros om6ho
> > forest om6ho
> > understandable om6ho
> > lwriley om6ho
> > gadalke om6ho
> > distribute om6ho
> > along om6ho
> > parallel om6ho

> > translations om6ho
> > handa om6ho
> > mmtel om6ho
> > bmagtim@yahoo.com om6ho
> > least om6ho
> > closer om6ho
> > similar om6ho
> > becoming om6ho
> > respice om6ho
> > masses om6ho
> > yapost om6ho
> > specialized om6ho
> > forward om6ho
> > remotely om6ho
> > thos om6ho
> > adjectives om6ho
> > lengths om6ho
> > testerday om6ho
> > supprimer om6ho
> > broken om6ho
> > shuu@yahoo.com om6ho
> > sense om6ho
> > thats om6ho
> > raitehl@web.de om6ho
> > sunday om6ho
> > refresh om6ho
> > macos om6ho
> > dolls om6ho
> > mots om6ho
> > script om6ho
> > ducks om6ho
> > digital om6ho
> > hozoji om6ho
> > discussion om6ho
> > seens om6ho
> > majority om6ho
> > twig om6ho
> > intimate om6ho
> > leshner@yebox.com om6ho
> > souvenir om6ho
> > edited om6ho
> > could om6ho
> > amavisca om6ho
> > mathirth@kornet.net om6ho
> > ignored om6ho
> > uide@hotmail.com om6ho
> > authorization om6ho
> > teases om6ho
> > meyer om6ho
> > unicorn@keyemail.com om6ho

> > convinctions om6ho
> > arin om6ho
> > fablotz om6ho
> > hits om6ho
> > unknown om6ho
> > stupidity om6ho
> > svoi om6ho
> > danaphongse@aol.com om6ho
> > differences om6ho
> > friends om6ho
> > hear om6ho
> > portions om6ho
> > codes om6ho
> > flameback om6ho
> > ranran om6ho
> > owner@yahoogroupes.fr om6ho
> > mailbombed om6ho
> > mlist om6ho
> > weight om6ho
> > others om6ho
> > detect om6ho
> > hacking om6ho
> > teenz om6ho
> > dochenkova om6ho
> > glad om6ho
> > away om6ho
> > home om6ho
> > levels om6ho
> > stratagem om6ho
> > attacks om6ho
> > schirmer om6ho
> > religion om6ho
> > chomsky om6ho
> > essay om6ho
> > prov om6ho
> > keeps om6ho
> > cklaus om6ho
> > whatshisname om6ho
> > kmgroenitz om6ho
> > arua om6ho
> > peepoles om6ho
> > detective om6ho
> > impersonations om6ho
> > fqovu@male.ru om6ho
> > screwing om6ho
> > durin om6ho
> > stanmcbain@yahoo.com om6ho
> > comes om6ho
> > gentelman om6ho
> > scanning om6ho

> > depart om6ho
> > wich om6ho
> > author om6ho
> > modified om6ho
> > neuchatel om6ho
> > debian om6ho
> > dollar om6ho
> > bevat om6ho
> > lenj om6ho
> > cook om6ho
> > finta om6ho
> > antispam om6ho
> > bmagmo om6ho
> > consultant om6ho
> > treas om6ho
> > zaitzeva om6ho
> > umnh om6ho
> > undeliverable om6ho
> > toppled om6ho
> > wonders om6ho
> > heard om6ho
> > european om6ho
> > tuitt@madmail.com om6ho
> > rtfm om6ho
> > would om6ho
> > family om6ho
> > reasons om6ho
> > hideaway om6ho
> > fork om6ho
> > taking om6ho
> > virii om6ho
> > manibrar om6ho
> > purposes om6ho
> > choomchon om6ho
> > risitano@libero.it om6ho
> > winston om6ho
> > based om6ho
> > solutions om6ho
> > hanmail om6ho
> > info@polarhome.com om6ho
> > cops om6ho
> > klebing om6ho
> > mrspodach om6ho
> > porting om6ho
> > market om6ho
> > arts om6ho
> > aapje om6ho
> > cristabel om6ho
> > majordomo@qth.net om6ho
> > lifetime om6ho

> > hirokoshibuya@yahoo.com om6ho
> > bigole om6ho
> > nuri om6ho
> > anybody om6ho
> > resulted om6ho
> > leaking om6ho
> > amazing om6ho
> > menseekingwomen om6ho
> > entire om6ho
> > bust om6ho
> > servers om6ho
> > women om6ho
> > giggle om6ho
> > brain om6ho
> > insert om6ho
> > bitching om6ho
> > worked om6ho
> > bmagrhea@yahoo.com om6ho
> > globalnet om6ho
> > nado om6ho
> > internet om6ho
> > austin om6ho
> > unlikely om6ho
> > ffentlich om6ho
> > finche om6ho
> > bnairn@telenisus.com om6ho
> > sentence om6ho
> > kzoran@poen.net om6ho
> > version om6ho
> > antichildporn om6ho
> > inputs om6ho
> > cliffs om6ho
> > srca om6ho
> > money om6ho
> > sachagro om6ho
> > crack om6ho
> > upstream om6ho
> > challenge om6ho
> > default om6ho
> > everywhere om6ho
> > garyg@aol.com om6ho
> > limited om6ho
> > suggest om6ho
> > mail om6ho
> > once om6ho
> > freerhyme@sbcglobal.net om6ho
> > artist om6ho
> > know om6ho
> > ichisanper@yahoo.com om6ho
> > side om6ho

> > elaborate om6ho
> > ccwf om6ho
> > defunct om6ho
> > babylon om6ho
> > green om6ho
> > october om6ho
> > webarchive om6ho
> > terrible om6ho
> > moet om6ho
> > leave om6ho
> > same om6ho
> > pornsites om6ho
> > bitnet om6ho
> > terroriste om6ho
> > brat om6ho
> > spectrum om6ho
> > feel om6ho
> > giddy om6ho
> > armchairgenerals om6ho
> > saddams om6ho
> > pathology om6ho
> > idea om6ho
> > fanciful om6ho
> > habes om6ho
> > rojanapanya om6ho
> > ratsam om6ho
> > tforrester om6ho
> > comment om6ho
> > dgorg om6ho
> > trying om6ho
> > withhypens om6ho
> > pigeon om6ho
> > flash om6ho
> > where om6ho
> > cyberpharises om6ho
> > passport om6ho
> > sama om6ho
> > willow om6ho
> > worm om6ho
> > children om6ho
> > lexmark om6ho
> > comments om6ho
> > ears om6ho
> > madfashion om6ho
> > build om6ho
> > sensory om6ho
> > deevdee om6ho
> > laurent om6ho
> > davebright om6ho
> > desperate om6ho

> > exists om6ho
> > unbelievably om6ho
> > think om6ho
> > fits om6ho
> > running om6ho
> > afterwards om6ho
> > safetyed om6ho
> > irisa om6ho
> > mensing om6ho
> > gbsmgx om6ho
> > fooled om6ho
> > serverart om6ho
> > looneylabs om6ho
> > aardvark om6ho
> > dawn om6ho
> > swords om6ho
> > casher om6ho
> > utah om6ho
> > jhtml om6ho
> > jake om6ho
> > thinking om6ho
> > specialised om6ho
> > helo om6ho
> > sosdg om6ho
> > vary om6ho
> > harmed om6ho
> > files om6ho
> > webguy om6ho
> > pile om6ho
> > thejokers@witty.com om6ho
> > hardneeded om6ho
> > profitableincome@inet.ca om6ho
> > mcgkt@aol.com om6ho
> > pictures om6ho
> > handle@aol.com om6ho
> > worry om6ho
> > visited om6ho
> > hwittenmyer om6ho
> > attempts om6ho
> > postmaster om6ho
> > books om6ho
> > einer om6ho
> > econsumer om6ho
> > improvement om6ho
> > injesus om6ho
> > follwing om6ho
> > zbjbvm om6ho
> > ruguide om6ho
> > half om6ho
> > identity om6ho

> > dollars om6ho
> > hangman om6ho
> > fished om6ho
> > goes om6ho
> > shallow om6ho
> > germany om6ho
> > hypermart om6ho
> > credit om6ho
> > kind om6ho
> > being om6ho
> > intransparant om6ho
> > mostly om6ho
> > dine om6ho
> > semingly om6ho
> > enjoyable om6ho
> > confisquer om6ho
> > netetiquette om6ho
> > born om6ho
> > infominder om6ho
> > snsoufan@aol.com om6ho
> > relationship om6ho
> > swap om6ho
> > uiah om6ho
> > confirm om6ho
> > incidences om6ho
> > thom@szimmer.de om6ho
> > babs om6ho
> > recipes om6ho
> > heikokratzke om6ho
> > weapons om6ho
> > xuya om6ho
> > offense om6ho
> > immediate om6ho
> > cards om6ho
> > indepth om6ho
> > punctuation om6ho
> > quick om6ho
> > dixie om6ho
> > mensing@yahoo.de om6ho
> > tongues om6ho
> > dumb om6ho
> > lancia om6ho
> > bravo om6ho
> > propri om6ho
> > gbtml om6ho
> > kayaker om6ho
> > this om6ho
> > wonder om6ho
> > stood om6ho
> > hacked om6ho

> > shit om6ho
> > availible om6ho
> > character om6ho
> > spyware om6ho
> > leganord om6ho
> > malevolence om6ho
> > metalac@yahoo.com om6ho
> > rocker@datasync.com om6ho
> > figured om6ho
> > shipping om6ho
> > arms om6ho
> > vjeuck@aol.com om6ho
> > aloysius om6ho
> > actually om6ho
> > printers om6ho
> > human om6ho
> > porlidaliev om6ho
> > double om6ho
> > eurosport om6ho
> > irhfzdgabmaf@slu.edu om6ho
> > bianchegialle om6ho
> > leery om6ho
> > systranbox om6ho
> > newsland om6ho
> > munged@citicards.com om6ho
> > cartoonsite om6ho
> > spawned om6ho
> > posts om6ho
> > voila om6ho
> > wall om6ho
> > greencard om6ho
> > referreruser om6ho
> > gloriuos om6ho
> > lifts om6ho
> > generally om6ho
> > dimly om6ho
> > dnjhv@sapo.pt om6ho
> > postmaster@yunk.com om6ho
> > tates om6ho
> > angry om6ho
> > columbus om6ho
> > wasnt om6ho
> > headers om6ho
> > outblaze om6ho
> > shop om6ho
> > themail om6ho
> > ijhaw om6ho
> > fastmoney om6ho
> > tele om6ho
> > august om6ho

> > spotted om6ho
> > paulson om6ho
> > rejects om6ho
> > request@contesting.com om6ho
> > nlhow om6ho
> > sentenceconstructs om6ho
> > irisbrose@yahoo.de om6ho
> > chpouches om6ho
> > during om6ho
> > understood om6ho
> > dull om6ho
> > abuse@nic.br om6ho
> > brush om6ho
> > bingo om6ho
> > fenrig om6ho
> > obrocs om6ho
> > scream om6ho
> > andresaquino om6ho
> > intersting om6ho
> > rarely om6ho
> > treats om6ho
> > kendal om6ho
> > accounts om6ho
> > cold om6ho
> > geees om6ho
> > alas om6ho
> > loud om6ho
> > scratched om6ho
> > wollert om6ho
> > channels om6ho
> > benefited om6ho
> > chance om6ho
> > leonardr om6ho
> > sharp om6ho
> > poohsan om6ho
> > gwalter om6ho
> > upwards om6ho
> > answered om6ho
> > provided om6ho
> > location om6ho
> > sowing om6ho
> > medias om6ho
> > goran om6ho
> > uncensored om6ho
> > faqs om6ho
> > depending om6ho
> > rscubed om6ho
> > evil om6ho
> > implemention om6ho
> > owner@egroups.com om6ho

> > scrotum om6ho
> > warez om6ho
> > cranks om6ho
> > norwalk om6ho
> > slova om6ho
> > curiosity om6ho
> > private om6ho
> > themselves om6ho
> > whom om6ho
> > insane om6ho
> > scare om6ho
> > reposts om6ho
> > xodi om6ho
> > parties om6ho
> > angela@web.de om6ho
> > decades om6ho
> > funny om6ho
> > started om6ho
> > obviously om6ho
> > back om6ho
> > meme om6ho
> > sites om6ho
> > gawd om6ho
> > center@yahoo.com om6ho
> > belgians om6ho
> > hummmmm om6ho
> > nitpick om6ho
> > doar om6ho
> > england om6ho
> > qksv om6ho
> > unwarranted om6ho
> > wclistserve@fanciful.org om6ho
> > students om6ho
> > megago om6ho
> > encense om6ho
> > networktest om6ho
> > moren om6ho
> > named om6ho
> > stops om6ho
> > krgb@gte.net om6ho
> > makingmoney om6ho
> > oops om6ho
> > crudely om6ho
> > mechanism om6ho
> > automatic om6ho
> > skstraub om6ho
> > cablesee om6ho
> > soglasen om6ho
> > dollareuro om6ho
> > subtly om6ho

> > medderm@oechosting.com om6ho
> > freitas@uymail.com om6ho
> > deletion om6ho
> > things om6ho
> > yahall om6ho
> > bastard om6ho
> > meet om6ho
> > predica om6ho
> > fastmoney@yahoo.com om6ho
> > wisdom om6ho
> > rocker om6ho
> > gurubu@yahoogroups.com om6ho
> > written om6ho
> > hoes om6ho
> > shows om6ho
> > deze om6ho
> > gaux om6ho
> > yell om6ho
> > direction om6ho
> > unsolicited om6ho
> > failure om6ho
> > amplitude om6ho
> > capture om6ho
> > bmagsean om6ho
> > gbui om6ho
> > fbba om6ho
> > helenrich om6ho
> > mouth om6ho
> > aruna@rocketmail.com om6ho
> > dchenka@yahoo.com om6ho
> > bmagbrian om6ho
> > dnewman om6ho
> > honeys om6ho
> > personalangaben om6ho
> > music om6ho
> > screwed om6ho
> > dswift@aol.com om6ho
> > decided om6ho
> > broadcasts om6ho
> > lamjana om6ho
> > paying om6ho
> > down om6ho
> > outtah om6ho
> > bbradd@olg.com om6ho
> > blacklisted om6ho
> > reading om6ho
> > multibyte om6ho
> > tuitt om6ho
> > alphabetical om6ho
> > dijuno om6ho

> > elder om6ho
> > altavista om6ho
> > franza om6ho
> > benefits om6ho
> > been om6ho
> > conclusions om6ho
> > igorkolar om6ho
> > fact om6ho
> > pchome om6ho
> > huberallg om6ho
> > enrich om6ho
> > document om6ho
> > blow om6ho
> > annually om6ho
> > magazine om6ho
> > beyond om6ho
> > asan om6ho
> > autres om6ho
> > demi om6ho
> > negligence om6ho
> > uidaho om6ho
> > illi om6ho
> > colorful om6ho
> > bliigatess om6ho
> > reaction om6ho
> > authorities om6ho
> > versions om6ho
> > gardener om6ho
> > gottah om6ho
> > pages om6ho
> > month om6ho
> > maps om6ho
> > vsyakie om6ho
> > exposing om6ho
> > damn om6ho
> > bucks om6ho
> > paths om6ho
> > java om6ho
> > solid om6ho
> > bmagmaryscanlan om6ho
> > jinju om6ho
> > authorize om6ho
> > type om6ho
> > code om6ho
> > daviddoherty@yahoo.com om6ho
> > bosch om6ho
> > skydesigns om6ho
> > penetrating om6ho
> > screw om6ho
> > certainly om6ho

> > strangerx om6ho
> > msmail om6ho
> > marks om6ho
> > automate om6ho
> > fairesuivre om6ho
> > ansgarbaumert om6ho
> > calafia om6ho
> > thewhites om6ho
> > tell om6ho
> > departing om6ho
> > seem om6ho
> > snsoufan om6ho
> > plug om6ho
> > dozens om6ho
> > didamail om6ho
> > lifelong om6ho
> > partner om6ho
> > disrupting om6ho
> > understand om6ho
> > slushai om6ho
> > fullnote om6ho
> > party om6ho
> > odds om6ho
> > namachoko om6ho
> > jugs om6ho
> > case om6ho
> > provoked om6ho
> > none om6ho
> > taste om6ho
> > hummm om6ho
> > reverse om6ho
> > sims om6ho
> > absurd om6ho
> > ijnwaw om6ho
> > carric@comusa.com om6ho
> > forth om6ho
> > agas om6ho
> > skipping om6ho
> > saonah@ivillage.com om6ho
> > true om6ho
> > played om6ho
> > fixed om6ho
> > eaegv om6ho
> > internets om6ho
> > stewperry om6ho
> > mystical om6ho
> > forumsmachine om6ho
> > eanozy om6ho
> > care om6ho
> > roesch om6ho

> > cwnet om6ho
> > poetry om6ho
> > afford om6ho
> > dated om6ho
> > decrypted om6ho
> > advertizments om6ho
> > mozhesh om6ho
> > litjoseph@yahoo.com om6ho
> > city om6ho
> > unlimited om6ho
> > raithel om6ho
> > postid om6ho
> > walking om6ho
> > fuck om6ho
> > yellow om6ho
> > indeed om6ho
> > normal om6ho
> > farbercrack om6ho
> > irritant om6ho
> > years om6ho
> > thanks om6ho
> > tools om6ho
> > webfog om6ho
> > dubious om6ho
> > pacbell om6ho
> > stratagems om6ho
> > sergey om6ho
> > bmagrbmollett om6ho
> > griffinj om6ho
> > leading om6ho
> > waste om6ho
> > smalley om6ho
> > harm om6ho
> > congratulations om6ho
> > butterfly om6ho
> > speaks om6ho
> > either om6ho
> > anonymizing om6ho
> > thrunet om6ho
> > bmagjenniferstearman om6ho
> > subscription om6ho
> > details om6ho
> > reinholdr@hotmail.com om6ho
> > bmagrosagargano om6ho
> > wolf.otto@uni om6ho
> > liked om6ho
> > jere om6ho
> > education om6ho
> > spare om6ho
> > implies om6ho

> > sneaker om6ho
> > bullshitting om6ho
> > able om6ho
> > dnjhv om6ho
> > bypass om6ho
> > basicaly om6ho
> > chegwin om6ho
> > talks om6ho
> > function om6ho
> > scam om6ho
> > habitat om6ho
> > identify om6ho
> > eviction om6ho
> > catholic om6ho
> > zasunut om6ho
> > yugundert om6ho
> > acquintance om6ho
> > shitbag om6ho
> > zillion om6ho
> > formulas om6ho
> > shorts om6ho
> > lost om6ho
> > title om6ho
> > kept om6ho
> > yangying om6ho
> > belated om6ho
> > elizabeth om6ho
> > proud om6ho
> > perl om6ho
> > imsn om6ho
> > xyzoom om6ho
> > higher om6ho
> > dankohz om6ho
> > cloaking om6ho
> > unkyung@yahoo.com om6ho
> > exposure om6ho
> > snopes om6ho
> > psychopath om6ho
> > addresses om6ho
> > shuu om6ho
> > bitched om6ho
> > persoonlijke om6ho
> > nicht om6ho
> > info@contactor.se om6ho
> > lvtkv om6ho
> > foothills om6ho
> > asmworkshop om6ho
> > offended om6ho
> > compete om6ho
> > info om6ho

> > gone om6ho
> > actions om6ho
> > appearance om6ho
> > intrusion om6ho
> > getmoneya@indiatimes.com om6ho
> > polarhome om6ho
> > reffnera om6ho
> > protector om6ho
> > distracted om6ho
> > responses om6ho
> > chaffe om6ho
> > wans om6ho
> > prudenter om6ho
> > spro om6ho
> > acknowledge om6ho
> > misha om6ho
> > otron om6ho
> > boards om6ho
> > saakl@hotmail.com om6ho
> > yccc om6ho
> > lvtkv@miesto.sk om6ho
> > workshop om6ho
> > whenif om6ho
> > worduse om6ho
> > outwiegh om6ho
> > functionality om6ho
> > interestingly om6ho
> > pretty om6ho
> > modify om6ho
> > adelhoefer@hotmail.com om6ho
> > suck om6ho
> > woman om6ho
> > siammedianews om6ho
> > approximate om6ho
> > basmadjian om6ho
> > well om6ho
> > cheat om6ho
> > path om6ho
> > deguines om6ho
> > wire om6ho
> > respond om6ho
> > want om6ho
> > messageid om6ho
> > gbuji om6ho
> > bizland om6ho
> > operas om6ho
> > kryak om6ho
> > clumsily om6ho
> > expected om6ho
> > hold om6ho

> > challanging om6ho
> > turning om6ho
> > songs om6ho
> > used om6ho
> > boat om6ho
> > threatened om6ho
> > strategical om6ho
> > juridical om6ho
> > cause om6ho
> > doing om6ho
> > going om6ho
> > hananet om6ho
> > freakhard om6ho
> > sprouts om6ho
> > clients om6ho
> > happily om6ho
> > lbosso om6ho
> > mlittle om6ho
> > improve om6ho
> > shouldn om6ho
> > thin om6ho
> > meanwhile om6ho
> > topic om6ho
> > notification om6ho
> > keeping om6ho
> > runs om6ho
> > submitted om6ho
> > diet om6ho
> > draad om6ho
> > typhoon om6ho
> > official om6ho
> > clipboard om6ho
> > smart om6ho
> > sniffing om6ho
> > monitor om6ho
> > wasted om6ho
> > yourhealth@england.com om6ho
> > oppps om6ho
> > option om6ho
> > bruce om6ho
> > ucla om6ho
> > inet om6ho
> > havent om6ho
> > slap om6ho
> > those om6ho
> > wonderful om6ho
> > decipher om6ho
> > dutchspeaking om6ho
> > hahatheinsane om6ho
> > dread om6ho

> > occurrences om6ho
> > assasadffsa om6ho
> > credibility om6ho
> > libero om6ho
> > following om6ho
> > technical om6ho
> > mailbox om6ho
> > court om6ho
> > difficult om6ho
> > contenttransferencoding om6ho
> > source om6ho
> > somewhat om6ho
> > ooooooooohenry om6ho
> > eaedpf om6ho
> > important om6ho
> > firs om6ho
> > yourselves om6ho
> > spinsanity om6ho
> > system om6ho
> > demosceneparty om6ho
> > dumpevulhackerz om6ho
> > buckb om6ho
> > later om6ho
> > containing om6ho
> > jimmysmail om6ho
> > alternative om6ho
> > legaladvise om6ho
> > dial om6ho
> > haven om6ho
> > dialup om6ho
> > ppsection om6ho
> > reported om6ho
> > occupation om6ho
> > sent om6ho
> > brides om6ho
> > bshgands om6ho
> > jere@dugave.net om6ho
> > bookclub om6ho
> > e lunsen@jmu.edu om6ho
> > preferences om6ho
> > pattern om6ho
> > lapajne om6ho
> > kathyskrafts om6ho
> > trackengine om6ho
> > contents om6ho
> > moneyu om6ho
> > previous om6ho
> > rosina@chollian.net om6ho
> > readonly om6ho
> > exkaw om6ho

> > service om6ho
> > equalize om6ho
> > usascii om6ho
> > adjust om6ho
> > nasty om6ho
> > life@furman.htm om6ho
> > guest om6ho
> > bittorent om6ho
> > wslhoucoq om6ho
> > mode om6ho
> > sure om6ho
> > petschi om6ho
> > klar om6ho
> > heidi om6ho
> > viewing om6ho
> > death om6ho
> > films om6ho
> > mirror om6ho
> > altered om6ho
> > apologise om6ho
> > keyemail om6ho
> > fafaqsspy om6ho
> > fireboss@angelfire.com om6ho
> > secy om6ho
> > confront om6ho
> > pithy om6ho
> > gosh om6ho
> > denied om6ho
> > appreciated om6ho
> > honey om6ho
> > nshore om6ho
> > reproach om6ho
> > fool om6ho
> > harmful om6ho
> > popups om6ho
> > targets om6ho
> > forces om6ho
> > bookmarlets om6ho
> > slander om6ho
> > upgrade om6ho
> > lowlife om6ho
> > trouble om6ho
> > activit om6ho
> > http om6ho
> > belluno om6ho
> > eventually om6ho
> > venetian om6ho
> > older om6ho
> > traced om6ho
> > terra om6ho

> > shut om6ho
> > sicut om6ho
> > noble om6ho
> > mutal om6ho
> > aamitkv@yahoo.com om6ho
> > contacted om6ho
> > distributed om6ho
> > husk om6ho
> > enigheden om6ho
> > neohapsis om6ho
> > rwcrmxc om6ho
> > chapterzero om6ho
> > order om6ho
> > programs om6ho
> > bocomldn@aol.com om6ho
> > ranshe om6ho
> > heavy om6ho
> > need om6ho
> > hints om6ho
> > programming om6ho
> > dancing om6ho
> > bmagjason@yahoo.com om6ho
> > tracker om6ho
> > sees om6ho
> > moderator om6ho
> > swamp om6ho
> > smogs om6ho
> > theporch om6ho
> > package om6ho
> > edition om6ho
> > mwci om6ho
> > hellen om6ho
> > coincidences om6ho
> > gbpjd om6ho
> > findings om6ho
> > kcedwards om6ho
> > mutthxwmguc om6ho
> > curious om6ho
> > justlikethat om6ho
> > supported om6ho
> > xxxx om6ho
> > sermen@web.de om6ho
> > marrying om6ho
> > witnesses om6ho
> > pity om6ho
> > impossible om6ho
> > george om6ho
> > login@rocketmail.com om6ho
> > lore om6ho
> > thaicdc om6ho

> > inside om6ho
> > caught om6ho
> > chasalow om6ho
> > sunnyluv@yahoo.com om6ho
> > pelopasgr om6ho
> > react om6ho
> > erik von lindt-herzog@yahoo.com om6ho
> > driving om6ho
> > mhcnew@yahoo.com om6ho
> > subscribtion om6ho
> > kredietkaartinformatie om6ho
> > transferencoding om6ho
> > unodc om6ho
> > mutually om6ho
> > asian om6ho
> > seeing om6ho
> > repaired om6ho
> > known om6ho
> > mentions om6ho
> > datenschutzjgk om6ho
> > europeanguide om6ho
> > intensify om6ho
> > basis om6ho
> > capable om6ho
> > applies om6ho
> > poczta om6ho
> > besides om6ho
> > kasiopeja om6ho
> > tibi om6ho
> > novel om6ho
> > debw om6ho
> > udata om6ho
> > tounge om6ho
> > stiletto om6ho
> > create om6ho
> > defeat om6ho
> > bombing om6ho
> > theunknownaddy om6ho
> > bmagaf@yahoo.com om6ho
> > kredietkaartinformati om6ho
> > mails om6ho
> > phillipk om6ho
> > questions@freebsd.org om6ho

2270. GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 09:17:14 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cb3kmqerg5@chessie.cirr.com>
Source record: 15477
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

GMail, circa 1983 (a humorous story)

login: dv16vjax
password: abc123

Thanks for loggin onto GMail! As of 11/03/1983, we are still in Beta
Testing! But APRANet will soon be upgraded to a 16-bit internet, which
should happen around the middle of June 1985.

Gmail version 0.010 running on VAX VMS /66

Please send Electronic-Mail error reports to: Gmail!ucbvax.UUCP

Sorry, you have no new Electronic-Mail "dv16vjax!ucbvax.UUCP".

gmail

Welcome to GMail, the new Electronic-Mail service from Time Warner, Inc.,
a subsidiary of Atari, Inc.

****
* In the News! *
****

Coming Soon! Check your GMail on your Atari 2600 VCS! Requires a Star
Raiders(tm) (Model #: CX2660) Video Game Cartridge and Video Touch Pad
(Model #: CX21). Check your local Sears for details!

HitchHiker's Guide to the Galaxy! New from Infocom and Douglas Adams!
Reserve your copy today! For the Commodore 64, IBM PC/PC Jr., Atari
400/800, TRS-80 (Model 1-3) and Apple II/IIe (with at least 48K RAM).

****
* Inbox! *
****

Inbox: You have 0 new Electronic-Email messages,
"dv16vjax!ucbvax.UUCP".

Older Messages:

1. Hi! I'm Bill Gates! Do you like BASIC? Then try out GW-Basic Version
3.20 for the IBM PC! Coming in June! 686 Bytes June 1, 1983.

2. Do you like E.T.? Then try out E.T. The Extra-Terrestrial for the Atari
2600 VCS, already a best seller for the Atari VCS! In all New Mexico
Landfills! 484 bytes May 29, 1983.

3. Hi! I'm Sally! I met you on CompuServe's Chatroom! 982 bytes May 28, 1983.

4. Where's my Chase the Chuck Wagon cartridge, dork? 384 bytes May 25, 1983

Logout? Type 'y' for Yes, or 'n' for No. Compatible with all ADM-100 Terminals!

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2271. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 15:25:09 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <jaabd01jeousqflee0uqhnvl2ibe517rgi@4ax.com>
Source record: 15478

Odd, the URLs I quoted still work for me.

This strange page http://hofacker-de.clipshop.com/ has no email address on it,
and in fact looks like a prototype, unfinished web site. But it does have
this postal address:

Elcomp Publishing, Inc. , 8780 19th Street #199, Alta Loma, CA 91701

Which I could write to myself I suppose, but it doesn't seem like the Hofacker
in Germany that we're looking for.

Now that we have a complete postal address, plus a phone number for Hofacker
in Germany, I still hope someone with German skills will call or write to ask
them if they still support Atari, and verify their contact info.

-Michael

On Fri, 18 Jun 2004 19:49:51 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>with MSE still no luck !! The page seems to be there, but MSE refuses to
>show it... Anyway, the web-adresses and the postal adress (with the new
>5-digit zip-code) are correct !! Do you also have their e-mail adress
>Michael, so I can e-mail them directly ?!? greetings, Andreas.
>
>
>Andreas Magenheimer schrieb:
>>
>> Well,
>> under Netscape I get errors (Netscape cannot find the given site). So I
>> will try it with MSE in a few minutes (after I have read all the news
>> here in comp.sys.atari.8bit)... greetings, Andreas.
>>
>> Michael Current schrieb:
>> >
>> > On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer
>> > <magea000@students.uni-mainz.de> wrote:
>> >
>> > > Hmmm, Hofacker also still exists,
>> > >but I have not found their new zip code yet - and most of all I am not
>> > >sure if they still sell their old Atari programs (like Atmas II and
>> > >such)...>
>> > >Michael Current schrieb:
>> > >>
>> >

>> > >> HOFACKER UNVERIFIED
>> > >> Tegernseestr. 18
>> > >> D-(8150) Holzkirchen
>> > >> Germany [this zip code is old; need new zip code]
>> > >> Vendor/Developer:
>> > >> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
>> >
>> > What about this: http://www.hofacker.de which leads to
>> > http://hofacker-de.clipshop.com/ ? Is this them?
>> >
>> > Ok, maybe the address/phone/fax on this page are correct:
>> > http://www.hmc-cp.de/wowi/wowi23.htm
>> >
>> > Ing. W. Hofacker GmbH
>> > Tegernseer Straï¿½e 18
>> > 83607 Holzkirchen
>> > T: 08024 7331
>> > F: 08024 7580
>> >
>> > Same address is here:
>> > http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm
>> >
>> > Still, if no one wants to verify that they remember what an Atari is, they
>> > need to be dropped from the list. Who's going to call or write?
>> >
>> > -Michael
>> >
>> > Michael Current, mailto:hunmanik@earthlink.net
>> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2272. Re: Info on Master 5S external 5.25" floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 15:49:44 UTC
From: RED <redodd@comcast.net>
Message-ID: <v_mdnTACPoKJL0jd4p2dnA@comcast.com>
Source record: 15479

"Damien Cymbal" <d_cymbal@hotmail.com> wrote in message
news:My_Ac.141476$Ly.16772@attbi_s01...
> Can anyone give me the lowdown on this drive? I came accross a drive and
> power adapter, but no docs. There are some dips on the back, one looks
> like you can make it do 40/80 track, the other makes it drive 0/1 (maybe)?
>
> Any help appreciated.
>
> Thanks.

Damien,

First you have posted this to the wrong newsgroup because the Master 5S is made for the Atari ST computer line. I have one of these things and I have the manual but I could never get it work. It wouldn't format any disk that I tried (dsdd or dshd). The drive inside the housing is a Teac FD-55GFR which is used as a 1.2meg drive on IBM systems. I've emailed you scans from the relevant pages from the very small manual. Good luck.

Ralph

2273. Re: GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 16:59:07 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040620175903.3668A@ilba14195.www.blueyonder.co.uk>
Source record: 15480

In article <cb3kmqerg5@chessie.cirr.com>, panks@sdf.lonestar.org (Paul Allen Panks) wrote:

> GMail, circa 1983 (a humorous story)
Interesting that Google's new service is called GMail..

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2274. Re: GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 17:54:38 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <ybkBc.6335$M96.5651@fe2.texas.rr.com>
Source record: 15481
Cross-posted to: comp.sys.atari.8bit,comp.sys.tandy

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:cb3kokerg6@chessie.cirr.com...
> GMail, circa 1983 (a humorous story)
>
> login: dv16vjax
> password: abc123
>
> Thanks for loggin onto GMail! As of 11/03/1983, we are still in Beta
> Testing! But APRANet will soon be upgraded to a 16-bit internet, which
> should happen around the middle of June 1985.
>
> Gmail version 0.010 running on VAX VMS /66
>
> Please send Electronic-Mail error reports to: Gmail!ucbvax.UUCP
>
> Sorry, you have no new Electronic-Mail "dv16vjax!ucbvax.UUCP".
>
> # gmail
>
> Welcome to GMail, the new Electronic-Mail service from Time Warner, Inc.,
> a subsidiary of Atari, Inc.
>
> ****************
> * In the News! *
> ****************
>
> Coming Soon! Check your GMail on your Atari 2600 VCS! Requires a Star
> Raiders(tm) (Model #: CX2660) Video Game Cartridge and Video Touch Pad
> (Model #: CX21). Check your local Sears for details!
>
> HitchHiker's Guide to the Galaxy! New from Infocom and Douglas Adams!
> Reserve your copy today! For the Commodore 64, IBM PC/PC Jr., Atari
> 400/800, TRS-80 (Model 1-3) and Apple II/IIe (with at least 48K RAM).
>
> **********
> * Inbox! *
> **********
>
> Inbox: You have 0 new Electronic-Email messages,
> "dv16vjax!ucbvax.UUCP".
>
> Older Messages:
>

> 1. Hi! I'm Bill Gates! Do you like BASIC? Then try out GW-Basic Version
> 3.20 for the IBM PC! Coming in June! 686 Bytes June 1, 1983.
>
> 2. Do you like E.T.? Then try out E.T. The Extra-Terrestrial for the Atari
> 2600 VCS, already a best seller for the Atari VCS! In all New Mexico
> Landfills! 484 bytes May 29, 1983.
>
> 3. Hi! I'm Sally! I met you on CompuServe's Chatroom! 982 bytes May 28,
> 1983.
>
> 4. Where's my Chase the Chuck Wagon cartridge, dork? 384 bytes May 25,
> 1983
>
> Logout? Type 'y' for Yes, or 'n' for No. Compatible with all ADM-100
> Terminals!
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

That's very good! Exactly the way I remember it! Although I don't remember
being able to check email with star raiders. Hmmm....
Mo

2275. 24 Hour Sale @ Atarimax on 8-bit Flash Multicarts

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 21:03:22 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <uYmBc.511$hY5.158@newssvr31.news.prodigy.com>
Source record: 15482
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I made too many. :)

So I've marked down 5 packs of 1mbit and 8mbit flash cartridge for today only.

http://www.atarimax.com/flashcart/documentation/

Steve

2276. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 23:29:46 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <0rmdnaLxqMl3gEvdRVn-sA@bresnan.com>
Source record: 15483
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Glenn P.," <C128UserDELETE-THIS@FVI.Net> wrote in message >
> My BBS handle was "The Grand Rascal", and I *DO* subscribe to a "non-GUI"
> ISP, or more accurately an ISP that can handle non-GUI (it's a Unix
dial-up
> shell account), "Fox Valley Internet" by name. See them at "FVI.Net". :)
>
> --_____
_____
> {~._.~} * >> [ "Glenn P.," <C128UserDELETE-THIS@FVI.Net> ] << *
{~._.~}
> _( Y )_ /| ---------------------------------------- |\ _(
Y )_
> (:_~*~_:) \| "DOOM SLIDE: Will You Be The One To Slide Forever?" |/
(:_~*~_:)
> (_)-(_) * --STINE, R. L.: "One Day At HorrorLand" *
(_)-(_)
>
> :: Take Note Of The Spam Block On My E-Mail Address! ::
>

Such a rarity!!! ;-)
```

2277. which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-20 23:34:57 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <6JidndeLZ5kYgkvdRVn-jA@bresnan.com>
Source record: 15484
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

where can i find a *TABLE* or *CHART* that lists which machine or system
(PC, Console, or otherwise) had which CPU? So far this is what I have:

6502:
atari
apple
commodore
nintendo entertainment system

Z80
timex / sinclair
MSX ?
Vtech VZ200 / 300
Mattel Aquarius
Sega Master System

6809
Dragon
Tandy Color Computer

but I was wondering if there was a more complete *CHART* or *TABLE* where
all this informaiton can be looked up in one reference ?

...'cause this is how I am organizing my website (by CPU and then by
machine): http://www.rtdos.com

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2278. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 00:02:05 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <1ApBc.8338$M96.4664@fe2.texas.rr.com>
Source record: 15485
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> where can i find a *TABLE* or *CHART* that lists which machine or system
> (PC, Console, or otherwise) had which CPU? So far this is what I have:
>
> 6502:
> atari
> apple
> commodore
> nintendo entertainment system
>
> Z80
> timex / sinclair
> MSX ?
> Vtech VZ200 / 300
> Mattel Aquarius
> Sega Master System
>
> 6809
> Dragon
> Tandy Color Computer
>
> but I was wondering if there was a more complete *CHART* or *TABLE* where
> all this informaiton can be looked up in one reference ?
>
> ...'cause this is how I am organizing my website (by CPU and then by
> machine): http://www.rtdos.com
>
>
>
>
> --
>
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

>

Yeah you really do need a chart!
I know this from my experience, the commodore 64 used a 6514, cousin of the 6502.
Not sure about the sega master system but I believe Sega was into cpu pairs like 6502 with a z80.
I think the Apple 2 series used a variant of the 6502 something like 65c02 or something like that.
The TRS-80 COCO used a motorola 6809.
Macs and Atari ST's used 68000
Next computers used 68040's
Tandy 1000's used 8086's
Altairs and IMSAI's could use multiple cpu cards (swapped)
z80,6502,8080,etc.

I'm sure others will add to this list.
Mo

2279. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 00:06:51 UTC
From: leeg <leeg@teaching.physics.ox.ac.uk.valid>
Message-ID: <cb58vrpaa1@news.ox.ac.uk>
Source record: 15486
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

momo wrote:

> Macs and Atari ST's used 68000
> Next computers used 68040's
The first NeXTs were 68030 - the 68040 was an optional upgrade to the cube
(which tbf nearly *every* cube owner took). The first prototype Mac board
had an MC6809.
--
Graham Lee
I am leeg, for we are many
If at first you don't succeed, I wouldn't recommend giving basejumping a go.
http://nextstep.sdf-eu.org/

2280. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 00:17:15 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cb59f9jlh1@atlantis.news.tpi.pl>
Source record: 15487
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> I know this from my experience, the commodore 64 used a 6514, cousin
> of the 6502.

Commodore VIC 20 had 6502, Commodore C-64 had 6510, Commodore C+4 - 7501
(IIRC). Both 6510 and 7501 are "cousins" of 6502.

> I think the Apple 2 series used a variant of the 6502 something like
> 65c02 or something like that.

Yes. And some model of Apple (Apple IIcx?) used 65c816 - or it was
upgradable to 65c816, I don't remember.

> I'm sure others will add to this list.

Acorn BBC machines - 6502 (with optional Z80).

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju natura posp lstwa, albo s u alczo si p aszczy,
** albo bezczelnie si panoszy. (Liwiusz XXIV, 25).

2281. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 01:13:18 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <bfdcd0hvidqfhdgcvgqod29po716llj4ri@4ax.com>
Source record: 15488
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 21 Jun 2004 02:17:15 +0200, "Konrad Kokoszkiewicz"
<draco@obta.uw.edu.pl> wrote:

>Yes. And some model of Apple (Apple IIcx?) used 65c816 - or it was
>upgradable to 65c816, I don't remember.

that's the Apple IIgs you are thinking of the SNES also uses this
processor.

Also the 6509 was used in the Atari 2600

kvn

2282. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 01:14:41 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <vhdcd0dbpigfbgdhuvg586il8lg3m61vu3@4ax.com>
Source record: 15489
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 21 Jun 2004 00:02:05 GMT, "momo" <quality_us@yahoo.com> wrote:

>Not sure about the sega master system but I believe Sega was into cpu pairs
>like 6502 with a z80.

No the Sega Master System was Z80 based, however the Sege
Genesis/Megadrive had both a 68000 and Z80, which is probably what you
are thinking of.

kvn

2283. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 01:34:57 UTC
From: RoyalHeart <royalheartREMOVE@barnwellscREMOVE.com>
Message-ID: <40D63B41.2000409@barnwellscREMOVE.com>
Source record: 15490
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
|
> On Mon, 21 Jun 2004 02:17:15 +0200, "Konrad Kokoszkiewicz"
> <draco@obta.uw.edu.pl> wrote:
>
>
>
>>Yes. And some model of Apple (Apple IIcx?) used 65c816 - or it was
>>upgradable to 65c816, I don't remember.
>
>
> that's the Apple IIgs you are thinking of the SNES also uses this
> processor.
>
> Also the 6509 was used in the Atari 2600
>
>
>
> kvn
The Atari 2600 uses the 6507 processor, not 6509.

--

RoyalHeart

A thoughtful pause, then resumes the prince, "Thou hast to learn from
Yesterday, live for Today, and look forward to Tomorrow, for The Past is
The Present, and no less The Future."
```

2284. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 01:40:45 UTC
From: Neil Morrison <nowrite@to.me>
Message-ID: <x0rBc.9000$7d2.2642@clgrps13>
Source record: 15491
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> where can i find a *TABLE* or *CHART* that lists which machine or system
> (PC, Console, or otherwise) had which CPU? So far this is what I have:

Radio Shack MC-10 used the 6803. The Tandy 6000 series used the Moto 68000
along with a Z-80.

N

2285. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 02:22:49 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <GLCdnW7J2e3k20vdRVn-sw@bresnan.com>
Source record: 15492
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Neil Morrison" <nowrite@to.me> wrote in message
news:x0rBc.9000$7d2.2642@clgrps13...
>
> "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> > where can i find a *TABLE* or *CHART* that lists which machine or system
> > (PC, Console, or otherwise) had which CPU? So far this is what I have:
>
> Radio Shack MC-10 used the 6803. The Tandy 6000 series used the Moto 68000
> along with a Z-80.
>
> N
>
>

Which tandy used the 80186 ?
```

2286. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 02:24:19 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <HLOdnYqQCuJJ20vdRVn-sw@bresnan.com>
Source record: 15493
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"momo" <quality_us@yahoo.com> wrote in message
news:1ApBc.8338$M96.4664@fe2.texas.rr.com...
>
> Yeah you really do need a chart!
> I know this from my experience, the commodore 64 used a 6514, cousin of
the
> 6502.
> Not sure about the sega master system but I believe Sega was into cpu
pairs
> like 6502 with a z80.
> I think the Apple 2 series used a variant of the 6502 something like 65c02
> or something like that.
> The TRS-80 COCO used a motorola 6809.
> Macs and Atari ST's used 68000
> Next computers used 68040's
> Tandy 1000's used 8086's
> Altairs and IMSAI's could use multiple cpu cards (swapped)
> z80,6502,8080,etc.
>
> I'm sure others will add to this list.
> Mo
>
>

WOW thanks for the info...
...Would anyone be interested in a chart / list ?

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2287. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 02:37:25 UTC
From: Mike Yetsko <joe@user.com>
Message-ID: <10dcklm70c81p77@corp.supernews.com>
Source record: 15494
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:GLCdnW7J2e3k20vdRVn-sw@bresnan.com...
> "Neil Morrison" <nowrite@to.me> wrote in message
> news:x0rBc.9000$7d2.2642@clgrps13...
> >
> > "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> > news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> > > where can i find a *TABLE* or *CHART* that lists which machine or
system
> > > (PC, Console, or otherwise) had which CPU? So far this is what I
have:
> >
> > Radio Shack MC-10 used the 6803. The Tandy 6000 series used the Moto
68000
> > along with a Z-80.
> >
> > N
> >
> >
>
> Which tandy used the 80186 ?
>
>

That was the 2000

By the way, the Coco used the 6809E variant of the 6809
```

2288. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 03:17:51 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <D9qdneHYNbs7yUvd4p2dnA@bresnan.com>
Source record: 15495
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Mike Yetsko" <joe@user.com> wrote in message
news:10dcklm70c81p77@corp.supernews.com...
>
>
> That was the 2000
>
> By the way, the Coco used the 6809E variant of the 6809
>
>

all the coco's or just cooc 3 ?
```

2289. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 03:23:18 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <GwsBc.11618$a61.5578@nwrddc01.gnilink.net>
Source record: 15496
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote ...

> Z80
> timex / sinclair
> MSX ?
> Vtech VZ200 / 300
> Mattel Aquarius
> Sega Master System

Add to your Z80 list the Zenith, and most of the CP/M machines that were
popular in the 1970's.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2290. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 03:23:19 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <HwsBc.11620$a61.5819@nwrddc01.gnilink.net>
Source record: 15547
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"momo" <quality_us@yahoo.com> wrote ...

> I know this from my experience, the commodore 64 used a 6514, cousin of the
> 6502.

The C64 used the 6510 processor, and the Commodore 128 used an 8502.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2291. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 04:02:27 UTC
From: "the.sentinel" <the@senti.nel>
Message-ID: <10dcndia4ivjfbd@corp.supernews.com>
Source record: 15548
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:HwsBc.11620$a61.5819@nwrddc01.gnilink.net...
>
> "momo" <quality_us@yahoo.com> wrote ...
>
> > the Commodore 128 used an 8502.
>

and a z80 :)

--

------------------------------
Graphics, Utilities, and an Egg
http://mondodizzy.members.easyspace.com/
http://webpages.charter.net/the.sentinel/
http://dizzypetition.members.easyspace.com/
```

2292. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 04:04:35 UTC
From: "the.sentinel" <the@senti.nel>
Message-ID: <10dcnhjcun2hf62@corp.supernews.com>
Source record: 15549
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> where can i find a *TABLE* or *CHART* that lists which machine or system
> (PC, Console, or otherwise) had which CPU? So far this is what I have:
>
> 6502:
> atari
> apple
> commodore
> nintendo entertainment system
>
> Z80
> timex / sinclair
> MSX ?
> Vtech VZ200 / 300
> Mattel Aquarius
> Sega Master System
>
> 6809
> Dragon
> Tandy Color Computer
>
> but I was wondering if there was a more complete *CHART* or *TABLE* where
> all this informaiton can be looked up in one reference ?
>
> ...'cause this is how I am organizing my website (by CPU and then by
> machine): http://www.rtdos.com
>
>
>
>
> --
>
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

>
>

this should help if your willing to invest the time...

http://www.old-computers.com/museum/default.asp

cheers.

--

Graphics, Utilities, and an Egg
http://mondodizzy.members.easyspace.com/
http://webpages.charter.net/the.sentinel/
http://dizzypetition.members.easyspace.com/

2293. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 04:35:13 UTC
From: "the.sentinel" <the@senti.nel>
Message-ID: <10dcpb0hsik2je2@corp.supernews.com>
Source record: 15550
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"the.sentinel" <the@senti.nel> wrote in message
news:10dcnhjcun2hf62@corp.supernews.com...
>
> "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> > where can i find a *TABLE* or *CHART* that lists which machine or system
> > (PC, Console, or otherwise) had which CPU? So far this is what I have:
> >
> > 6502:
> > atari
> > apple
> > commodore
> > nintendo entertainment system
> >
> > Z80
> > timex / sinclair
> > MSX ?
> > Vtech VZ200 / 300
> > Mattel Aquarius
> > Sega Master System
> >
> > 6809
> > Dragon
> > Tandy Color Computer
> >
> > but I was wondering if there was a more complete *CHART* or *TABLE*
where
> > all this informaiton can be looked up in one reference ?
> >
> > ...'cause this is how I am organizing my website (by CPU and then by
> > machine): http://www.rtdos.com
> >
> >
> >
> >
> > --
> >
> > Woodzy
> >
> > http://www.rtdos.com (alt OS for games based on the classics)
> > http://rtdos.com/debate (charged political discussion)
> > http://rtdos.com/forum (rtdos message boards)
> > http://rtdos.com/rtdos (rtdos active developer chat)
```

> >
> > http://rtdos.com/chat
> > Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> > every Sunday @ 1PM MDT (1900 GMT)
> >
> >
>
>
> this should help if your willing to invest the time...
>
> http://www.old-computers.com/museum/default.asp
>
>
> cheers.
>
> --
>
>
>
> ------------------------------
> Graphics, Utilities, and an Egg
> http://mondodizzy.members.easyspace.com/
> http://webpages.charter.net/the.sentinel/
> http://dizzypetition.members.easyspace.com/
>
>

some more links...

General
http://burks.brighton.ac.uk/burks/pcinfo/hardware/comphist/index.htm

http://www.dotpoint.com/xnumber/Microcomputer_invention.htm

http://www.millbury.k12.ma.us/~hs/techrepair/gen.html

http://www.redhill.net.au/c-1.html

http://www3.sk.sympatico.ca/jbayko/cpu.html

http://encyclopedia.thefreedictionary.com/List%20of%20home%20computers%20by%
20category

http://www.microprocessor.sscc.ru/great/

http://userwww.sfsu.edu/~hl/c.photo.html

http://www.eagle.ca/~cmurray/microhst.html

http://users.owt.com/eallen/html/old_computers.html

http://users.pandora.be/lust/verzamelaars.htm

Z80
http://www.geocities.com/SiliconValley/Peaks/3938/z80_home.htm

2294. FA: Atari XMM801 and XDM121 Printers

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 05:30:20 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <MnuBc.26847$eH1.12477443@newssvr28.news.prodigy.com>
Source record: 15551

Starting @ $10. Not exactly state of the art but they sure look nice next to
XE computers.

XMM801
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5103837249&ssPageName=STRK:MESE:IT

XDM121
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5103837908&ssPageName=STRK:MESE:IT

Some other Atari items, lots of disks, etc.
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

2295. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 06:25:19 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <jbvBc.19422$g4.374096@news2.nokia.com>
Source record: 15552
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I bet you'll LOVE this:
http://www.machine-room.org/static/xrefs/cpu.html

mario

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> where can i find a *TABLE* or *CHART* that lists which machine or system
> (PC, Console, or otherwise) had which CPU? So far this is what I have:
>
> 6502:
> atari
> apple
> commodore
> nintendo entertainment system
>
> Z80
> timex / sinclair
> MSX ?
> Vtech VZ200 / 300
> Mattel Aquarius
> Sega Master System
>
> 6809
> Dragon
> Tandy Color Computer
>
> but I was wondering if there was a more complete *CHART* or *TABLE* where
> all this informaiton can be looked up in one reference ?
>
> ...'cause this is how I am organizing my website (by CPU and then by
> machine): http://www.rtdos.com
>
>
>
>
> --
>
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)

>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)
>
>

2296. Re: curcuit diagrams for the ATARI XL - where?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:15:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cb65f8$p0o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15553

Hi,

> where can i download curcuit diagrams for the ATARI 800XL.

Well, I don't know whether you'll find these online somehwere,
but the diagrams are available in the appendix of the german
"Das Atari Profibuch", for example.

> Is it possible to also get diagrams for the internals of the
> non-standard chips inside the XL (Antic, Pokey)?

Yes, a while ago the diagrams have been scanned and put online
at the web sides of the Atari Historic Society, maybe they're still
there:

http://www.atarimuseum.com/mainmenu/mainmenu.html

So long,
Thomas

2297. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:20:17 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <5TwBc.1602$Dr4.14074985@news-text.cableinet.net>
Source record: 15554
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Sord M5 used Z80, as I think did the Newbrains

You also need to look at speed and processor variant as you already know the QL had a 68000 with a cut down bus, and the Sam had a faster Z80, I imagine.

The Memotech used a Z80 as well, by the way, coupled with a TI graphics chip.

Anyone recall which the Texas TI99/4a used?

Brian

--

Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"momo" <quality_us@yahoo.com> wrote in message
news:1ApBc.8338$M96.4664@fe2.texas.rr.com...
> "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> news:6JidndeLZ5kYgkvdRVn-jA@bresnan.com...
> > where can i find a *TABLE* or *CHART* that lists which machine or system
> > (PC, Console, or otherwise) had which CPU? So far this is what I have:
> >
> > 6502:
> > atari
> > apple
> > commodore
> > nintendo entertainment system
> >
> > Z80
> > timex / sinclair
> > MSX ?
> > Vtech VZ200 / 300
> > Mattel Aquarius
> > Sega Master System
> >
> > 6809
> > Dragon
> > Tandy Color Computer
> >
> > but I was wondering if there was a more complete *CHART* or *TABLE*

where
> > all this informaiton can be looked up in one reference ?
> >
> > ...'cause this is how I am organizing my website (by CPU and then by
> > machine): http://www.rtdos.com
> >
> >
> >
> >
> > --
> >
> > Woodzy
> >
> > http://www.rtdos.com (alt OS for games based on the classics)
> > http://rtdos.com/debate (charged political discussion)
> > http://rtdos.com/forum (rtdos message boards)
> > http://rtdos.com/rtdos (rtdos active developer chat)
> >
> > http://rtdos.com/chat
> > Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> > every Sunday @ 1PM MDT (1900 GMT)
> >
>
>
> Yeah you really do need a chart!
> I know this from my experience, the commodore 64 used a 6514, cousin of
the
> 6502.
> Not sure about the sega master system but I believe Sega was into cpu
pairs
> like 6502 with a z80.
> I think the Apple 2 series used a variant of the 6502 something like 65c02
> or something like that.
> The TRS-80 COCO used a motorola 6809.
> Macs and Atari ST's used 68000
> Next computers used 68040's
> Tandy 1000's used 8086's
> Altairs and IMSAI's could use multiple cpu cards (swapped)
> z80,6502,8080,etc.
>
> I'm sure others will add to this list.
> Mo
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.707 / Virus Database: 463 - Release Date: 15/06/2004

2298. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:24:58 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cb660q$p0o$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 15555
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Hi,

> I know this from my experience, the commodore 64 used a 6514, cousin of the
> 6502.

Actually, a 6510. The 6502 was designed by a couple of ex-motorola
engineers that run away from their company and formed Synertek
(sp?). This company was later bought by CBM, then called "Commodore
Semiconductor Group" where they manufactured the 6510, which is something like
a 6502 with a memory-mapped "PIA" at addresses 0 and 1. The Atari 8 bit
CPU is strightly speeking no 6502 either, but a small variant
("Sally") that comes with an additional "WAIT" line that stops the
CPU. This line is connected to the ANTIC DMA (and WSYNC) logic.

Other variants of the 6502 (the 6507, 6509 and more) just have less
address lines, but are otherwise identical internally. They're used in
the peripherals, for example in the 1050 disk drive.

The 65c02 was a variant of the 6502 with an extended instruction set which
was available as a third-party plug-in add-on. AFAIK it never really became
very popular, but it is supported by some third-party products, e.g. the
Mac/65 assembler.

> Macs and Atari ST's used 68000

To complete the list, the Amiga's came with 68000 CPUs, add-ons for all
other members of the family have been made available. (I've a 68030, 68040
and 68060 Amiga at home, though even 68020 CPU cards and 68010-plug in
replacements are available. The 8-bit bus variant 68008 was of course no
option)

So long,
Thomas

2299. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:32:53 UTC
From: leeg <leeg@teaching.physics.ox.ac.uk.valid>
Message-ID: <cb66kp$3uh$1@news.ox.ac.uk>
Source record: 15556
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Thomas Richter wrote:

>> Macs and Atari ST's used 68000
>
> To complete the list, the Amiga's came with 68000 CPUs, add-ons for all
> other members of the family have been made available. (I've a 68030, 68040
> and 68060 Amiga at home, though even 68020 CPU cards and 68010-plug in
> replacements are available. The 8-bit bus variant 68008 was of course no
> option)

Then of course the early PowerPC chips also made appearances in third-party upgrades such as the Blizzard and WarpUP - I think everything from the 601 to the 604 was available. There were also some hackers who put some Alpha chip into the trapdoor of an Amiga - I can't remember the details beside the fact that I first heard about it in around 96 and thought "bugger me that's fast".
--
Graham Lee
I am leeg, for we are many
"I cannot imagine any condition which could cause this ship to founder, cannot conceive of any vital disaster happening to this vessel." - Captain E. J. Smith, RMS Titanic
http://nextstep.sdf-eu.org/

2300. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:34:21 UTC
From: leeg <leeg@teaching.physics.ox.ac.uk.valid>
Message-ID: <cb66nh$3uh$2@news.ox.ac.uk>
Source record: 15559
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote:

> "momo" <quality_us@yahoo.com> wrote in message
> news:1ApBc.8338$M96.4664@fe2.texas.rr.com...
>>
>> Yeah you really do need a chart!
>
>
> *WOW* thanks for the info...
> ...Would anyone be interested in a chart / list ?
>
>
Me me me! Perhaps you could do a timeline of the micros, as well as which
ones were influenced by which and also show which CPUs were used.
Something along the lines of Eric Levenez' charts at www.levenez.com ?
--
Graham Lee
I am leeg, for we are many
If at first you don't succeed, I wouldn't recommend giving basejumping a go.
http://nextstep.sdf-eu.org/

2301. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:35:18 UTC
From: Peter de Vroomen <peterv>
Message-ID: <40d69dc6$0$36860$e4fe514c@news.xs4all.nl>
Source record: 15557
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> Commodore VIC 20 had 6502, Commodore C-64 had 6510, Commodore C+4 - 7501
> (IIRC). Both 6510 and 7501 are "cousins" of 6502.

The C128 uses a 8502 and a Z80.

> > I think the Apple 2 series used a variant of the 6502 something like
> > 65c02 or something like that.
>
> Yes. And some model of Apple (Apple IIcx?) used 65c816 - or it was
> upgradable to 65c816, I don't remember.

The SNES uses a Nintendo-specific version of the 65C816. It has some small
extra's to help it's graphics engine.

PeterV

2302. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:35:48 UTC
From: leeg <leeg@teaching.physics.ox.ac.uk.valid>
Message-ID: <cb66q8$3uh$3@news.ox.ac.uk>
Source record: 15561
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Mike Yetsko wrote:

>
> By the way, the Coco used the 6809E variant of the 6809

The Dragon used the 6809E, 68A09E and the 68AB09E. One of the differences
was that POKEing the speed-up hack was less likely to b0rk the processor
with the latter two.
--
Graham Lee
I am leeg, for we are many
Ruby: "Simple in appearance, but very complex inside, just like our human
body" - matz
http://nextstep.sdf-eu.org/

2303. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:35:50 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gsmcpz4t5.fsf@legolas.mdh.se>
Source record: 15558
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

The cut-down processor in the QL is a 68008. The TI99/4A used
TMS9900, which also has some "relatives" in other consoles or
computers.

Cosmac Elf, Comx 35, RCA Studio II etc used RCA (later CDP) 1802(A).

"Brian Gaff" <Briang1@blueyonder.co.uk> writes:

> Sord M5 used Z80, as I think did the Newbrains
>
> You also need to look at speed and processor variant as you already know the
> QL had a 68000 with a cut down bus, and the Sam had a faster Z80, I imagine.
>
> The Memotech used a Z80 as well, by the way, coupled with a TI graphics
> chip.
>
> Anyone recall which the Texas TI99/4a used?

[top-posted for Brian]

--
Anders Carlsson

2304. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:37:47 UTC
From: Peter de Vroomen <peterv>
Message-ID: <40d69e5b$0$568$e4fe514c@news.xs4all.nl>
Source record: 15560
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> Sord M5 used Z80, as I think did the Newbrains

Yep, Newbrain used Z80.

> You also need to look at speed and processor variant as you already know
the
> QL had a 68000 with a cut down bus, and the Sam had a faster Z80, I
imagine.

The QL uses a 68008, which is a 68000 with an external databus of 8 bits,
which was 16 bits multiplexed.

> The Memotech used a Z80 as well, by the way, coupled with a TI graphics
> chip.

The MSX uses a Z80, also coupled with a TI graphics chip. And so does the
Sharp MZ800.

> Anyone recall which the Texas TI99/4a used?

TMS9900 processor. Really fast processor, but it had an ugly way of
adressing it's memory, so it sucked in real-time :).

PeterV

2305. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:39:19 UTC
From: Peter de Vroomen <peterv>
Message-ID: <40d69eb7$0$65124$e4fe514c@news.xs4all.nl>
Source record: 15562
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> > By the way, the Coco used the 6809E variant of the 6809
>
> all the coco's or just cooc 3 ?

The difference is that the 6809 has an on-board oscillator, while the 6809E needs an external oscillator circuit. But I believe because of it, the 6809E could be manufactured with a different process, so it could run faster.

Or was it the other way round?

PeterV

2306. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 08:42:24 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0406210042.3d0c3330@posting.google.com>
Source record: 15563
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:<6JidndeLZ5kYgkvdRVn-jA@bresnan.com>...
> where can i find a *TABLE* or *CHART* that lists which machine or system
> (PC, Console, or otherwise) had which CPU?

Rough estimation of CPUs used is shown here on my page:
http://emul8.xlabs.sk/emulators/

some CPUs should be stated as 65xx instead of 6502 and so on.

stan

2307. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 09:16:28 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <2jnnblF12k1sqU1@uni-berlin.de>
Source record: 15564
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:cb660q$p0o$2@mamenchi.zrz.TU-Berlin.DE...
> Actually, a 6510. The 6502 was designed by a couple of ex-motorola
> engineers that run away from their company and formed Synertek
> (sp?).

No, it wasn't Synertek but MOS Technology, hence Commodore chips before 1989
were
stamped with "MOS". Synertek was a 2nd source for the 6502 CPU.

-Bill.

2308. Re: curcuit diagrams for the ATARI XL - where?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 09:47:42 UTC
From: Matthias Reichl <usenet-200406@hias.horus.com>
Message-ID: <slrncddblu.1h3.usenet-200406@camel.hias.horus.com>
Source record: 15565

```
On 21 Jun 2004 08:15:36 GMT, Thomas Richter wrote:
>> where can i download curcuit diagrams for the ATARI 800XL.
>
> Well, I don't know whether you'll find these online somehwere,
> but the diagrams are available in the appendix of the german
> "Das Atari Profibuch", for example.

Most schematics of the 800XL I found online are either not correct or
complete, but the schematic in "Das Atari Profibuch" is fine.

>> Is it possible to also get diagrams for the internals of the
>> non-standard chips inside the XL (Antic, Pokey)?
>
> Yes, a while ago the diagrams have been scanned and put online
> at the web sides of the Atari Historic Society, maybe they're still
> there:

Last time I checked the SIO specs were gone, but these info is
still available: Use xlsearch (www.newbreedsoftware.com/xlsearch)
to search for ANTIC.PDF, GTIA.PDF and POKEY.PDF.

so long,

Hias
```

2309. dczph

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 12:06:47 UTC
From: muxr@wildmail.com
Message-ID: <62c72772.0406210406.18b751c3@posting.google.com>
Source record: 15566
Cross-posted to:
comp.sys.atari.8bit,comp.databases.berkeley-db,comp.sys.ibm.pc.hardware.storage,alt.books.anne-rice,soc.genealogy.computing

comp.sys.atari.8bit,comp.databases.berkeley-db,comp.sys.ibm.pc.hardware.storage,alt.books.anne-rice,soc.genealogy.computing
> > > aichi hczph
> > > ranking hczph
> > > personals hczph
> > > pawns hczph
> > > followup hczph
> > > trials hczph
> > > huber hczph
> > > confused hczph
> > > floor hczph
> > > morality hczph
> > > mrspodach@yahoo.com hczph
> > > prov hczph
> > > bucks hczph
> > > persons hczph
> > > popovic@injesus.com hczph
> > > fibo hczph
> > > enter hczph
> > > thrown hczph
> > > passwrd hczph
> > > city hczph
> > > huangz hczph
> > > battle hczph
> > > included hczph
> > > crash hczph
> > > hardcoded hczph
> > > pyramid hczph
> > > still hczph
> > > rossbach hczph
> > > reviewed hczph
> > > bgardner hczph
> > > which hczph
> > > debbah@goracemail.com hczph
> > > thos hczph
> > > uide@hotmail.com hczph
> > > hanae hczph
> > > homophobe hczph
> > > inanchor hczph
> > > demi@kkn.net hczph
> > > snsoufan@aol.com hczph
> > > politely hczph

> > > anguish hczph
> > > yell hczph
> > > kacpa hczph
> > > hightech hczph
> > > jurcec hczph
> > > kredietkaartinformati hczph
> > > lvtkv hczph
> > > seperate hczph
> > > gbpjd hczph
> > > kosher hczph
> > > jenn hczph
> > > coolu hczph
> > > scrolled hczph
> > > harmful hczph
> > > ridiculous hczph
> > > blocker hczph
> > > grid hczph
> > > specially hczph
> > > autres hczph
> > > talk hczph
> > > photos hczph
> > > complaint hczph
> > > originating hczph
> > > bigding hczph
> > > shorts hczph
> > > nlhow hczph
> > > gunther hczph
> > > whoever hczph
> > > physical hczph
> > > pricanmamichula hczph
> > > garbage hczph
> > > maachan hczph
> > > perfect hczph
> > > spaming hczph
> > > behold hczph
> > > transfer hczph
> > > bank hczph
> > > human hczph
> > > develope hczph
> > > stlawu hczph
> > > chegwin hczph
> > > italian hczph
> > > sostavit hczph
> > > jump hczph
> > > libertymouse hczph
> > > room@yahoo.com hczph
> > > crackers hczph
> > > impersonated hczph
> > > gbtlue hczph
> > > modify hczph

> > > pouche hczph
> > > passive hczph
> > > tortious hczph
> > > protector hczph
> > > netposta hczph
> > > inputs hczph
> > > complain hczph
> > > bigole hczph
> > > freerhyme hczph
> > > permits hczph
> > > hamburg hczph
> > > referenced hczph
> > > feds hczph
> > > raking hczph
> > > mathirth hczph
> > > clark hczph
> > > unique hczph
> > > assasadffsa hczph
> > > mhcnew@yahoo.com hczph
> > > kinoko hczph
> > > whenif hczph
> > > brother hczph
> > > zmrr hczph
> > > boasts hczph
> > > urgent hczph
> > > patches hczph
> > > token hczph
> > > debate hczph
> > > high hczph
> > > amend hczph
> > > bhiq@sneakemail.com hczph
> > > siee@yahoo.com hczph
> > > cards hczph
> > > scope hczph
> > > magical hczph
> > > aware hczph
> > > sideeffects hczph
> > > privacyhtm hczph
> > > apps hczph
> > > laden hczph
> > > variation hczph
> > > dnewman@networktest.com hczph
> > > glemedia hczph
> > > theres hczph
> > > absolutely hczph
> > > overview hczph
> > > author hczph
> > > anybody hczph
> > > misrepresentatio hczph
> > > sucecess hczph

> > > tboyer hczph
> > > maps hczph
> > > lookup hczph
> > > thlonrangr@aol.com hczph
> > > countings hczph
> > > werner hczph
> > > mailboxes hczph
> > > spammers hczph
> > > comcast hczph
> > > chargback hczph
> > > weinmann hczph
> > > special hczph
> > > zipped hczph
> > > recommand hczph
> > > room hczph
> > > surgam hczph
> > > worm hczph
> > > intelektualka hczph
> > > jdormand@lycos.com hczph
> > > pathology hczph
> > > info@datasync.com hczph
> > > skin hczph
> > > malicious hczph
> > > below hczph
> > > file hczph
> > > appropriate hczph
> > > news hczph
> > > pelting hczph
> > > damn hczph
> > > commercializationed hczph
> > > talkin hczph
> > > disappeared hczph
> > > domains hczph
> > > truth hczph
> > > depending hczph
> > > issues hczph
> > > whoohoo hczph
> > > posters hczph
> > > maintenance hczph
> > > husband hczph
> > > privacy hczph
> > > provided hczph
> > > darom hczph
> > > differences hczph
> > > shandy hczph
> > > september hczph
> > > hadn hczph
> > > really hczph
> > > locale hczph
> > > coming hczph

> > > admirably hczph
> > > politique hczph
> > > launching hczph
> > > garyg hczph
> > > save hczph
> > > silly hczph
> > > thorns hczph
> > > formula hczph
> > > eaegur hczph
> > > height hczph
> > > secrets hczph
> > > threadenemy hczph
> > > carmen hczph
> > > pine hczph
> > > tactics hczph
> > > lucs hczph
> > > notes hczph
> > > dbpubs hczph
> > > wrote hczph
> > > wanted hczph
> > > smth hczph
> > > venetic hczph
> > > learn hczph
> > > loving hczph
> > > peeps hczph
> > > scare hczph
> > > spyware hczph
> > > catholic hczph
> > > lkmorris@aristotle.net hczph
> > > learning hczph
> > > opensity hczph
> > > mode hczph
> > > avrcafct hczph
> > > radioactive hczph
> > > cheat hczph
> > > cwebmaster hczph
> > > seens hczph
> > > clear hczph
> > > fenrig@tokyo.com hczph
> > > remove hczph
> > > unemployed hczph
> > > scanned hczph
> > > ivillage hczph
> > > showthread hczph
> > > following hczph
> > > downside hczph
> > > ukstory hczph
> > > improvement hczph
> > > newsgroups hczph
> > > keeps hczph

> > > yugundert@yahoo.de hczph
> > > react hczph
> > > adverts hczph
> > > desiree@udata.com hczph
> > > tinna hczph
> > > tibi hczph
> > > cantonalene hczph
> > > view hczph
> > > cinixs hczph
> > > secureway hczph
> > > abhapanchal@hotmail.com hczph
> > > netcom hczph
> > > machine hczph
> > > babelfish hczph
> > > hang hczph
> > > conceived hczph
> > > bmagcaseybane@yahoo.com hczph
> > > scary hczph
> > > msie hczph
> > > neighborhood hczph
> > > csie hczph
> > > formidable hczph
> > > manibrar hczph
> > > consonant hczph
> > > nonyankee hczph
> > > subscribe hczph
> > > addittion hczph
> > > esmtp hczph
> > > story hczph
> > > studied hczph
> > > taigamasuku@yahoo.com hczph
> > > phone hczph
> > > primarily hczph
> > > ukrains hczph
> > > boards hczph
> > > antoh hczph
> > > given hczph
> > > abuse@excite.com hczph
> > > bias hczph
> > > nado hczph
> > > inside hczph
> > > contactor hczph
> > > stop hczph
> > > films hczph
> > > ines hczph
> > > tomorrow hczph
> > > maximum hczph
> > > capitals hczph
> > > usage hczph
> > > electronic hczph

> > > bears hczph
> > > scream hczph
> > > smarter hczph
> > > skku hczph
> > > cliffs hczph
> > > short hczph
> > > megago hczph
> > > spoiled hczph
> > > half hczph
> > > ringing hczph
> > > gurubu hczph
> > > deguines hczph
> > > gosh hczph
> > > snoop hczph
> > > part hczph
> > > native hczph
> > > bmagmarcusmacon hczph
> > > provincia hczph
> > > rtfm hczph
> > > confront hczph
> > > mectozitelstvo hczph
> > > arua hczph
> > > clouds hczph
> > > harlem hczph
> > > fsksm hczph
> > > bimonthly hczph
> > > listed hczph
> > > richalln hczph
> > > something hczph
> > > when hczph
> > > bmagtim hczph
> > > archstl hczph
> > > figured hczph
> > > sack hczph
> > > attempt hczph
> > > ports hczph
> > > freewebsite hczph
> > > commerce hczph
> > > edelkim@chollian.net hczph
> > > andromeda hczph
> > > this hczph
> > > vain hczph
> > > dubourg hczph
> > > asap hczph
> > > eadgzm hczph
> > > shop hczph
> > > investtoday@techie.com hczph
> > > living hczph
> > > seki hczph
> > > operamail hczph

> > > amount hczph
> > > kompressor hczph
> > > faith hczph
> > > minimal hczph
> > > happened hczph
> > > clearer hczph
> > > sunnyluv@yahoo.com hczph
> > > postmaster@panamsat.net hczph
> > > customer hczph
> > > provacation hczph
> > > entertainment hczph
> > > girlfriend hczph
> > > common hczph
> > > strict hczph
> > > wander hczph
> > > hypocrisy hczph
> > > nctu hczph
> > > beyond hczph
> > > handy hczph
> > > index hczph
> > > wastefully hczph
> > > xuya hczph
> > > hopwood hczph
> > > vipo hczph
> > > consent hczph
> > > prop@digimark.net hczph
> > > bmagmartinmarks hczph
> > > husk hczph
> > > tapes hczph
> > > send hczph
> > > wise hczph
> > > forums hczph
> > > idcqi hczph
> > > jasman hczph
> > > user@yahoo.de hczph
> > > single hczph
> > > impacts hczph
> > > guinevereactg@yahoo.com hczph
> > > metalac@yahoo.com hczph
> > > poursuivre hczph
> > > rage hczph
> > > walk hczph
> > > marlene hczph
> > > kazaa hczph
> > > forum hczph
> > > arnoldstamp@china.com hczph
> > > eric vanlint@yahoo.com hczph
> > > sentiments hczph
> > > belluno hczph
> > > selm hczph

> > > postal hczph
> > > thank hczph
> > > aardvark hczph
> > > flaunt hczph
> > > anyting hczph
> > > reevaluate hczph
> > > bmagrhea@yahoo.com hczph
> > > cans hczph
> > > spammer hczph
> > > share hczph
> > > stable hczph
> > > drop hczph
> > > desch@web.de hczph
> > > somewhere hczph
> > > hunter hczph
> > > fake hczph
> > > secure hczph
> > > bulls hczph
> > > enjoy hczph
> > > intelektualka@inet.hr hczph
> > > drinking hczph
> > > price hczph
> > > love hczph
> > > remains hczph
> > > announce hczph
> > > mindspring hczph
> > > joyous hczph
> > > none hczph
> > > knew hczph
> > > books hczph
> > > mail hczph
> > > percent hczph
> > > addition hczph
> > > chaotic hczph
> > > self hczph
> > > houstonisd hczph
> > > assasination hczph
> > > pelopasgr hczph
> > > great hczph
> > > grounds hczph
> > > comics hczph
> > > follow hczph
> > > white hczph
> > > andor hczph
> > > taire hczph
> > > weren hczph
> > > litjoseph hczph
> > > sarauvodic@hotmail.com hczph
> > > encountered hczph
> > > kindof hczph

> > > dating hczph
> > > lavljeg hczph
> > > immediate hczph
> > > care hczph
> > > ooooooooohenry hczph
> > > privately hczph
> > > program hczph
> > > recorded hczph
> > > tomato hczph
> > > agis hczph
> > > unpublished hczph
> > > parts hczph
> > > printers hczph
> > > mwci hczph
> > > hayesmstw@hotmail.com hczph
> > > hollow hczph
> > > batesa@yahoo.com hczph
> > > grateful hczph
> > > cmaster hczph
> > > project hczph
> > > doublespaced hczph
> > > bmagkevin@yahoo.com hczph
> > > speak hczph
> > > busted hczph
> > > hirokoshibuya hczph
> > > allegations hczph
> > > message hczph
> > > ahold hczph
> > > oeuutwdrzxilbbveb hczph
> > > thumping hczph
> > > neither hczph
> > > bbradd hczph
> > > however hczph
> > > matrix hczph
> > > lazic hczph
> > > teammail hczph
> > > bpoljak@globalnet.hr hczph
> > > sentences hczph
> > > opposite hczph
> > > face hczph
> > > months hczph
> > > crossbarred hczph
> > > witty hczph
> > > agas hczph
> > > inexpensiveinkpaper hczph
> > > version hczph
> > > porn hczph
> > > stanford hczph
> > > checked hczph
> > > brennan hczph

> > > folders hczph
> > > hummm hczph
> > > agent hczph
> > > reported hczph
> > > throughout hczph
> > > xxxx hczph
> > > wells hczph
> > > personality hczph
> > > diet hczph
> > > compete hczph
> > > myronk hczph
> > > example hczph
> > > functionality hczph
> > > brew hczph
> > > orange hczph
> > > rolle hczph
> > > myrealbox hczph
> > > ones hczph
> > > motive hczph
> > > alphabetical hczph
> > > bshgands hczph
> > > suddenly hczph
> > > dawgs hczph
> > > confusing hczph
> > > refresh hczph
> > > pickles hczph
> > > blunt hczph
> > > petschi@mtsu.edu hczph
> > > logreco@pdx.edu hczph
> > > inner hczph
> > > technologist hczph
> > > spam hczph
> > > sosdg hczph
> > > shit hczph
> > > netcomics hczph
> > > problem hczph
> > > geeminee hczph
> > > bmagsusan@yahoo.com hczph
> > > work hczph
> > > contained hczph
> > > bookclub@yahoo.com hczph
> > > nitpick hczph
> > > nanas hczph
> > > username hczph
> > > interesting hczph
> > > charanjib@yapost.com hczph
> > > oubobcat hczph
> > > wonder hczph
> > > chpouches hczph
> > > expected hczph

> > > newmoney@indiatimes.com hczph
> > > acquainted hczph
> > > lady hczph
> > > bluene@igloo.org hczph
> > > drinkers hczph
> > > noone hczph
> > > devnull hczph
> > > fernch hczph
> > > konechno hczph
> > > wellfare hczph
> > > digits hczph
> > > slapped hczph
> > > wizards hczph
> > > eanozy hczph
> > > tols hczph
> > > opportunity hczph
> > > challanging hczph
> > > thoughts hczph
> > > hogent hczph
> > > them hczph
> > > double hczph
> > > pack hczph
> > > muscular hczph
> > > hlorber@attbi.com hczph
> > > goran hczph
> > > other hczph
> > > occasionaly hczph
> > > personalangaben hczph
> > > stanmcbain@yahoo.com hczph
> > > delicate hczph
> > > gunther@vfemail.net hczph
> > > daad hczph
> > > ichisanper@yahoo.com hczph
> > > unofficial hczph
> > > lusisti hczph
> > > aruna hczph
> > > others hczph
> > > sirine hczph
> > > ambros@hananet.net hczph
> > > cheapo hczph
> > > sounded hczph
> > > scammers hczph
> > > webmaster@uesa.org hczph
> > > directed hczph
> > > foobar@fastmail.fm hczph
> > > gbvku hczph
> > > stronger hczph
> > > egitim hczph
> > > mnoi hczph
> > > offset hczph

> > > stalkers hczph
> > > third hczph
> > > hallway hczph
> > > rocker@datasync.com hczph
> > > drawing hczph
> > > popovic hczph
> > > informations hczph
> > > erik vanlint@yahoo.com hczph
> > > dose hczph
> > > guess hczph
> > > squirrel hczph
> > > assumption hczph
> > > passing hczph
> > > toopliable hczph
> > > resources hczph
> > > pathological hczph
> > > comming hczph
> > > agency hczph
> > > iraqis hczph
> > > terroristent hczph
> > > filled hczph
> > > vsyakie hczph
> > > chargebacks hczph
> > > weboracle hczph
> > > freedomu hczph
> > > neuchatel hczph
> > > behave hczph
> > > unitel hczph
> > > listserv@lehigh.edu hczph
> > > treviso hczph
> > > imsn hczph
> > > protect hczph
> > > request@rootsweb.com hczph
> > > times hczph
> > > ability hczph
> > > gegevens hczph
> > > yours hczph
> > > grudge hczph
> > > gbtefv hczph
> > > cutting hczph
> > > informati hczph
> > > davjam hczph
> > > contacts hczph
> > > tricky hczph
> > > siiks hczph
> > > statues hczph
> > > babylon hczph
> > > brennan@columbia.edu hczph
> > > zaza hczph
> > > atlas hczph

> > > infrequent hczph
> > > strategical hczph
> > > postmaster@yunk.com hczph
> > > literally hczph
> > > expensive hczph
> > > otron hczph
> > > collect hczph
> > > april@yahoo.com hczph
> > > strangerx hczph
> > > crashing hczph
> > > russian hczph
> > > dawn hczph
> > > tripping hczph
> > > reffnera hczph
> > > reaction hczph
> > > expert hczph
> > > dbottles@wcnet.org hczph
> > > wondrous hczph
> > > trrff hczph
> > > your hczph
> > > nefertiti hczph
> > > debw hczph
> > > hinet hczph
> > > smalley@canada.com hczph
> > > bastards hczph
> > > ibmantu hczph
> > > redirects hczph
> > > amplitude hczph
> > > iceland hczph
> > > weft hczph
> > > exchanged hczph
> > > lycos hczph
> > > deep hczph
> > > foobar@sbcglobal.net hczph
> > > igorkolar hczph
> > > anonymity hczph
> > > considered hczph
> > > address hczph
> > > sale hczph
> > > intent hczph
> > > hack hczph
> > > hampton hczph
> > > tigkeiten hczph
> > > articles hczph
> > > mailto hczph
> > > once hczph
> > > edit hczph
> > > cicp hczph
> > > opera hczph
> > > possible hczph

> > > vjeuck@aol.com hczph
> > > unusual hczph
> > > persistant hczph
> > > starts hczph
> > > hotmail hczph
> > > cuteter hczph
> > > domain hczph
> > > from hczph
> > > hating hczph
> > > ourselves hczph
> > > humble hczph
> > > stamina hczph
> > > cannonfodder hczph
> > > recording hczph
> > > geeeeeeesh hczph
> > > machines hczph
> > > liberal hczph
> > > repeatedly hczph
> > > referers hczph
> > > intyre@belizemail.net hczph
> > > eviction hczph
> > > continue hczph
> > > speed hczph
> > > intitle hczph
> > > ranran hczph
> > > opened hczph
> > > stand hczph
> > > badtrans hczph
> > > mpop hczph
> > > bgsu hczph
> > > parallel hczph
> > > connected hczph
> > > exceeded hczph
> > > insane hczph
> > > bmagpam hczph
> > > demi hczph
> > > chomsky hczph
> > > frank hczph
> > > final hczph
> > > ajessie@hotmail.com hczph
> > > updating hczph
> > > financier hczph
> > > dead hczph
> > > elrancho hczph
> > > clearly hczph
> > > passe hczph
> > > ademus hczph
> > > sour hczph
> > > connection hczph
> > > obvious hczph

> > > similar hczph
> > > copied hczph
> > > skips hczph
> > > charging hczph
> > > speaker hczph
> > > while hczph
> > > leaving hczph
> > > cseas hczph
> > > igorkolar@hotmail.com hczph
> > > virii hczph
> > > polite hczph
> > > transmitted hczph
> > > shoulder hczph
> > > pursue hczph
> > > sneaker hczph
> > > submitted hczph
> > > warez hczph
> > > richardw@dcemail.com hczph
> > > misrepresentation hczph
> > > departing hczph
> > > kara@luci.org hczph
> > > choomchon@hotmail.com hczph
> > > rethoric hczph
> > > jesus hczph
> > > pursuit hczph
> > > dumped hczph
> > > controversial hczph
> > > forth hczph
> > > bolshe hczph
> > > bobbynewmark@attbi.com hczph
> > > prosto hczph
> > > theyve hczph
> > > spot hczph
> > > bhatti@plexobject.com hczph
> > > express hczph
> > > eckhardt hczph
> > > noted hczph
> > > panamsat hczph
> > > theyre hczph
> > > source hczph
> > > obrocs@aol.com hczph
> > > seem hczph
> > > ffdc hczph
> > > haidorfer@hotmail.com hczph
> > > norwalk hczph
> > > grasps hczph
> > > possed hczph
> > > subtley hczph
> > > teacher hczph
> > > tommarrow hczph

> > > thomas hczph
> > > jenntwpyhr hczph
> > > catched hczph
> > > beschikbaar hczph
> > > exploiting hczph
> > > neat hczph
> > > orghu hczph
> > > place hczph
> > > chatshows hczph
> > > woman hczph
> > > were hczph
> > > jenarmstrong@aol.com hczph
> > > twonineca hczph
> > > former hczph
> > > subtle hczph
> > > harmed hczph
> > > hardneeded hczph
> > > javascripts hczph
> > > southeast hczph
> > > silentes hczph
> > > rainypasslodge hczph
> > > datenschutzjpm hczph
> > > abundance hczph
> > > produce hczph
> > > texts hczph
> > > jrezabek hczph
> > > hitting hczph
> > > littletnbigdaddy hczph
> > > stereotypes hczph
> > > marriage hczph
> > > until hczph
> > > mention hczph
> > > zanovo hczph
> > > basmadjian hczph
> > > nehmen hczph
> > > evens hczph
> > > dine hczph
> > > communicating hczph
> > > weeding hczph
> > > friends hczph
> > > adelhoefer@hotmail.com hczph
> > > name hczph
> > > circumvent hczph
> > > meyer hczph
> > > admin hczph
> > > fireboss@angelfire.com hczph
> > > ania hczph
> > > assur hczph
> > > tokyo hczph
> > > brochlos hczph

> > > protection hczph
> > > ifccfbi hczph
> > > henry hczph
> > > mlittle@lowellfive.com hczph
> > > readonly hczph
> > > loki hczph
> > > center hczph
> > > namachoko@yahoo.com hczph
> > > variant hczph
> > > revenge hczph
> > > dnewman hczph
> > > noisector hczph
> > > spywareless hczph
> > > theoretically hczph
> > > postgresssql hczph
> > > tide hczph
> > > dryers hczph
> > > prop hczph
> > > iraqi hczph
> > > restart hczph
> > > bfgb@mtsu.edu hczph
> > > jose hczph
> > > checking hczph
> > > seed hczph
> > > fireboss hczph
> > > resolved hczph
> > > near hczph
> > > bunmuing hczph
> > > jkaatz hczph
> > > method hczph
> > > cautious hczph
> > > repost hczph
> > > unmasked hczph
> > > mass hczph
> > > defendant hczph
> > > base hczph
> > > goasia hczph
> > > regime hczph
> > > breath hczph
> > > than hczph
> > > eyou hczph
> > > darkness hczph
> > > neohapsis hczph
> > > undecided hczph
> > > eaada hczph
> > > obtain hczph
> > > rude hczph
> > > netvision hczph
> > > rter hczph
> > > netster hczph

> > > cheeers hczph
> > > agencies hczph
> > > custom hczph
> > > nobody hczph
> > > webtekdirect hczph
> > > besides hczph
> > > pyslsk hczph
> > > hypermart hczph
> > > frame hczph
> > > assed hczph
> > > udo.hilker@t hczph
> > > spiders hczph
> > > attach hczph
> > > judge hczph
> > > wcnet hczph
> > > remotely hczph
> > > consulting@hotmail.com hczph
> > > bogus hczph
> > > tharkey hczph
> > > svoi hczph
> > > bertulies hczph
> > > chance hczph
> > > pricked hczph
> > > sooo hczph
> > > butterfly hczph
> > > poen hczph
> > > equiped hczph
> > > ericvanlint@yahoo.com hczph
> > > wich hczph
> > > disrupt hczph
> > > golem hczph
> > > mentioning hczph
> > > matching hczph
> > > zero hczph
> > > track hczph
> > > sesid hczph
> > > heavy hczph
> > > addressed hczph
> > > tfooter@attbi.com hczph
> > > backdoor hczph
> > > carding hczph
> > > unfolding hczph
> > > rolando hczph
> > > harlem@aol.com hczph
> > > foobar hczph
> > > particular hczph
> > > logreco hczph
> > > nikogda hczph
> > > across hczph
> > > proves hczph

> > > pchome hczph
> > > play hczph
> > > enabled hczph
> > > choose hczph
> > > sharing hczph
> > > official hczph
> > > rippedoff hczph
> > > process hczph
> > > groot hczph
> > > wsftp hczph
> > > uslishesh hczph
> > > named hczph
> > > under hczph
> > > decided hczph
> > > wilskor hczph
> > > mutually hczph
> > > dare hczph
> > > hits hczph
> > > tions hczph
> > > skunk hczph
> > > vulnerable hczph
> > > dbottles hczph
> > > simpler hczph
> > > follwing hczph
> > > vous hczph
> > > perspectives hczph
> > > rene hczph
> > > sherlock hczph
> > > habitat hczph
> > > acquaintance hczph
> > > fasttrec hczph
> > > menya hczph
> > > jackson hczph
> > > cybertipii hczph
> > > engaged hczph
> > > basis hczph
> > > volumes hczph
> > > speaks hczph
> > > rejects hczph
> > > rolando@truthmail.com hczph
> > > daisukekondou hczph
> > > jeanlees hczph
> > > basra hczph
> > > saying hczph
> > > screwed hczph
> > > international hczph
> > > combinations hczph
> > > sufficient hczph
> > > sons hczph
> > > fantomaster hczph

> > > sell hczph
> > > probivnoi@yahoo.com hczph
> > > needed hczph
> > > blocked hczph
> > > remsatsnow@yahoo.com hczph
> > > majordomo@qth.net hczph
> > > phuongn hczph
> > > toppled hczph
> > > webmasterloveboat hczph
> > > horizontal hczph
> > > founded hczph
> > > social hczph
> > > destroy hczph
> > > representative hczph
> > > bmagkevin hczph
> > > financial hczph
> > > counters hczph
> > > hlstraley hczph
> > > mmenke hczph
> > > buried hczph
> > > chaff hczph
> > > bulky hczph
> > > style hczph
> > > slick hczph
> > > irritate hczph
> > > religion hczph
> > > structured hczph
> > > number hczph
> > > oldmatador hczph
> > > deny hczph
> > > enenmy hczph
> > > nmail hczph
> > > uslovii hczph
> > > challenge hczph
> > > rachmeler@icq.com hczph
> > > political hczph
> > > isscomm@gwu.edu hczph
> > > coincidance hczph
> > > dutchbelgian hczph
> > > apply hczph
> > > bmagnola hczph
> > > farewell hczph
> > > mmmm hczph
> > > mailman hczph
> > > bcampbell hczph
> > > rwcrmxc hczph
> > > bandages hczph
> > > bravo hczph
> > > htmdecipherws hczph
> > > mcgkt hczph

> > > appreciate hczph
> > > gbtml hczph
> > > stands hczph
> > > careful hczph
> > > pink hczph
> > > creditcard hczph
> > > currently hczph
> > > piece hczph
> > > consideration hczph
> > > rmazzeo@panamsat.com hczph
> > > spams hczph
> > > studiotho@web.de hczph
> > > news@sandes.dk hczph
> > > fall hczph
> > > rapportjur hczph
> > > cory hczph
> > > dummy hczph
> > > inact hczph
> > > clipboard hczph
> > > subin hczph
> > > done hczph
> > > eadghn hczph
> > > wonde hczph
> > > punctuation hczph
> > > smogs hczph
> > > nadejda hczph
> > > hotmailetc hczph
> > > disclosure hczph
> > > monsters hczph
> > > sprouts hczph
> > > thier hczph
> > > eine hczph
> > > zillion hczph
> > > peixiaomin hczph
> > > narrow hczph
> > > artside hczph
> > > bmagaf@yahoo.com hczph
> > > veneto hczph
> > > concerned hczph
> > > dude hczph
> > > alltheweb hczph
> > > sleep hczph
> > > worry hczph
> > > virtual hczph
> > > change hczph
> > > page hczph
> > > purposes hczph
> > > godsonokoliuche@mail.com hczph
> > > eaemsn hczph
> > > couldnt hczph

> > > mere hczph
> > > gottah hczph
> > > symetric hczph
> > > sphmgaab hczph
> > > dortmund hczph
> > > thomschwarz@yahoo.de hczph
> > > tonight hczph
> > > javascript hczph
> > > seekers hczph
> > > smaller hczph
> > > imontoya hczph
> > > secondary hczph
> > > forget hczph
> > > checks hczph
> > > yunekichan@hotmail.com hczph
> > > plantation hczph
> > > pile hczph
> > > rules hczph
> > > become hczph
> > > victor hczph
> > > titles hczph
> > > favia hczph
> > > drsuyasht@yahoo.com hczph
> > > draws hczph
> > > thom hczph
> > > thejokers@witty.com hczph
> > > document hczph
> > > misic hczph
> > > beautiful hczph
> > > totally hczph
> > > allow hczph
> > > compression hczph
> > > fixing hczph
> > > twcny hczph
> > > enlightenment hczph
> > > crew hczph
> > > turin hczph
> > > poultices hczph
> > > crammed hczph
> > > addresss hczph
> > > awake hczph
> > > demoscene hczph
> > > rich@yahoo.com hczph
> > > secretly hczph
> > > andere hczph
> > > dreams hczph
> > > communicate hczph
> > > muwripa@fairesuivre.com hczph
> > > smartly hczph
> > > tongues hczph

> > > director hczph
> > > internetnews hczph
> > > batesa hczph
> > > google hczph
> > > chrisarnoldi hczph
> > > elaborate hczph
> > > hobby hczph
> > > mogu hczph
> > > claims hczph
> > > waffle hczph
> > > keyboard hczph
> > > dimly hczph
> > > informed hczph
> > > gbtzj hczph
> > > jennifer hczph
> > > lamjana hczph
> > > beloved hczph
> > > bmagmaryscanlan hczph
> > > thousands hczph
> > > heshe hczph
> > > anticommercial hczph
> > > postid hczph
> > > etre hczph
> > > freebsd hczph
> > > reasons hczph
> > > visits hczph
> > > logically hczph
> > > august hczph
> > > remsatsnow hczph
> > > defunct hczph
> > > youll hczph
> > > tele hczph
> > > three hczph
> > > yahoohotmail hczph
> > > oulu hczph
> > > bellsouth hczph
> > > abrandoned hczph
> > > isreal hczph
> > > evils hczph
> > > interests hczph
> > > construction hczph
> > > nonoutsiders hczph
> > > cows hczph
> > > translating hczph
> > > windows hczph
> > > harassed hczph
> > > netblock hczph
> > > siddell@findlay.edu hczph
> > > turns hczph
> > > gjmltd hczph

> > > chessbase hczph
> > > chest hczph
> > > cool hczph
> > > feels hczph
> > > confirm hczph
> > > laughed hczph
> > > teases hczph
> > > leonardr hczph
> > > servers hczph
> > > webtekdirect@lycos.com hczph
> > > public hczph
> > > popup hczph
> > > admission hczph
> > > belittles hczph
> > > neuch hczph
> > > light hczph
> > > dsntgrshn hczph
> > > density hczph
> > > gialle hczph
> > > digging hczph
> > > death hczph
> > > noisy hczph
> > > tips hczph
> > > nothing hczph
> > > grapes hczph
> > > causing hczph
> > > retaliatory hczph
> > > quitaestowanadoo hczph
> > > keyemail hczph
> > > benefited hczph
> > > schirmer hczph
> > > abuse@thrunet.com hczph
> > > honeys hczph
> > > petrification hczph
> > > gaux hczph
> > > crush hczph
> > > cgibin hczph
> > > idigjesus hczph
> > > joncsj@aol.com hczph
> > > find hczph
> > > fastmail hczph
> > > lost hczph
> > > sowing hczph
> > > techbase hczph
> > > super hczph
> > > variable hczph
> > > unnamed hczph
> > > cross hczph
> > > todo hczph
> > > hltlao@usa.net hczph

> > > elimination hczph
> > > econsumer hczph
> > > each hczph
> > > altavistausa hczph
> > > edited hczph
> > > cookies hczph
> > > ethnically hczph
> > > srbudaraju hczph
> > > saddam hczph
> > > upload hczph
> > > hanmail hczph
> > > observations hczph
> > > sermen@web.de hczph
> > > loved hczph
> > > played hczph
> > > messageboards hczph
> > > pithy hczph
> > > yccc hczph
> > > provoked hczph
> > > reality hczph
> > > astate hczph
> > > relative hczph
> > > dmartin@cwnet.com hczph
> > > hallicrafters hczph
> > > multilevel hczph
> > > advertising hczph
> > > eliteness hczph
> > > contribute hczph
> > > crappola hczph
> > > gender hczph
> > > bearding hczph
> > > messages hczph
> > > clientaddr hczph
> > > dines hczph
> > > pentagon hczph
> > > zite hczph
> > > horns hczph
> > > willow hczph
> > > realize hczph
> > > transaction hczph
> > > cardia hczph
> > > features hczph
> > > jobs hczph
> > > video hczph
> > > popular hczph
> > > strange hczph
> > > accurately hczph
> > > paulsongizaho hczph
> > > educational hczph
> > > input hczph

> > > ethics hczph
> > > pens hczph
> > > bmagaf hczph
> > > beschlag hczph
> > > requests hczph
> > > evanlint@nextiraone.be hczph
> > > mueller hczph
> > > weavers hczph
> > > amavisca hczph
> > > resend hczph
> > > acknowledge hczph
> > > bcathera hczph
> > > secy hczph
> > > blah hczph
> > > copies hczph
> > > impersonate hczph
> > > tactic hczph
> > > sourceforge hczph
> > > viewer hczph
> > > merge hczph
> > > group hczph
> > > exist hczph
> > > active hczph
> > > webforums hczph
> > > hwittenmyer hczph
> > > comusa hczph
> > > crawler hczph
> > > millosevich hczph
> > > rshuman@attbi.com hczph
> > > damschroder@yahoo.com hczph
> > > header hczph
> > > surf hczph
> > > bombing hczph
> > > lektorenvereinigung hczph
> > > lowlife hczph
> > > arboris hczph
> > > examples hczph
> > > abysmal hczph
> > > jcaraveo hczph
> > > illi hczph
> > > nous hczph
> > > assignment hczph
> > > weekend hczph
> > > wolf hczph
> > > ever hczph
> > > multibyte hczph
> > > underestimate hczph
> > > among hczph
> > > justlikethat hczph
> > > wollert@yahoo.com hczph

> > > fred hczph
> > > configured hczph
> > > yapost hczph
> > > receipt hczph
> > > phuchit@phyathai.com hczph
> > > balls hczph
> > > unwarranted hczph
> > > download hczph
> > > matter hczph
> > > truthmail hczph
> > > seerev hczph
> > > wanly hczph
> > > sent hczph
> > > corners hczph
> > > webmasteredsb hczph
> > > scandinavian hczph
> > > desperation hczph
> > > deliveredto hczph
> > > versa hczph
> > > mala hczph
> > > chinese hczph
> > > libero hczph
> > > panix hczph
> > > sachagro@yahoo.com hczph
> > > contact hczph
> > > bumping hczph
> > > regards hczph
> > > webfog hczph
> > > hahahah hczph
> > > shtml hczph
> > > formulated hczph
> > > bread hczph
> > > euskalerria hczph
> > > wall hczph
> > > webmaster@contactor.se hczph
> > > yaoo hczph
> > > meet hczph
> > > clients hczph
> > > philippines hczph
> > > bmagtim@yahoo.com hczph
> > > tools hczph
> > > tied hczph
> > > furman hczph
> > > dancemania hczph
> > > alumni@findlay.edu hczph
> > > borislav hczph
> > > rave hczph
> > > bizarre hczph
> > > mutthxwmguc hczph
> > > pick hczph

> > > legalprivacy hczph
> > > enemy hczph
> > > summaries hczph
> > > nljfs@attbi.com hczph
> > > bmagned@yahoo.com hczph
> > > litjoseph@yahoo.com hczph
> > > phew hczph
> > > ncweb hczph
> > > cyberpharises hczph
> > > tried hczph
> > > fishkill@ufl.edu hczph
> > > groupdomain hczph
> > > networktest hczph
> > > gross hczph
> > > participatingnew hczph
> > > gbsmgx hczph
> > > persecuted hczph
> > > will hczph
> > > reminder hczph
> > > shoe hczph
> > > seos hczph
> > > value hczph
> > > directory hczph
> > > unreasonable hczph
> > > doubts hczph
> > > anytime hczph
> > > hardball hczph
> > > hellen hczph
> > > sapo hczph
> > > multi hczph
> > > compares hczph
> > > template hczph
> > > heidi hczph
> > > restoring hczph
> > > dollareuro hczph
> > > killed hczph
> > > expect hczph
> > > looneylabs hczph
> > > cabal hczph
> > > typed hczph
> > > comrom hczph
> > > debt hczph
> > > easy hczph
> > > list hczph
> > > unlikely hczph
> > > nikakix hczph
> > > bmagmo@yahoo.com hczph
> > > fingerprint hczph
> > > belgian hczph
> > > mkhanoyan hczph

> > > enron hczph
> > > torrents hczph
> > > plain hczph
> > > smachine hczph
> > > whether hczph
> > > ointments hczph
> > > frog hczph
> > > attachment hczph
> > > fantasy hczph
> > > complainta hczph
> > > captured hczph
> > > erik van lint@yahoo.com hczph
> > > gesetzes hczph
> > > idiot hczph
> > > chto hczph
> > > area hczph
> > > vladyfan hczph
> > > screwing hczph
> > > kneider@kornet.net hczph
> > > yhmgn@doar.net hczph
> > > consulting hczph
> > > celebrate hczph
> > > practices hczph
> > > jdunder hczph
> > > bboehme hczph
> > > systranbox hczph
> > > downward hczph
> > > grmbl hczph
> > > slanderous hczph
> > > outsiders hczph
> > > simply hczph
> > > feed hczph
> > > forgotten hczph
> > > philosophical hczph
> > > billfindeisen hczph
> > > sort hczph
> > > adfree hczph
> > > cartoon hczph
> > > mohammed@yahoo.fr hczph
> > > hardly hczph
> > > showpost hczph
> > > look hczph
> > > rural hczph
> > > bookmarlets hczph
> > > eigent hczph
> > > treats hczph
> > > take hczph
> > > lbosso@vipo.com hczph
> > > mckenney hczph
> > > happy hczph

> > > krumm hczph
> > > bmagnola@yahoo.com hczph
> > > sherwood hczph
> > > critics hczph
> > > jerrys hczph
> > > getmoneya@indiatimes.com hczph
> > > stated hczph
> > > capital hczph
> > > algos hczph
> > > police hczph
> > > buck hczph
> > > anger hczph
> > > advertizement hczph
> > > cablecomm hczph
> > > namesposts hczph
> > > rough hczph
> > > emailpinoy hczph
> > > oops hczph
> > > bgnd hczph
> > > aruna@rocketmail.com hczph
> > > tryin hczph
> > > long hczph
> > > enough hczph
> > > torrent hczph
> > > conversion hczph
> > > localene hczph
> > > etiquette hczph
> > > robertmaxvell hczph
> > > tracking hczph
> > > bboehme@wmich.edu hczph
> > > company hczph
> > > weapons hczph
> > > bookclub hczph
> > > daviddoherty@yahoo.com hczph
> > > understanding hczph
> > > grows hczph
> > > andyb@lexmark.com hczph
> > > bham hczph
> > > authors hczph
> > > propensity hczph
> > > tree hczph
> > > columbus hczph
> > > dell hczph
> > > bmagmatthew hczph
> > > injection hczph
> > > squirel hczph
> > > marco hczph
> > > nuke hczph
> > > nibble hczph
> > > allg hczph

> > > advertizments hczph
> > > http hczph
> > > parading hczph
> > > tsch hczph
> > > lurkers hczph
> > > records hczph
> > > license hczph
> > > portal hczph
> > > cybertip hczph
> > > gate hczph
> > > flynngn hczph
> > > theregister hczph
> > > skip hczph
> > > specialist hczph
> > > boreing hczph
> > > miss hczph
> > > music hczph
> > > orgto hczph
> > > jerryj hczph
> > > injudicious hczph
> > > sultanofspike hczph
> > > freebies hczph
> > > dredge hczph
> > > warrior hczph
> > > whew hczph
> > > contents hczph
> > > mate hczph
> > > finished hczph
> > > mainly hczph
> > > motives hczph
> > > prunes hczph
> > > retrieved hczph
> > > defeat hczph
> > > person hczph
> > > cgicyberpharises hczph
> > > ignorant hczph
> > > shame hczph
> > > thomschwarz hczph
> > > wobot hczph
> > > skstraub@hayoo.com hczph
> > > defense hczph
> > > processor hczph
> > > chris hczph
> > > discuss hczph
> > > schedule hczph
> > > marcus hczph
> > > hatfield hczph
> > > bmagned hczph
> > > digest hczph
> > > baltimoremd hczph

> > > buckb@findlay.edu hczph
> > > hurting hczph
> > > display hczph
> > > returns hczph
> > > aberration hczph
> > > habes hczph
> > > activit hczph
> > > separate hczph
> > > most hczph
> > > down hczph
> > > perceptions hczph
> > > loop hczph
> > > impune hczph
> > > sites hczph
> > > laughing hczph
> > > usol hczph
> > > wasnt hczph
> > > bmagjm@yahoo.com hczph
> > > consequently hczph
> > > yankee hczph
> > > krgb hczph
> > > pravda hczph
> > > agree hczph
> > > recollect hczph
> > > apart hczph
> > > paid hczph
> > > distribution hczph
> > > sereechai hczph
> > > theory hczph
> > > minutes hczph
> > > didamail hczph
> > > real hczph
> > > hacked hczph
> > > arte hczph
> > > holger hczph
> > > reinholdr@hotmail.com hczph
> > > rant hczph
> > > altered hczph
> > > rocketmail hczph
> > > choomchon hczph
> > > poohsan@hotmail.com hczph
> > > mkhanoyan@yahoo.com hczph
> > > calomnie hczph
> > > gain hczph
> > > library hczph
> > > fighting hczph
> > > belize hczph
> > > farbercrack hczph
> > > show hczph
> > > shutting hczph

> > > tlanham hczph
> > > perjury hczph
> > > rshook@attbi.com hczph
> > > receiving hczph
> > > moneyu hczph
> > > eight hczph
> > > ljossifoff hczph
> > > good hczph
> > > excited hczph
> > > bureau hczph
> > > reproach hczph
> > > goodinfoyou hczph
> > > discounted hczph
> > > seems hczph
> > > court hczph
> > > candle hczph
> > > coryk hczph
> > > dhellas hczph
> > > superstalker hczph
> > > ressources hczph
> > > dial hczph
> > > anon hczph
> > > decency hczph
> > > nbafankaran hczph
> > > certain hczph
> > > nasty hczph
> > > application hczph
> > > denmantire hczph
> > > anonymizing hczph
> > > whoelse hczph
> > > evolt hczph
> > > angelfire hczph
> > > xdistribution hczph
> > > note hczph
> > > original hczph
> > > usefull hczph
> > > intrusion hczph
> > > convincinglooking hczph
> > > vfemail hczph
> > > perusing hczph
> > > handa hczph
> > > luca hczph
> > > leknoi hczph
> > > ressapac hczph
> > > propri hczph
> > > eadggz hczph
> > > discovered hczph
> > > squirrels hczph
> > > satire hczph
> > > enforcement hczph

> > > wissen hczph
> > > amusing hczph
> > > season hczph
> > > brides hczph
> > > approved hczph
> > > sereechai@sbcglobal.net hczph
> > > contrib hczph
> > > tomoeabe hczph
> > > pigs hczph
> > > bookmarked hczph
> > > logged hczph
> > > legally hczph
> > > october hczph
> > > listing hczph
> > > lebanon hczph
> > > hair hczph
> > > artist hczph
> > > fjhs hczph
> > > crazy hczph
> > > bmagrhea hczph
> > > technique hczph
> > > imaginary hczph
> > > tired hczph
> > > bmagwhitneyh hczph
> > > bygolly hczph
> > > proxy hczph
> > > sweatheart hczph
> > > dankohz@yahoo.com hczph
> > > back hczph
> > > feedback hczph
> > > havent hczph
> > > identify hczph
> > > semingly hczph
> > > hozoji hczph
> > > reinholdr hczph
> > > screen hczph
> > > reset hczph
> > > sucking hczph
> > > docuentaries hczph
> > > danaphongse@aol.com hczph
> > > client hczph
> > > saakl@hotmail.com hczph
> > > springing hczph
> > > stamina@usa.net hczph
> > > goal hczph
> > > resource hczph
> > > moren hczph
> > > koskinen@bellsouth.com hczph
> > > serving hczph
> > > channels hczph

> > > theorical hczph
> > > gianni hczph
> > > rosina@chollian.net hczph
> > > nadzaitzyahoo hczph
> > > cunt hczph
> > > giganetstore hczph
> > > effects hczph
> > > prob hczph
> > > abuse@nic.br hczph
> > > yourmoneya hczph
> > > jcowan hczph
> > > venetian hczph
> > > china hczph
> > > always hczph
> > > jdormand hczph
> > > with hczph
> > > capio hczph
> > > password hczph
> > > tuitt@madmail.com hczph
> > > lancia hczph
> > > nonnative hczph
> > > combine hczph
> > > consultant hczph
> > > intermediary hczph
> > > werent hczph
> > > asking hczph
> > > newmoneya@indiatimes.com hczph
> > > yellow hczph
> > > themselves hczph
> > > body hczph
> > > importantly hczph
> > > lazic@hotmail.com hczph
> > > mailexcite hczph
> > > fees hczph
> > > vianello hczph
> > > lovemail hczph
> > > foobar@sent.com hczph
> > > gadalke hczph
> > > businesses hczph
> > > keep hczph
> > > scammed hczph
> > > joinme hczph
> > > lilulu hczph
> > > reach hczph
> > > cranks hczph
> > > otherwise hczph
> > > snooping hczph
> > > essex hczph
> > > prime hczph
> > > geronimo hczph

> > > broadcasts hczph
> > > pure hczph
> > > differ hczph
> > > activity hczph
> > > rocker hczph
> > > activities hczph
> > > eventually hczph
> > > mouse hczph
> > > traces hczph
> > > investtoday hczph
> > > productive hczph
> > > adelhoefer hczph
> > > alternative hczph
> > > brinkster hczph
> > > padova hczph
> > > service hczph
> > > hope hczph
> > > stools hczph
> > > lynch@zworg.com hczph
> > > cerebellum hczph
> > > zasunut hczph
> > > tonkovic hczph
> > > changes hczph
> > > reports hczph
> > > otto hczph
> > > wiredsafety hczph
> > > multibyte@vim.org hczph
> > > suspicions hczph
> > > helenrich hczph
> > > intention hczph
> > > abuse hczph
> > > automate hczph
> > > supports hczph
> > > being hczph
> > > marina hczph
> > > well hczph
> > > aamitkv hczph
> > > webhits hczph
> > > seeming hczph
> > > favorite hczph
> > > mensing@yahoo.de hczph
> > > unlike hczph
> > > decide hczph
> > > xaknuli hczph
> > > visitors hczph
> > > patsl@personal.ro hczph
> > > qualify hczph
> > > prefer hczph
> > > slova hczph
> > > gbqho hczph

> > > bliigatess hczph
> > > fbba hczph
> > > inbox hczph
> > > ripped hczph
> > > martini hczph
> > > witnesses hczph
> > > younger hczph
> > > reread hczph
> > > andyb hczph
> > > sittin hczph
> > > psssh hczph
> > > agreement hczph
> > > implement hczph
> > > soap hczph
> > > autonotify hczph
> > > bigfoot hczph
> > > kaikoehler@yahoo.com hczph
> > > checkmate hczph
> > > klebing hczph
> > > uninvited hczph
> > > shuu hczph
> > > mess hczph
> > > profiles hczph
> > > different hczph
> > > attached hczph
> > > discreetly hczph
> > > makingmoney@excite.com hczph
> > > telephon hczph
> > > shirts hczph
> > > babel hczph
> > > taking hczph
> > > bayreuth hczph
> > > verleumdung hczph
> > > websites hczph
> > > definitly hczph
> > > closer hczph
> > > kartoo hczph
> > > performing hczph
> > > downloadable hczph
> > > february hczph
> > > left hczph
> > > comsjones hczph
> > > survival hczph
> > > kmgroenitz@yahoo.de hczph
> > > theme hczph
> > > whithout hczph
> > > disaster hczph
> > > freitas@uymail.com hczph
> > > verfolgen hczph
> > > sections hczph

> > > jerryjones hczph
> > > endevor hczph
> > > fastmoney@yahoo.com hczph
> > > yourself hczph
> > > gbpjb hczph
> > > mordred hczph
> > > oechosting hczph
> > > higher hczph
> > > committing hczph
> > > server hczph
> > > newmoneya hczph
> > > ctions hczph
> > > elia hczph
> > > speech hczph
> > > terra hczph
> > > sakes hczph
> > > misrepres hczph
> > > suffice hczph
> > > skowron hczph
> > > jazeera hczph
> > > priority hczph
> > > ecommerce hczph
> > > makdaman hczph
> > > usual hczph
> > > nubile hczph
> > > inadvertently hczph
> > > progress hczph
> > > wanders hczph
> > > spehar hczph
> > > bypass hczph
> > > snopescom hczph
> > > offers hczph
> > > spider hczph
> > > authorize hczph
> > > xpriority hczph
> > > qmail@web.biz hczph
> > > huberallg hczph
> > > whoa hczph
> > > into hczph
> > > mailboms hczph
> > > subtly hczph
> > > broyds hczph
> > > deevdee hczph
> > > archives hczph
> > > xmsmailpriority hczph
> > > charge hczph
> > > slice hczph
> > > crackable hczph
> > > paintings hczph
> > > hand hczph

> > > lengths hczph
> > > backassward hczph
> > > zaynzaynzayn@hotmail.com hczph
> > > weather hczph
> > > attacked hczph
> > > ballsy hczph
> > > europe hczph
> > > bfanch@cablecomm.com hczph
> > > baaad hczph
> > > kadakolashayys hczph
> > > pictures hczph
> > > berries hczph
> > > smoking hczph
> > > fuck hczph
> > > demandons hczph
> > > uiah hczph
> > > foothills hczph
> > > give hczph
> > > settlement hczph
> > > aherbert hczph
> > > regular hczph
> > > personally hczph
> > > entation hczph
> > > gbvj hczph
> > > venice hczph
> > > filter hczph
> > > though hczph
> > > ears hczph
> > > bsonbalee hczph
> > > spotted hczph
> > > section hczph
> > > funny hczph
> > > fill hczph
> > > need hczph
> > > mbit hczph
> > > oyuncini@yahoogroups.com hczph
> > > lighter hczph
> > > untergrund hczph
> > > dchenka@yahoo.com hczph
> > > thaitownusa hczph
> > > tags hczph
> > > hyde hczph
> > > networks hczph
> > > apparently hczph
> > > listen hczph
> > > soglasen hczph
> > > paths hczph
> > > alluring hczph
> > > quip hczph
> > > explanation hczph

> > > netherlands hczph
> > > fight hczph
> > > redhonda hczph
> > > detect hczph
> > > michhele hczph
> > > gbokk hczph
> > > glued hczph
> > > kotorye hczph
> > > european hczph
> > > considers hczph
> > > corporate hczph
> > > muchomail hczph
> > > yasushicountry@yahoo.com hczph
> > > dungeons hczph
> > > vulgar hczph
> > > dully hczph
> > > comin hczph
> > > deeper hczph
> > > luci hczph
> > > rawson hczph
> > > clever hczph
> > > leaves hczph
> > > denied hczph
> > > stottern hczph
> > > takes hczph
> > > slowly hczph
> > > feel hczph
> > > reference hczph
> > > whilst hczph
> > > voyeurs hczph
> > > fraudulent hczph
> > > browser hczph
> > > info@oryx.com hczph
> > > aditionally hczph
> > > whit hczph
> > > talks hczph
> > > sailed hczph
> > > bignews@fasttrec.com hczph
> > > iraq hczph
> > > pools hczph
> > > skstraub hczph
> > > trollie hczph
> > > wasted hczph
> > > cgiforme hczph
> > > picture hczph
> > > indeed hczph
> > > contain hczph
> > > remember hczph
> > > motivate hczph
> > > chasalow@idigjesus.com hczph

> > > mazzaro hczph
> > > report hczph
> > > politcal hczph
> > > tongue hczph
> > > passport hczph
> > > hate hczph
> > > infos hczph
> > > combolist hczph
> > > doar hczph
> > > gshipley@neohapsis.com hczph
> > > compromising hczph
> > > allusions hczph
> > > peach hczph
> > > issue hczph
> > > proxie hczph
> > > hours hczph
> > > tebya hczph
> > > blue hczph
> > > piobaire hczph
> > > bosch hczph
> > > history hczph
> > > flatfile hczph
> > > newspapers hczph
> > > recap hczph
> > > desperate hczph
> > > syntax hczph
> > > specified hczph
> > > comparison hczph
> > > freestation hczph
> > > estimate hczph
> > > daviddoherty hczph
> > > theboard hczph
> > > enfo hczph
> > > sachagro hczph
> > > adding hczph
> > > asks hczph
> > > cartoons hczph
> > > bmagchad@yahoo.com hczph
> > > allows hczph
> > > chat@thaitownusa.com hczph
> > > aforementioned hczph
> > > lean hczph
> > > forms hczph
> > > imeyu hczph
> > > peoples hczph
> > > motivates hczph
> > > fundamental hczph
> > > precious hczph
> > > gives hczph
> > > bought hczph

> > > chessbase@yahoo.com hczph
> > > lentils hczph
> > > cantonale hczph
> > > yhmgn hczph
> > > ways hczph
> > > kryak@slomusic.net hczph
> > > waitin hczph
> > > hates hczph
> > > editor@planeta.com hczph
> > > complete hczph
> > > return hczph
> > > lynch hczph
> > > zeismic hczph
> > > gutierrez hczph
> > > ducks hczph
> > > belloosagie hczph
> > > bluene hczph
> > > angelhouse@aol.com hczph
> > > fourth hczph
> > > business hczph
> > > incidences hczph
> > > yourselves hczph
> > > personnels hczph
> > > against hczph
> > > sunnyluv hczph
> > > direct hczph
> > > urls hczph
> > > understood hczph
> > > girl hczph
> > > adviced hczph
> > > camera hczph
> > > shouldn hczph
> > > caught hczph
> > > endless hczph
> > > mailbox hczph
> > > notice hczph
> > > trackengine hczph
> > > properly hczph
> > > robot hczph
> > > whole hczph
> > > protected hczph
> > > users hczph
> > > klar hczph
> > > poem hczph
> > > informing hczph
> > > subin@hanmail.net hczph
> > > start hczph
> > > cinix hczph
> > > speaking hczph
> > > voicenet hczph

> > > prvagimnazija hczph
> > > smut hczph
> > > posts hczph
> > > weakness hczph
> > > general hczph
> > > forum@yahoogroups.com hczph
> > > glypnod hczph
> > > chapterzero hczph
> > > advice hczph
> > > chess hczph
> > > personalitieswonder hczph
> > > attacks hczph
> > > thing hczph
> > > tells hczph
> > > elessaroperamail hczph
> > > level hczph
> > > quiz hczph
> > > snowballed hczph
> > > french hczph
> > > slay hczph
> > > stupid hczph
> > > tyrant hczph
> > > mince hczph
> > > webarchive hczph
> > > slight hczph
> > > promises hczph
> > > particularly hczph
> > > ricerca hczph
> > > medias hczph
> > > demosceneparty hczph
> > > sitegadgets hczph
> > > fits hczph
> > > spread hczph
> > > inserted hczph
> > > luser hczph
> > > fresh hczph
> > > allanedwards hczph
> > > similia hczph
> > > golly hczph
> > > rescyou hczph
> > > impersonations hczph
> > > coincidences hczph
> > > serv hczph
> > > grocery hczph
> > > publiek hczph
> > > disponible hczph
> > > complaints hczph
> > > yunekichan hczph
> > > hahah hczph
> > > phuongn@mailcity.com hczph

> > > belloosagie@mail.com hczph
> > > came hczph
> > > twice hczph
> > > bmaglldillon@yahoo.com hczph
> > > cyberangels hczph
> > > fishkill hczph
> > > safetyed hczph
> > > dallred@essex.com hczph
> > > fucking hczph
> > > teammailruf hczph
> > > hisher hczph
> > > kairohs hczph
> > > huitt@muchomail.com hczph
> > > cities hczph
> > > quickly hczph
> > > hehe hczph
> > > assurtions hczph
> > > along hczph
> > > dump hczph
> > > drsuyasht hczph
> > > ccwf hczph
> > > prove hczph
> > > hjxm hczph
> > > means hczph
> > > lightweight hczph
> > > apologies hczph
> > > illicitly hczph
> > > recruited hczph
> > > beasts hczph
> > > datenschutzdsb hczph
> > > furry hczph
> > > stem hczph
> > > methods hczph
> > > scratchin hczph
> > > genel@yahoogroups.com hczph
> > > abuse@compuserve.com hczph
> > > fanciful hczph
> > > technology hczph
> > > rojanapanya@yahoo.com hczph
> > > usenet hczph
> > > assertion hczph
> > > webmaster hczph
> > > less hczph
> > > yugundert hczph
> > > grocers hczph
> > > amavisca@icq.com hczph
> > > generally hczph
> > > dgorg hczph
> > > pals hczph
> > > traffic hczph

> > > wjxqv hczph
> > > after hczph
> > > stoggie hczph
> > > chrisarnoldi@hotmail.com hczph
> > > cancellation hczph
> > > fished hczph
> > > itsy hczph
> > > automated hczph
> > > prosper hczph
> > > sauces hczph
> > > hatefully hczph
> > > layout hczph
> > > susanne hczph
> > > determined hczph
> > > actually hczph
> > > suka hczph
> > > orgdate hczph
> > > wayback hczph
> > > worldvillage hczph
> > > exposure hczph
> > > cbmsv hczph
> > > reused hczph
> > > hiself hczph
> > > hell hczph
> > > bearly hczph
> > > headers hczph
> > > past hczph
> > > intimate hczph
> > > kpes hczph
> > > leap hczph
> > > irisa hczph
> > > request hczph
> > > telesp hczph
> > > wisdom hczph
> > > date hczph
> > > screening hczph
> > > info@contactor.se hczph
> > > write hczph
> > > tantrums hczph
> > > personal hczph
> > > asian hczph
> > > zdnet hczph
> > > thus hczph
> > > partner hczph
> > > portions hczph
> > > placed hczph
> > > conrm hczph
> > > sneakemail hczph
> > > sixfigure hczph
> > > seemed hczph

> > > tasks hczph
> > > david hczph
> > > riddle hczph
> > > board hczph
> > > jones hczph
> > > ebmp hczph
> > > exactly hczph
> > > swear hczph
> > > charset hczph
> > > kornet hczph
> > > directly hczph
> > > sergei hczph
> > > around hczph
> > > forthnet hczph
> > > script hczph
> > > phonebook hczph
> > > hackers hczph
> > > rushkoff hczph
> > > certainly hczph
> > > porlidaliev@abv.bg hczph
> > > puristic hczph
> > > deal hczph
> > > airca hczph
> > > graham hczph
> > > accused hczph
> > > plus hczph
> > > please hczph
> > > rovigoro hczph
> > > risk hczph
> > > constitutional hczph
> > > widely hczph
> > > hummmmm hczph
> > > posted hczph
> > > yahall hczph
> > > hands hczph
> > > srca hczph
> > > increase hczph
> > > rachmeler hczph
> > > mommy hczph
> > > gems hczph
> > > cheap hczph
> > > else hczph
> > > explaining hczph
> > > webhists hczph
> > > fooled hczph
> > > sideeffect hczph
> > > correspondence hczph
> > > foolfox hczph
> > > taegu hczph
> > > internet hczph

> > > reversing hczph
> > > itagereversal hczph
> > > waste hczph
> > > enormous hczph
> > > timing hczph
> > > free hczph
> > > database hczph
> > > principal hczph
> > > tracks hczph
> > > virtue hczph
> > > discussie hczph
> > > loves hczph
> > > small hczph
> > > opinions hczph
> > > bologna hczph
> > > directories hczph
> > > meaningful hczph
> > > verbs hczph
> > > nada hczph
> > > profitableincome hczph
> > > blank hczph
> > > hourly hczph
> > > ramifications hczph
> > > insync hczph
> > > oryx hczph
> > > capture hczph
> > > childish hczph
> > > nitty hczph
> > > aren hczph
> > > create hczph
> > > sergey hczph
> > > passingby hczph
> > > bmagjason hczph
> > > desk hczph
> > > ranting hczph
> > > mimeversion hczph
> > > durin hczph
> > > straitjacket hczph
> > > faden hczph
> > > space hczph
> > > cristabel hczph
> > > gladen hczph
> > > target hczph
> > > watch hczph
> > > born hczph
> > > waaaaaaaaaaaaaay hczph
> > > bunch hczph
> > > encounter hczph
> > > bookmarks hczph
> > > hard hczph

> > > mattheus hczph
> > > disposes hczph
> > > satis hczph
> > > drugix hczph
> > > behavior hczph
> > > gardener hczph
> > > flashnet hczph
> > > begginer hczph
> > > responding hczph
> > > deletion hczph
> > > healthy hczph
> > > altavista hczph
> > > forumsmachine hczph
> > > ladiest@yahoo.com hczph
> > > window hczph
> > > broken hczph
> > > winston hczph
> > > shiver hczph
> > > referred hczph
> > > cmon hczph
> > > technically hczph
> > > noisector@nmail.com hczph
> > > customers hczph
> > > leshner hczph
> > > rescyou@spro.net hczph
> > > airca@hotmail.com hczph
> > > hypens hczph
> > > sama hczph
> > > chasalow hczph
> > > piss hczph
> > > wife hczph
> > > bunmuing@hotmail.com hczph
> > > theft hczph
> > > youd hczph
> > > okeedokee hczph
> > > forun hczph
> > > newmoney hczph
> > > internation hczph
> > > loginpassword hczph
> > > abire hczph
> > > cablesee@china.com hczph
> > > hardware hczph
> > > global hczph
> > > targets hczph
> > > guessed hczph
> > > events hczph
> > > prepositions hczph
> > > beers hczph
> > > huitt hczph
> > > eigenvalue hczph

> > > erikvanlint@yahoo.com hczph
> > > abuse@yahoo.com hczph
> > > infomaxpro hczph
> > > arrive hczph
> > > tower hczph
> > > felt hczph
> > > weeeeeeee hczph
> > > cups hczph
> > > media hczph
> > > stephan hczph
> > > everywhere hczph
> > > pussyfootin hczph
> > > yustarin@aol.com hczph
> > > question hczph
> > > sexmachine hczph
> > > chibi hczph
> > > choice hczph
> > > queue hczph
> > > lifts hczph
> > > subsequent hczph
> > > mechanism hczph
> > > encense hczph
> > > aristotle hczph
> > > claim hczph
> > > didnt hczph
> > > dissappear hczph
> > > deserve hczph
> > > continuing hczph
> > > juridical hczph
> > > flameback hczph
> > > tangler hczph
> > > grab hczph
> > > millions hczph
> > > peepoles hczph
> > > terrorist hczph
> > > plan hczph
> > > information hczph
> > > nederlands hczph
> > > guessing hczph
> > > yuber hczph
> > > advertise hczph
> > > continues hczph
> > > postingtype hczph
> > > kicking hczph
> > > denial hczph
> > > actions hczph
> > > recognition hczph
> > > postings hczph
> > > infringement hczph
> > > avoid hczph

> > > sink hczph
> > > kaikoehler hczph
> > > trapattoni hczph
> > > bright hczph
> > > emule hczph
> > > featured hczph
> > > germany hczph
> > > leaking hczph
> > > since hczph
> > > geektools hczph
> > > grownup hczph
> > > wasn hczph
> > > luck hczph
> > > andresaquino hczph
> > > findlay hczph
> > > related hczph
> > > systran hczph
> > > cablesee hczph
> > > doubt hczph
> > > hasn hczph
> > > sims hczph
> > > infrastructure hczph
> > > bittorrent hczph
> > > resembles hczph
> > > taglist hczph
> > > friend hczph
> > > nice hczph
> > > theunknownaddy@aol.com hczph
> > > weareinsciencefictionnow hczph
> > > bits hczph
> > > troubles hczph
> > > marclacrosse hczph
> > > ansgarbaumert hczph
> > > size hczph
> > > uymail hczph
> > > matches hczph
> > > widespread hczph
> > > power hczph
> > > euro hczph
> > > stiletto hczph
> > > apologize hczph
> > > crazier hczph
> > > jhtml hczph
> > > presentable hczph
> > > stratagems hczph
> > > indirizzo hczph
> > > provide hczph
> > > helenrich@hotmail.com hczph
> > > bmagaj@yahoo.com hczph
> > > constitute hczph

> > > erroneously hczph
> > > infidel hczph
> > > mapllc hczph
> > > pisma hczph
> > > wherever hczph
> > > spoofing hczph
> > > think hczph
> > > personnelles hczph
> > > shitbag hczph
> > > testiculos hczph
> > > personalities hczph
> > > philip hczph
> > > pajdo hczph
> > > icmc hczph
> > > fixed hczph
> > > ukrainian hczph
> > > discard hczph
> > > maths hczph
> > > join hczph
> > > wire hczph
> > > within hczph
> > > kicks hczph
> > > orggames hczph
> > > ready hczph
> > > decrypted hczph
> > > excluded hczph
> > > europeanguide hczph
> > > kind hczph
> > > content hczph
> > > bizland hczph
> > > dizum hczph
> > > bigding@china.com hczph
> > > gbvjn hczph
> > > trusted hczph
> > > connect hczph
> > > eadggn hczph
> > > referrer hczph
> > > indiatimes hczph
> > > opens hczph
> > > hiverworld hczph
> > > gabriela hczph
> > > gawd hczph
> > > smoke hczph
> > > welcomed hczph
> > > snail hczph
> > > sendig hczph
> > > monkeys hczph
> > > wastage hczph
> > > chonnam hczph
> > > mimeole hczph

> > > addy hczph
> > > beer hczph
> > > unproven hczph
> > > swap hczph
> > > having hczph
> > > accordace hczph
> > > openssl hczph
> > > lwriley hczph
> > > elim@yahoogroups.com hczph
> > > ambros hczph
> > > post hczph
> > > rest hczph
> > > bringing hczph
> > > kamar hczph
> > > hidden hczph
> > > invoked hczph
> > > supported hczph
> > > chollian hczph
> > > jelly hczph
> > > hrvojebukovec@yahoo.com hczph
> > > auto hczph
> > > intelligent hczph
> > > magazine hczph
> > > added hczph
> > > error hczph
> > > smokin hczph
> > > must hczph
> > > approach hczph
> > > computer hczph
> > > klauspolap hczph
> > > databases hczph
> > > journal hczph
> > > john hczph
> > > pulled hczph
> > > hiwaay hczph
> > > alex hczph
> > > authorized hczph
> > > tatigkeiten hczph
> > > paper hczph
> > > shore hczph
> > > josephsavimbijnr hczph
> > > request@nshore.org hczph
> > > food hczph
> > > jerk hczph
> > > aamitkv@yahoo.com hczph
> > > items hczph
> > > eurosport hczph
> > > years hczph
> > > comb hczph
> > > mentioned hczph

> > > appearance hczph
> > > accepted hczph
> > > contenttransferencoding hczph
> > > wmich hczph
> > > rovigo hczph
> > > griffinj hczph
> > > status hczph
> > > masses hczph
> > > longer hczph
> > > netsecure hczph
> > > field hczph
> > > documented hczph
> > > block hczph
> > > forces hczph
> > > crowd hczph
> > > spangdelicious hczph
> > > embedded hczph
> > > filetype hczph
> > > casino hczph
> > > knows hczph
> > > uncensored hczph
> > > mlittle hczph
> > > nuzhny hczph
> > > themail hczph
> > > claiming hczph
> > > advised hczph
> > > suggest hczph
> > > prosecute hczph
> > > pronunciation hczph
> > > cares hczph
> > > shaun hczph
> > > surprises hczph
> > > wwwwwwwww hczph
> > > attention hczph
> > > spurs hczph
> > > jupiter hczph
> > > granted hczph
> > > biho hczph
> > > profit hczph
> > > amazing hczph
> > > appreciated hczph
> > > downloaded hczph
> > > welcome hczph
> > > harpers hczph
> > > rolled hczph
> > > club hczph
> > > korntal hczph
> > > above hczph
> > > djuka hczph
> > > herein hczph

> > > ozund hczph
> > > papasawn hczph
> > > community hczph
> > > calumny hczph
> > > promise hczph
> > > yahoo hczph
> > > kryak hczph
> > > despite hczph
> > > haha hczph
> > > shouldnt hczph
> > > during hczph
> > > pigeons hczph
> > > holmer hczph
> > > called hczph
> > > dang hczph
> > > curly hczph
> > > goodinfoyou@die.com hczph
> > > gbrjl hczph
> > > lets hczph
> > > prudenter hczph
> > > kcedwards@aaen.dk hczph
> > > pakage hczph
> > > pattern hczph
> > > tech hczph
> > > rshuman hczph
> > > contient hczph
> > > their hczph
> > > intyre hczph
> > > sake hczph
> > > lehmke hczph
> > > dmartin hczph
> > > provoke hczph
> > > perfectly hczph
> > > settle hczph
> > > didn hczph
> > > amazingly hczph
> > > object hczph
> > > exploit hczph
> > > bmagaj hczph
> > > where hczph
> > > cklaus@iss.net hczph
> > > reads hczph
> > > conj hczph
> > > redundancy hczph
> > > snet hczph
> > > info@polarhome.com hczph
> > > uninvolved hczph
> > > complainercomplaintant hczph
> > > occupation hczph
> > > available hczph

> > > hormelcannedmeat hczph
> > > clumsily hczph
> > > carte hczph
> > > distributed hczph
> > > printed hczph
> > > stops hczph
> > > meant hczph
> > > jobs@yahoo.com hczph
> > > decades hczph
> > > backed hczph
> > > zwallet hczph
> > > shall hczph
> > > branches hczph
> > > thom@szimmer.de hczph
> > > glitch hczph
> > > huge hczph
> > > kcedwards hczph
> > > showed hczph
> > > awhile hczph
> > > highly hczph
> > > several hczph
> > > geraldine hczph
> > > card hczph
> > > ppsection hczph
> > > intersting hczph
> > > function hczph
> > > pressed hczph
> > > anti hczph
> > > siamchronicle hczph
> > > sbcglobal hczph
> > > selfprovided hczph
> > > then hczph
> > > ahead hczph
> > > daradic hczph
> > > davebright hczph
> > > sorry hczph
> > > rapport hczph
> > > expose hczph
> > > alter hczph
> > > bitching hczph
> > > silent hczph
> > > fgruen hczph
> > > saturday hczph
> > > jerry hczph
> > > jrezabek@iss.net hczph
> > > same hczph
> > > united hczph
> > > maker hczph
> > > ralfdeu hczph
> > > protections hczph

> > > tsokol hczph
> > > mohammed hczph
> > > essay hczph
> > > sporting hczph
> > > drozdan hczph
> > > bewa hczph
> > > herdthinners hczph
> > > provides hczph
> > > pink@yahoo.com hczph
> > > fibertel hczph
> > > bmagweber hczph
> > > freakhard@hotmail.com hczph
> > > soulseek hczph
> > > favorise hczph
> > > hrvojebukovec hczph
> > > boardtroll hczph
> > > yasushicountry hczph
> > > teenz hczph
> > > illegalz hczph
> > > definately hczph
> > > torrentse hczph
> > > survive hczph
> > > draad hczph
> > > data hczph
> > > imagine hczph
> > > owned hczph
> > > programs hczph
> > > optionally hczph
> > > kurtic hczph
> > > ciao hczph
> > > babs@sis.gh hczph
> > > censorship hczph
> > > full hczph
> > > details hczph
> > > outtah hczph
> > > compliments hczph
> > > raithel hczph
> > > dunlapb hczph
> > > warming hczph
> > > odds hczph
> > > male hczph
> > > languages hczph
> > > like hczph
> > > ddbbf hczph
> > > doshisha hczph
> > > secy@sbcglobal.net hczph
> > > majordomo@dxer.org hczph
> > > anamarijapavlovic hczph
> > > measures hczph
> > > unlimited hczph

> > > explain hczph
> > > passwords hczph
> > > vorhanden hczph
> > > websmoke hczph
> > > getmoneya hczph
> > > gotten hczph
> > > increases hczph
> > > opening hczph
> > > plenty hczph
> > > gail hczph
> > > diese hczph
> > > constant hczph
> > > found hczph
> > > trees hczph
> > > iplookup hczph
> > > monkey hczph
> > > defamatory hczph
> > > svhfs hczph
> > > iwew hczph
> > > request@baltimoremd.com hczph
> > > discovery hczph
> > > vcom hczph
> > > colorful hczph
> > > cognden hczph
> > > judged hczph
> > > answers hczph
> > > stalker hczph
> > > various hczph
> > > bmagcolleenbergin hczph
> > > whatshisname hczph
> > > letters hczph
> > > yuusaku hczph
> > > garage hczph
> > > laters hczph
> > > bitsy hczph
> > > underage hczph
> > > water hczph
> > > indicate hczph
> > > edition hczph
> > > injesus hczph
> > > acquintance hczph
> > > perception hczph
> > > swbell hczph
> > > mboricevic hczph
> > > consultation hczph
> > > enlisted hczph
> > > leading hczph
> > > editor@siamchronicle.com hczph
> > > daemons@killfile.org hczph
> > > lhartwig hczph

> > > gathered hczph
> > > shines hczph
> > > whois hczph
> > > dgeorg hczph
> > > points hczph
> > > fact hczph
> > > complaintant hczph
> > > cases hczph
> > > hint hczph
> > > acchan hczph
> > > marketing hczph
> > > entangled hczph
> > > hangman hczph
> > > delete hczph
> > > instinct hczph
> > > excuse hczph
> > > sleeping hczph
> > > spywarefree hczph
> > > sudden hczph
> > > words hczph
> > > uses hczph
> > > planeta hczph
> > > wollert hczph
> > > abrandoned@aol.com hczph
> > > peixiaomin@yahoo.com hczph
> > > quest hczph
> > > slumber hczph
> > > word hczph
> > > questions hczph
> > > pointed hczph
> > > kredietkaartinformatie hczph
> > > ignored hczph
> > > shouts hczph
> > > marrying hczph
> > > jeanlees@hotmail.com hczph
> > > stolen hczph
> > > trial hczph
> > > unauthorized hczph
> > > islands hczph
> > > damage hczph
> > > spamming hczph
> > > selves hczph
> > > backing hczph
> > > jimh@cnet.com hczph
> > > pocket hczph
> > > credit hczph
> > > windoze hczph
> > > even hczph
> > > workarounds hczph
> > > dallred hczph

> > > ungesetzliche hczph
> > > newest hczph
> > > idiocy hczph
> > > thanks hczph
> > > freight hczph
> > > lawyer hczph
> > > cracking hczph
> > > consistent hczph
> > > florida hczph
> > > described hczph
> > > response hczph
> > > walking hczph
> > > improve hczph
> > > plug hczph
> > > access hczph
> > > mtobin@aol.com hczph
> > > bmagpam@yahoo.com hczph
> > > yeah hczph
> > > expirations hczph
> > > flash hczph
> > > spammed hczph
> > > adresses hczph
> > > christian hczph
> > > publ hczph
> > > that's hczph
> > > characters hczph
> > > tigen hczph
> > > cwnet hczph
> > > tracker hczph
> > > support@email.com hczph
> > > raindrops hczph
> > > cover hczph
> > > ffentlich hczph
> > > resolves hczph
> > > somebody hczph
> > > entered hczph
> > > range hczph
> > > suspicious hczph
> > > sending hczph
> > > heposted hczph
> > > areas hczph
> > > fuckingteen hczph
> > > screw hczph
> > > goracemail hczph
> > > procedure hczph
> > > syllable hczph
> > > positions hczph
> > > pagine hczph
> > > sunday hczph
> > > somehow hczph

> > > france hczph
> > > forest hczph
> > > federal hczph
> > > franza@joinme.com hczph
> > > evidence hczph
> > > steal hczph
> > > usascii hczph
> > > hampton@hotmail.com hczph
> > > sarag@aol.com hczph
> > > solid hczph
> > > secondthoughts hczph
> > > exchange hczph
> > > sword hczph
> > > year hczph
> > > erik von lindt-herzog@yahoo.com hczph
> > > petimotor@netposta.net hczph
> > > contacted hczph
> > > haltabuse hczph
> > > shaun@aol.com hczph
> > > rashid hczph
> > > boardermail hczph
> > > belizemail hczph
> > > maintainers hczph
> > > donn hczph
> > > bakke@sbcglobal.net hczph
> > > bmagjennifersteamman hczph
> > > members hczph
> > > pffff hczph
> > > correct hczph
> > > trust hczph
> > > snopes hczph
> > > picw hczph
> > > jere hczph
> > > siammedianews@yahoo.com hczph
> > > makes hczph
> > > credibility hczph
> > > rope hczph
> > > phyathai hczph
> > > allowed hczph
> > > tinnyliu@aol.com hczph
> > > sorted hczph
> > > firmly hczph
> > > bocomldn@aol.com hczph
> > > wilson hczph
> > > palestians hczph
> > > impersonator hczph
> > > justification hczph
> > > finance hczph
> > > fallen hczph
> > > vienello hczph

> > > based hczph
> > > forefront hczph
> > > arguments hczph
> > > paolo hczph
> > > sarag hczph
> > > bnairn@telenisus.com hczph
> > > idtheft hczph
> > > keywords hczph
> > > attbi hczph
> > > crying hczph
> > > krgb@gte.net hczph
> > > harrassing hczph
> > > family hczph
> > > stats hczph
> > > monitoring hczph
> > > uesa hczph
> > > eheh hczph
> > > programmer hczph
> > > hilker hczph
> > > pansa hczph
> > > clues hczph
> > > hacker hczph
> > > operation hczph
> > > siammedianews hczph
> > > measure hczph
> > > outblaze hczph
> > > nejra hczph
> > > ucla hczph
> > > sample hczph
> > > slow hczph
> > > mirror hczph
> > > membership hczph
> > > vladyfan@hotmail.com hczph
> > > limit hczph
> > > mastercards hczph
> > > parolj hczph
> > > polarhome hczph
> > > troll hczph
> > > anonimously hczph
> > > skydesigns hczph
> > > compressed hczph
> > > hited hczph
> > > easily hczph
> > > civil hczph
> > > collator hczph
> > > pete hczph
> > > onto hczph
> > > dozens hczph
> > > xyzoom hczph
> > > might hczph

> > > talisker hczph
> > > knowledge hczph
> > > noddy hczph
> > > info@giganetstore.com hczph
> > > milan hczph
> > > propaganda hczph
> > > treas hczph
> > > patsl hczph
> > > innocently hczph
> > > although hczph
> > > fictional hczph
> > > hagcc hczph
> > > email hczph
> > > flame hczph
> > > does hczph
> > > relationship hczph
> > > updat hczph
> > > poiuytrewq hczph
> > > muss hczph
> > > eadelq hczph
> > > nick hczph
> > > slomusic hczph
> > > utexas hczph
> > > catch hczph
> > > england hczph
> > > faster hczph
> > > pacbell hczph
> > > mails hczph
> > > platform hczph
> > > believes hczph
> > > angered hczph
> > > intentions hczph
> > > informative hczph
> > > falsely hczph
> > > hgnord hczph
> > > exclamation hczph
> > > model hczph
> > > everyone hczph
> > > break hczph
> > > building hczph
> > > debian hczph
> > > ccmaker hczph
> > > uidl hczph
> > > fewer hczph
> > > lvtkv@miesto.sk hczph
> > > alexa hczph
> > > notches hczph
> > > weekly hczph
> > > policy hczph
> > > watchthatpage hczph

> > > joined hczph
> > > semi hczph
> > > canada hczph
> > > veggieleah hczph
> > > plaintive hczph
> > > handle hczph
> > > intensify hczph
> > > suggestions hczph
> > > excellent hczph
> > > yustarin hczph
> > > direction hczph
> > > crack hczph
> > > english hczph
> > > philippinejobs hczph
> > > quite hczph
> > > little hczph
> > > makingmoney hczph
> > > spectrum hczph
> > > hadnt hczph
> > > irhfzdgabmaf@slu.edu hczph
> > > irisbrose@yahoo.de hczph
> > > qualifies hczph
> > > ebusiness hczph
> > > cute hczph
> > > nope hczph
> > > handa@email.ky hczph
> > > mmenke@hotmail.com hczph
> > > lotsah hczph
> > > result hczph
> > > embarrassing hczph
> > > gameshows hczph
> > > students hczph
> > > portscan hczph
> > > telltaler hczph
> > > lacessit hczph
> > > read hczph
> > > bmagmichael@yahoo.com hczph
> > > eadsf hczph
> > > failed hczph
> > > prete hczph
> > > gorg hczph
> > > cybercrime hczph
> > > asked hczph
> > > consequences hczph
> > > detailed hczph
> > > telenisus hczph
> > > stfnsimon hczph
> > > adversary hczph
> > > comments hczph
> > > understand hczph

> > > christian@fabel.dk hczph
> > > therefore hczph
> > > phony hczph
> > > participate hczph
> > > gedojudea@yahoo.com hczph
> > > answer hczph
> > > pieces hczph
> > > dire hczph
> > > soon hczph
> > > versions hczph
> > > home hczph
> > > arboriculture hczph
> > > charanjib hczph
> > > agnes@capital.net hczph
> > > appears hczph
> > > hoes@hotmail.com hczph
> > > rome hczph
> > > numbers hczph
> > > hollywood hczph
> > > tool hczph
> > > site hczph
> > > nomoremailplease hczph
> > > anuskazg hczph
> > > call hczph
> > > implore hczph
> > > figure hczph
> > > slushai hczph
> > > bastard hczph
> > > reportstalking hczph
> > > clue hczph
> > > bombs hczph
> > > quote hczph
> > > mutal hczph
> > > completely hczph
> > > eaedpf hczph
> > > homepage hczph
> > > budet hczph
> > > separated hczph
> > > accussed hczph
> > > nuances hczph
> > > msrm hczph
> > > flames hczph
> > > four hczph
> > > irrigate hczph
> > > advertisements hczph
> > > gently hczph
> > > kita hczph
> > > update hczph
> > > boring hczph
> > > pesky hczph

> > > query hczph
> > > sense hczph
> > > complainer hczph
> > > film hczph
> > > bevat hczph
> > > stalkertm hczph
> > > april hczph
> > > married hczph
> > > femme hczph
> > > panagea hczph
> > > answered hczph
> > > respond hczph
> > > mild hczph
> > > utah hczph
> > > desires hczph
> > > truly hczph
> > > fqovu@male.ru hczph
> > > bgardner@cox.net hczph
> > > associated hczph
> > > lookover hczph
> > > jonesy hczph
> > > influence hczph
> > > gbtwp hczph
> > > insolent hczph
> > > telecomitalia hczph
> > > selfcensorship hczph
> > > perhaps hczph
> > > produced hczph
> > > folks hczph
> > > threats hczph
> > > believe hczph
> > > quit hczph
> > > yourhealth@england.com hczph
> > > disconnected hczph
> > > unknown hczph
> > > hype hczph
> > > bots hczph
> > > reading hczph
> > > supply hczph
> > > strong hczph
> > > bmagweber@yahoo.com hczph
> > > crime hczph
> > > nature hczph
> > > identifier hczph
> > > halfassed hczph
> > > copy hczph
> > > elessar hczph
> > > grafting hczph
> > > tvoix hczph
> > > study hczph

> > > profound hczph
> > > judithquintem hczph
> > > quotation hczph
> > > thaitimes hczph
> > > crooked hczph
> > > finche hczph
> > > dubai@arabia.com hczph
> > > crickets hczph
> > > office hczph
> > > filenames hczph
> > > kinds hczph
> > > finally hczph
> > > lying hczph
> > > fiscus hczph
> > > possibility hczph
> > > blackmailed hczph
> > > lessa hczph
> > > hearts hczph
> > > dragons hczph
> > > reeves@hotmail.com hczph
> > > franza hczph
> > > support hczph
> > > fran hczph
> > > sideeffe hczph
> > > mind hczph
> > > paris hczph
> > > mobile hczph
> > > rain hczph
> > > receive hczph
> > > login@rocketmail.com hczph
> > > reverse hczph
> > > jackpot hczph
> > > driving hczph
> > > madfashion hczph
> > > orglesson hczph
> > > jimmysmail hczph
> > > updated hczph
> > > cant hczph
> > > valdunn@hotmail.com hczph
> > > eternalboy hczph
> > > invent hczph
> > > peer hczph
> > > izmeni hczph
> > > blow hczph
> > > explained hczph
> > > jinju@web.de hczph
> > > internets hczph
> > > kids hczph
> > > product hczph
> > > highlights hczph

> > > betas hczph
> > > again hczph
> > > nose hczph
> > > bielefeldt hczph
> > > lists hczph
> > > franbr hczph
> > > ordinateur hczph
> > > pity hczph
> > > confisquer hczph
> > > hints hczph
> > > bulletin hczph
> > > saved hczph
> > > ajectives hczph
> > > contesting hczph
> > > bird hczph
> > > cognitive hczph
> > > firs hczph
> > > melb hczph
> > > first hczph
> > > irhfzdgabmaf hczph
> > > dread hczph
> > > pleasant hczph
> > > solutions hczph
> > > looked hczph
> > > btamail hczph
> > > gbpj hczph
> > > goes hczph
> > > fortressautomatic hczph
> > > lexmark hczph
> > > abuse@usa.net hczph
> > > became hczph
> > > petimotor hczph
> > > runs hczph
> > > carried hczph
> > > country hczph
> > > petschi hczph
> > > inreplyto hczph
> > > cloakers hczph
> > > punks hczph
> > > zbjbvm hczph
> > > legaladvise hczph
> > > thaitimes@sbcglobal.net hczph
> > > alimentarius hczph
> > > tenths hczph
> > > affiliate hczph
> > > shalt hczph
> > > rkrtul hczph
> > > bmagsusan hczph
> > > seeker hczph
> > > weab hczph

> > > violating hczph
> > > there hczph
> > > kjvoa hczph
> > > receiver@compuserve.com hczph
> > > corelation hczph
> > > subscribtion hczph
> > > defrauding hczph
> > > fablotz hczph
> > > thaicdc hczph
> > > poor hczph
> > > newsguy hczph
> > > concluded hczph
> > > behalf hczph
> > > combo hczph
> > > bmagmo hczph
> > > contains hczph
> > > medderm@oechosting.com hczph
> > > buckeye hczph
> > > pissed hczph
> > > antispam hczph
> > > oyuncini hczph
> > > decent hczph
> > > kjvoa@atlas.cz hczph
> > > gatto hczph
> > > asan hczph
> > > naha hczph
> > > mice hczph
> > > summer hczph
> > > multiple hczph
> > > language hczph
> > > artside@crosswinds.net hczph
> > > what hczph
> > > best hczph
> > > plearn hczph
> > > cristabel@lovemail.com hczph
> > > jdunder@inet.hr hczph
> > > paul hczph
> > > actual hczph
> > > workshop hczph
> > > qmailweb hczph
> > > charter hczph
> > > unkyung@yahoo.com hczph
> > > songs hczph
> > > sing hczph
> > > miser hczph
> > > ripp hczph
> > > utilize hczph
> > > payment hczph
> > > bogged hczph
> > > niet hczph

> > > hosting hczph
> > > cresswell hczph
> > > names hczph
> > > vicenza hczph
> > > sergi hczph
> > > countries hczph
> > > kerstin hczph
> > > instance hczph
> > > happily hczph
> > > sandes hczph
> > > munged@msn.com hczph
> > > showsrc hczph
> > > yangying hczph
> > > crimereport hczph
> > > pornsites hczph
> > > surprize hczph
> > > inet hczph
> > > should hczph
> > > ineedhits hczph
> > > slandered hczph
> > > trying hczph
> > > publicly hczph
> > > toolz hczph
> > > telok hczph
> > > kins hczph
> > > dismantled hczph
> > > hiiiiiiiiiya hczph
> > > offered hczph
> > > listserv@usa.net hczph
> > > someones hczph
> > > greedy hczph
> > > arabia hczph
> > > began hczph
> > > undoubtably hczph
> > > cleaned hczph
> > > mihs hczph
> > > abhapanchal hczph
> > > bugs hczph
> > > fluke hczph
> > > ddosattacked hczph
> > > eugene hczph
> > > mtsu hczph
> > > crudely hczph
> > > states hczph
> > > landmass hczph
> > > hold hczph
> > > madmail hczph
> > > systems hczph
> > > bocomldn hczph
> > > penalty hczph

> > > giving hczph
> > > martino hczph
> > > findings hczph
> > > uspassword hczph
> > > looks hczph
> > > reffnera@findlay.edu hczph
> > > complaining hczph
> > > perpetrator hczph
> > > attitude hczph
> > > trempack hczph
> > > nonsense hczph
> > > local hczph
> > > purity hczph
> > > jurisdiction hczph
> > > robert hczph
> > > shout hczph
> > > daiavocetti hczph
> > > chances hczph
> > > irritant hczph
> > > derganc@didamail.com hczph
> > > middle hczph
> > > askinsk hczph
> > > adopting hczph
> > > tell hczph
> > > kreditkarte hczph
> > > more hczph
> > > einer hczph
> > > zworg hczph
> > > applications hczph
> > > scold hczph
> > > meanwhile hczph
> > > bomb hczph
> > > crap hczph
> > > gbuji hczph
> > > bush hczph
> > > telephone hczph
> > > newsread hczph
> > > erik lunsen@jmu.edu hczph
> > > oeogxysfrtbnvibba hczph
> > > liked hczph
> > > abundantly hczph
> > > guest hczph
> > > pouches hczph
> > > imitation hczph
> > > bbradd@olg.com hczph
> > > begins hczph
> > > posting hczph
> > > copyright hczph
> > > contributions hczph
> > > occt hczph

> > > butt hczph
> > > bgnd@canada.com hczph
> > > ijhaw hczph
> > > kidding hczph
> > > games hczph
> > > tcubr hczph
> > > verona hczph
> > > fish hczph
> > > missed hczph
> > > happens hczph
> > > webtv hczph
> > > freewebsite@dcemail.com hczph
> > > kacpa@hananet.net hczph
> > > bianchegialle hczph
> > > bmagrbmollett hczph
> > > scamalert hczph
> > > kneider hczph
> > > traildog hczph
> > > virus hczph
> > > beware hczph
> > > cahoots hczph
> > > finem hczph
> > > theporch hczph
> > > teddy hczph
> > > smart hczph
> > > extradition hczph
> > > nights hczph
> > > ajessie hczph
> > > exkawdi hczph
> > > eire hczph
> > > seki@familykose.com hczph
> > > wenchno@hotmail.com hczph
> > > gbujh hczph
> > > reducetaxesguaranteed hczph
> > > dxer hczph
> > > women hczph
> > > surprisingly hczph
> > > earned hczph
> > > thirst hczph
> > > reject hczph
> > > absurd hczph
> > > reasoning hczph
> > > casher hczph
> > > english? hczph
> > > wheat hczph
> > > cgibindisplay hczph
> > > delivered hczph
> > > mscsr hczph
> > > ukraine hczph
> > > incredibly hczph

> > > isnt hczph
> > > some hczph
> > > thrunet hczph
> > > vacation hczph
> > > birds hczph
> > > dbolt hczph
> > > lehigh hczph
> > > told hczph
> > > makdaman@hotmail.com hczph
> > > organization hczph
> > > brainless hczph
> > > turned hczph
> > > leonardr@segfault.org hczph
> > > teknikogretmenler hczph
> > > regroups hczph
> > > legal hczph
> > > slaves hczph
> > > sneaky hczph
> > > removed hczph
> > > volume hczph
> > > netetiquette hczph
> > > releases hczph
> > > asshole hczph
> > > someone@columbia.edu hczph
> > > hoes hczph
> > > schirmer@serverart.org hczph
> > > quiet hczph
> > > have hczph
> > > deleted hczph
> > > sniffing hczph
> > > situation hczph
> > > penetrate hczph
> > > browse hczph
> > > bmagirving@yahoo.com hczph
> > > away hczph
> > > fabel hczph
> > > disks hczph
> > > fjhs@yahoo.com hczph
> > > signing hczph
> > > world hczph
> > > exists hczph
> > > basicaly hczph
> > > programers hczph
> > > rendition hczph
> > > annually hczph
> > > porlidaliev hczph
> > > digex hczph
> > > daiavocetti@yahoo.com hczph
> > > individual hczph
> > > kqkjbiacbbg hczph

> > > dnjhv hczph
> > > lwriley@ufl.edu hczph
> > > besmirch hczph
> > > engine hczph
> > > greater hczph
> > > occurrences hczph
> > > bmagjp@yahoo.com hczph
> > > references hczph
> > > streets hczph
> > > biznes hczph
> > > msmail hczph
> > > jake hczph
> > > mlist hczph
> > > crumbs hczph
> > > straylight hczph
> > > tempe hczph
> > > check hczph
> > > month hczph
> > > quality hczph
> > > point hczph
> > > dripc hczph
> > > trelenb hczph
> > > specialized hczph
> > > vrfm@belize.net hczph
> > > whites@aol.com hczph
> > > bacb hczph
> > > washbrook@atlas.cz hczph
> > > thinks hczph
> > > engines hczph
> > > fail hczph
> > > questions@freebsd.org hczph
> > > enth hczph
> > > ranshe hczph
> > > jubiipost hczph
> > > handled hczph
> > > breakpoint hczph
> > > asmworkshop hczph
> > > models hczph
> > > ichisanper hczph
> > > romana hczph
> > > sorts hczph
> > > repeats hczph
> > > step hczph
> > > siammedia hczph
> > > operapl hczph
> > > srca@post.com hczph
> > > works hczph
> > > eadsg hczph
> > > becoming hczph
> > > smith hczph

> > > sonof hczph
> > > mailnews@dizum.com hczph
> > > restored hczph
> > > sookmyung hczph
> > > pelopasgr@yahoo.com hczph
> > > anonymous hczph
> > > joncsj hczph
> > > weight hczph
> > > detective hczph
> > > abuse@pbi.net hczph
> > > jaja hczph
> > > michhelle hczph
> > > authorities hczph
> > > webmasterworld hczph
> > > technical hczph
> > > surely hczph
> > > dswift hczph
> > > daddy hczph
> > > stalking hczph
> > > services hczph
> > > kasiopeja@yahoo.com hczph
> > > addendum hczph
> > > fdemo hczph
> > > gardenwork hczph
> > > cnet hczph
> > > hunting hczph
> > > evlh hczph
> > > green hczph
> > > stuck hczph
> > > overtime hczph
> > > proof hczph
> > > request@kkn.net hczph
> > > nanas@newsguy.com hczph
> > > confirmed hczph
> > > srbudaraju@hotmail.com hczph
> > > deze hczph
> > > yardim hczph
> > > arin hczph
> > > sharp hczph
> > > grlmail hczph
> > > yesterday hczph
> > > offended hczph
> > > located hczph
> > > viewing hczph
> > > plen hczph
> > > digital hczph
> > > jbozic@hotmail.com hczph
> > > bitched hczph
> > > highlight hczph
> > > stahl hczph

> > > hans hczph
> > > familiar hczph
> > > sports hczph
> > > scan hczph
> > > comment hczph
> > > coffee hczph
> > > dolls hczph
> > > maggots hczph
> > > munged@aol.com hczph
> > > georg hczph
> > > kathyskrafts hczph
> > > been hczph
> > > deja hczph
> > > elim hczph
> > > href hczph
> > > apnic hczph
> > > lame hczph
> > > specialised hczph
> > > because hczph
> > > securit hczph
> > > avrcafct@yahoo.de hczph
> > > locally hczph
> > > reuters hczph
> > > johnsmith hczph
> > > bmagmarsha hczph
> > > cause hczph
> > > minor hczph
> > > nowhere hczph
> > > avatars hczph
> > > dangerous hczph
> > > birth hczph
> > > impsat hczph
> > > netscape hczph
> > > occurrance hczph
> > > sided hczph
> > > overboard hczph
> > > difference hczph
> > > needs hczph
> > > true hczph
> > > angela@web.de hczph
> > > upwards hczph
> > > german hczph
> > > coke hczph
> > > korthals@gmx.net hczph
> > > mailnews hczph
> > > hour hczph
> > > resides hczph
> > > forward hczph
> > > bmagmatthew@yahoo.com hczph
> > > pretended hczph

> > > bottom hczph
> > > depart hczph
> > > tricks hczph
> > > could hczph
> > > digress hczph
> > > recipes hczph
> > > bignews hczph
> > > ignorance hczph
> > > patterns hczph
> > > info hczph
> > > bushes hczph
> > > thatthey hczph
> > > gbui hczph
> > > kennw hczph
> > > mcgkt@aol.com hczph
> > > welle hczph
> > > mature hczph
> > > dochenkova hczph
> > > reeves hczph
> > > bittorent hczph
> > > agcey hczph
> > > newsletter hczph
> > > regret hczph
> > > owner@yahoogroups.com hczph
> > > normaly hczph
> > > playing hczph
> > > cached hczph
> > > testerday hczph
> > > legaladvise@mecom.net hczph
> > > free@moneyu.com hczph
> > > judithquintem@gmx.de hczph
> > > umnh hczph
> > > aliases hczph
> > > quota hczph
> > > macdonalds hczph
> > > grbentley hczph
> > > nachrichten hczph
> > > zaynzaynzayn hczph
> > > silence hczph
> > > everybody hczph
> > > giddy hczph
> > > referreruser hczph
> > > default hczph
> > > junkmail hczph
> > > lose hczph
> > > patiently hczph
> > > honestly hczph
> > > meta hczph
> > > jflowers hczph
> > > djuka@poen.net hczph

> > > paulson@eyou.com hczph
> > > zavyazat hczph
> > > babs hczph
> > > cost hczph
> > > punk hczph
> > > freeby hczph
> > > anything hczph
> > > noticed hczph
> > > slightly hczph
> > > whose hczph
> > > irisbrose hczph
> > > disappointing hczph
> > > pseudonyms hczph
> > > zijn hczph
> > > igloo hczph
> > > wachtwoorden hczph
> > > specificaly hczph
> > > sensi hczph
> > > effort hczph
> > > writes hczph
> > > xoriginatingip hczph
> > > signed hczph
> > > tiny hczph
> > > eccles@ballsy.net hczph
> > > perl hczph
> > > traildog@yahoogroups.com hczph
> > > exkaw hczph
> > > youare hczph
> > > going hczph
> > > action hczph
> > > adapted hczph
> > > handle@aol.com hczph
> > > gales hczph
> > > liars hczph
> > > dijuno hczph
> > > including hczph
> > > borarslan hczph
> > > cdean hczph
> > > pages hczph
> > > later hczph
> > > stbtclient hczph
> > > pastor hczph
> > > intro hczph
> > > jugs hczph
> > > notorious hczph
> > > dancing hczph
> > > vsegda hczph
> > > algorithm hczph
> > > mbox hczph
> > > jumping hczph

> > > meeting hczph
> > > keremulken@yahoo.com hczph
> > > faked hczph
> > > chat hczph
> > > armchairgenerals hczph
> > > dunno hczph
> > > entrium hczph
> > > ignore hczph
> > > glad hczph
> > > rarely hczph
> > > hwittenmyer@aol.com hczph
> > > matt hczph
> > > adoptions hczph
> > > vice hczph
> > > freedom hczph
> > > conclusion hczph
> > > depth hczph
> > > humans hczph
> > > wilskor@yahoo.com hczph
> > > george hczph
> > > austrian hczph
> > > hananet hczph
> > > random hczph
> > > outwiegh hczph
> > > shed hczph
> > > woodmann hczph
> > > here hczph
> > > lock hczph
> > > lifelong hczph
> > > dubourg@visto.com hczph
> > > khaothai@yahoo.com hczph
> > > ljossifoff@hotmail.com hczph
> > > hozoji@gmx.de hczph
> > > planning hczph
> > > eadsgf hczph
> > > repeater hczph
> > > pull hczph
> > > gbrx hczph
> > > owner@egroups.com hczph
> > > vast hczph
> > > iggy hczph
> > > fred@avolio.com hczph
> > > regrettable hczph
> > > gibbons hczph
> > > closely hczph
> > > discussion hczph
> > > dark hczph
> > > fork hczph
> > > upon hczph
> > > defendent hczph

> > > cottage hczph
> > > bitnet hczph
> > > gwalter hczph
> > > accounts hczph
> > > candidates hczph
> > > illegal hczph
> > > listserv@netcom.com hczph
> > > desperately hczph
> > > instead hczph
> > > smachines hczph
> > > adequate hczph
> > > caution hczph
> > > nugent hczph
> > > desch hczph
> > > anuskazg@yahoo.com hczph
> > > want hczph
> > > worth hczph
> > > exposing hczph
> > > angry hczph
> > > either hczph
> > > wclistserve hczph
> > > dollar hczph
> > > oppps hczph
> > > filthy hczph
> > > seven hczph
> > > persoonlijke hczph
> > > comes hczph
> > > earn hczph
> > > deliberate hczph
> > > register hczph
> > > rizome hczph
> > > nshore hczph
> > > barely hczph
> > > matters hczph
> > > groups hczph
> > > threat hczph
> > > reams hczph
> > > expression hczph
> > > taken hczph
> > > yehhh hczph
> > > thats hczph
> > > committed hczph
> > > genel hczph
> > > rogerswave hczph
> > > repository hczph
> > > aries hczph
> > > mazzaro@zwallet.com hczph
> > > agnes hczph
> > > uabcs hczph
> > > myself hczph

> > > impossible hczph
> > > birthday hczph
> > > whites hczph
> > > invalid hczph
> > > another hczph
> > > grown hczph
> > > negligence hczph
> > > groundwork hczph
> > > ijnwaw hczph
> > > cook hczph
> > > dirtbags hczph
> > > skstraub@yahoo.com hczph
> > > till hczph
> > > godsonokoliuche hczph
> > > newsarticle hczph
> > > door hczph
> > > reportcp hczph
> > > koir hczph
> > > consult hczph
> > > diplomatic hczph
> > > zdgrieshop@mapllc.com hczph
> > > greencard hczph
> > > digimark hczph
> > > essays hczph
> > > dice hczph
> > > gobal hczph
> > > dutchspeaking hczph
> > > itself hczph
> > > created hczph
> > > codes hczph
> > > timezones hczph
> > > paulson hczph
> > > arts hczph
> > > slander hczph
> > > criminal hczph
> > > anyhow hczph
> > > meetings hczph
> > > spoke hczph
> > > repeat hczph
> > > delegate hczph
> > > gbvisn hczph
> > > planet hczph
> > > mailbombed hczph
> > > himherself hczph
> > > gather hczph
> > > earth hczph
> > > psychopath hczph
> > > techniques hczph
> > > spreading hczph
> > > lore hczph

> > > redaktion hczph
> > > egalz hczph
> > > watchtape hczph
> > > visto hczph
> > > applies hczph
> > > bobbynewmark hczph
> > > hijacked hczph
> > > talking hczph
> > > sends hczph
> > > jbozic hczph
> > > bcathera@houstonisd.org hczph
> > > furon hczph
> > > munch hczph
> > > akpyslsk hczph
> > > daterange hczph
> > > flynngn@jmu.edu hczph
> > > bill@billfindeisen.com hczph
> > > foothill hczph
> > > everytime hczph
> > > drakelist hczph
> > > mtobin hczph
> > > mevzuat hczph
> > > devote hczph
> > > fingerprintlike hczph
> > > wait hczph
> > > vivalove hczph
> > > webguy hczph
> > > honest hczph
> > > fast hczph
> > > ptjil hczph
> > > hgnord@rocketmail.com hczph
> > > mathirth@kornet.net hczph
> > > asleep hczph
> > > faithful hczph
> > > evict hczph
> > > solves hczph
> > > porter hczph
> > > impersonation hczph
> > > disabled hczph
> > > proper hczph
> > > hahatheinsane hczph
> > > mrspodach hczph
> > > isscomm hczph
> > > postmaster@columbia.edu hczph
> > > photographs hczph
> > > spaced hczph
> > > backup hczph
> > > resulted hczph
> > > nextiraone hczph
> > > haven hczph

> > > usss hczph
> > > munged hczph
> > > bmagirving hczph
> > > longd hczph
> > > cobalt hczph
> > > looking hczph
> > > kasiopeja hczph
> > > apostrophe hczph
> > > xcabal hczph
> > > dollars hczph
> > > bytes hczph
> > > dependent hczph
> > > freedomu@aichi.com hczph
> > > jimh hczph
> > > confidential hczph
> > > zzzz hczph
> > > bingo hczph
> > > hear hczph
> > > normal hczph
> > > miesto hczph
> > > cyber hczph
> > > scientific hczph
> > > mirroring hczph
> > > specific hczph
> > > bmagjason@yahoo.com hczph
> > > lesson hczph
> > > lapajne hczph
> > > boat hczph
> > > seen hczph
> > > psychicmedium hczph
> > > trick hczph
> > > black hczph
> > > bmagbrian hczph
> > > game hczph
> > > computerwords hczph
> > > sustainable hczph
> > > alphabeticaly hczph
> > > ordinary hczph
> > > cloaking hczph
> > > capable hczph
> > > streamable hczph
> > > repaired hczph
> > > visiting hczph
> > > fingers hczph
> > > novel hczph
> > > further hczph
> > > messageboard hczph
> > > tries hczph
> > > ewkj hczph
> > > unkyung hczph

> > > shows hczph
> > > statements hczph
> > > opinion hczph
> > > segfault hczph
> > > type hczph
> > > scenario hczph
> > > written hczph
> > > regulars hczph
> > > gomer hczph
> > > drobilo hczph
> > > rise hczph
> > > mailcity hczph
> > > ptjil@jubiipost.dk hczph
> > > craziness hczph
> > > crapmongers hczph
> > > ebenezer hczph
> > > tanya hczph
> > > open hczph
> > > fastmoney hczph
> > > castle hczph
> > > studiotho hczph
> > > dear hczph
> > > ieec hczph
> > > unsubstantiated hczph
> > > kali hczph
> > > sadly hczph
> > > lurkerone hczph
> > > alas hczph
> > > solve hczph
> > > mime hczph
> > > stool hczph
> > > breaking hczph
> > > mine hczph
> > > uncollated hczph
> > > string hczph
> > > occurance hczph
> > > private hczph
> > > watson hczph
> > > unless hczph
> > > skopirovat hczph
> > > taste hczph
> > > wonderful hczph
> > > replyto hczph
> > > gbtgm hczph
> > > especialy hczph
> > > bmagpaulafinkelstein hczph
> > > iwew@lycos.com hczph
> > > scolded hczph
> > > rshook hczph
> > > quade@clark.net hczph

> > > qmail hczph
> > > owner@yahoogroupes.fr hczph
> > > lies hczph
> > > whatever hczph
> > > sicut hczph
> > > made hczph
> > > dnjhv@sapo.pt hczph
> > > thewhites@aol.com hczph
> > > essayer hczph
> > > both hczph
> > > release hczph
> > > bhiq hczph
> > > defend hczph
> > > rscubed hczph
> > > gbtdd hczph
> > > ideas hczph
> > > rambleings hczph
> > > serch hczph
> > > also hczph
> > > order hczph
> > > suisse hczph
> > > unicorn@keyemail.com hczph
> > > btng hczph
> > > zdgrieshop hczph
> > > anals hczph
> > > gurubu@yahoogroups.com hczph
> > > policejudiciairefed hczph
> > > citicards hczph
> > > wenchno hczph
> > > lower hczph
> > > argentina hczph
> > > bnairn hczph
> > > retaliation hczph
> > > listserv hczph
> > > stray hczph
> > > awfully hczph
> > > outcome hczph
> > > amazed hczph
> > > such hczph
> > > attn hczph
> > > commercial hczph
> > > empty hczph
> > > wants hczph
> > > arrogance hczph
> > > identity hczph
> > > lazy hczph
> > > demand hczph
> > > advertizing hczph
> > > macos hczph
> > > appear hczph

> > > mart hczph
> > > newbie hczph
> > > aljazeera hczph
> > > doomy hczph
> > > taho hczph
> > > scamming hczph
> > > vrfm hczph
> > > used hczph
> > > udata hczph
> > > offer hczph
> > > lkmorris hczph
> > > mensing hczph
> > > unicorn hczph
> > > unfair hczph
> > > implies hczph
> > > circumstances hczph
> > > sizable hczph
> > > published hczph
> > > cklaus hczph
> > > jenarmstrong hczph
> > > virtualave hczph
> > > hayesmstw hczph
> > > aapje hczph
> > > creditcardinformatie hczph
> > > mirrors hczph
> > > alive hczph
> > > hizar hczph
> > > seek hczph
> > > dated hczph
> > > kunsan hczph
> > > keeping hczph
> > > terayon hczph
> > > easter hczph
> > > puddles hczph
> > > suppose hczph
> > > munged@bigfoot.com hczph
> > > littletnbigdaddy@aol.com hczph
> > > sophisticated hczph
> > > restrictive hczph
> > > userabc hczph
> > > deepshredder@yahoo.com hczph
> > > next hczph
> > > programming hczph
> > > fear hczph
> > > jerky hczph
> > > filmsdocuentaries hczph
> > > datenschutzjgk hczph
> > > peace hczph
> > > ping hczph
> > > rogertellws@cnnic.com hczph

> > > health hczph
> > > monitor hczph
> > > additional hczph
> > > proidet hczph
> > > jinju hczph
> > > lots hczph
> > > determination hczph
> > > owner hczph
> > > exercise hczph
> > > studing hczph
> > > eyedeeahs hczph
> > > yunk hczph
> > > lauren hczph
> > > ralfdeu@yahoo.de hczph
> > > extreme hczph
> > > poetry hczph
> > > files hczph
> > > unaware hczph
> > > administrators hczph
> > > challenging hczph
> > > beta hczph
> > > gentelman hczph
> > > impartiality hczph
> > > happening hczph
> > > gigio hczph
> > > saonah@ivillage.com hczph
> > > seeing hczph
> > > danke hczph
> > > failure hczph
> > > smalley hczph
> > > listproc@theporch.com hczph
> > > ulcer hczph
> > > sportinggoods hczph
> > > fuckoff hczph
> > > problems hczph
> > > bmagphipps hczph
> > > party hczph
> > > believably hczph
> > > lhartwig@yahoo.com hczph
> > > foreign hczph
> > > unit hczph
> > > richalln@yahoo.com hczph
> > > continued hczph
> > > unprecedented hczph
> > > skipping hczph
> > > tempus hczph
> > > manipulating hczph
> > > over hczph
> > > translate hczph
> > > cannonexpress hczph

> > > upgraded hczph
> > > slap hczph
> > > majordomo hczph
> > > support@smtp.com hczph
> > > pointing hczph
> > > correctly hczph
> > > cheated hczph
> > > ecurity hczph
> > > login hczph
> > > hosts hczph
> > > subscription hczph
> > > interestingly hczph
> > > mastercard hczph
> > > hopefully hczph
> > > myfreehost hczph
> > > particularily hczph
> > > xodi hczph
> > > levels hczph
> > > freerhyme@sbcglobal.net hczph
> > > registration hczph
> > > microsoft hczph
> > > account hczph
> > > filecompression hczph
> > > mortgage hczph
> > > entitled hczph
> > > systransoft hczph
> > > host hczph
> > > remove@altavistausa.com hczph
> > > daemons hczph
> > > arisu hczph
> > > attack hczph
> > > ruguide hczph
> > > prepare hczph
> > > usually hczph
> > > twofold hczph
> > > unwanted hczph
> > > queer hczph
> > > quoting hczph
> > > theunknownaddy hczph
> > > wooo hczph
> > > rphonebook hczph
> > > doit hczph
> > > analyze hczph
> > > xsall hczph
> > > university hczph
> > > shut hczph
> > > abuse@interbusiness.it hczph
> > > removal hczph
> > > better hczph
> > > intergov hczph

> > > belated hczph
> > > every hczph
> > > nuri hczph
> > > allies hczph
> > > credibilty hczph
> > > nunc hczph
> > > immediately hczph
> > > namachoko hczph
> > > twig hczph
> > > kudos hczph
> > > thlonrangr hczph
> > > spinsanity hczph
> > > stratagem hczph
> > > waiting hczph
> > > icobalt hczph
> > > costs hczph
> > > oppossing hczph
> > > disavowed hczph
> > > violation hczph
> > > angelhouse hczph
> > > valentinecookies hczph
> > > notify hczph
> > > cuius hczph
> > > user@gentoo.org hczph
> > > bastardization hczph
> > > minors hczph
> > > beginning hczph
> > > russia hczph
> > > info@interthainews.com hczph
> > > excursions hczph
> > > instigate hczph
> > > already hczph
> > > upgrade hczph
> > > liking hczph
> > > returnpath hczph
> > > close hczph
> > > sgesler hczph
> > > changedetect hczph
> > > child hczph
> > > laws hczph
> > > sacco hczph
> > > bshgands@mailexcite.com hczph
> > > disposal hczph
> > > force hczph
> > > elder hczph
> > > liar hczph
> > > skeet hczph
> > > tsokolbk hczph
> > > armed hczph
> > > players hczph

> > > proud hczph
> > > bindisplay hczph
> > > intext hczph
> > > victims hczph
> > > nicely hczph
> > > released hczph
> > > opdx hczph
> > > scratch hczph
> > > quidquid hczph
> > > userabc@abc.com hczph
> > > gbrjm hczph
> > > taho@inbox.ru hczph
> > > compuserve hczph
> > > braindead hczph
> > > bmagjamiegeller hczph
> > > kendal hczph
> > > invoice hczph
> > > belief hczph
> > > sigh hczph
> > > path hczph
> > > street hczph
> > > spend hczph
> > > clean hczph
> > > live hczph
> > > unbelievably hczph
> > > encompasserve hczph
> > > localhost hczph
> > > abandonware hczph
> > > last hczph
> > > edsb hczph
> > > afford hczph
> > > hahahhahahaha hczph
> > > sama@yahoo.com hczph
> > > dcemail hczph
> > > gloriuos hczph
> > > pdfs hczph
> > > thinking hczph
> > > equalize hczph
> > > worduse hczph
> > > inurl hczph
> > > cclarkjw hczph
> > > solution hczph
> > > twister hczph
> > > keremulken hczph
> > > dialup hczph
> > > comhivyieye hczph
> > > venture hczph
> > > analyses hczph
> > > fullnote hczph
> > > days hczph

> > > obrocs hczph
> > > mmtel hczph
> > > gave hczph
> > > jojimmy@themail.com hczph
> > > yahoogroupes hczph
> > > finta hczph
> > > budget hczph
> > > congratulations hczph
> > > conclusions hczph
> > > anyone hczph
> > > damschroder hczph
> > > enrich hczph
> > > secretj@aol.com hczph
> > > lured hczph
> > > unsolicited hczph
> > > starting hczph
> > > majority hczph
> > > guinevereactg hczph
> > > curious hczph
> > > dubai hczph
> > > wood hczph
> > > pdabench hczph
> > > learned hczph
> > > cram hczph
> > > gedojudea hczph
> > > tlili hczph
> > > gbtxc hczph
> > > those hczph
> > > lowellfive hczph
> > > news@thaitownusa.com hczph
> > > wata hczph
> > > interthainews hczph
> > > eachother hczph
> > > foreigners hczph
> > > souvenir hczph
> > > bring hczph
> > > infringe hczph
> > > head hczph
> > > slsk hczph
> > > difficult hczph
> > > coincidence hczph
> > > btplusplus hczph
> > > fraudelent hczph
> > > photo hczph
> > > risitano@libero.it hczph
> > > revealed hczph
> > > alone hczph
> > > dubious hczph
> > > interested hczph
> > > agreed hczph

> > > concentrate hczph
> > > secretariatprdfr hczph
> > > faqs hczph
> > > techie hczph
> > > infoetc hczph
> > > purpose hczph
> > > laugh hczph
> > > lauren@grlmail.com hczph
> > > scratching hczph
> > > walmart hczph
> > > exetools hczph
> > > girls hczph
> > > kayaker hczph
> > > trade hczph
> > > columbia hczph
> > > recent hczph
> > > antoh@turbomail.net hczph
> > > twpyhr hczph
> > > gbtba hczph
> > > zaitzeva hczph
> > > quoted hczph
> > > deevdee@welho.com hczph
> > > nejra@net.hr hczph
> > > altadena hczph
> > > gardening hczph
> > > rank hczph
> > > lead hczph
> > > allright hczph
> > > wobothunting hczph
> > > themes hczph
> > > mozhesh hczph
> > > doesn hczph
> > > almost hczph
> > > sermen hczph
> > > suckered hczph
> > > night hczph
> > > publiquement hczph
> > > hayoo hczph
> > > nicks hczph
> > > defamation hczph
> > > bride hczph
> > > potential hczph
> > > time hczph
> > > phuchit hczph
> > > hello hczph
> > > stanmcbain hczph
> > > licence hczph
> > > marks hczph
> > > beaver hczph
> > > entertain hczph

> > > thelist hczph
> > > boxes hczph
> > > crosswinds hczph
> > > stewperry hczph
> > > threads hczph
> > > excite hczph
> > > turbomail hczph
> > > bitch hczph
> > > whereas hczph
> > > framework hczph
> > > strategic hczph
> > > parties hczph
> > > market hczph
> > > zozzoz hczph
> > > nifty hczph
> > > menseekingwomen hczph
> > > dixie hczph
> > > undeliverable hczph
> > > thought hczph
> > > baited hczph
> > > cemetery hczph
> > > austin hczph
> > > says hczph
> > > twonineca@yahoo.com hczph
> > > casher@talk.com hczph
> > > fancies hczph
> > > lenj hczph
> > > schafft hczph
> > > postmaster hczph
> > > suggestion hczph
> > > lives hczph
> > > skeet@pobox.com hczph
> > > slashdotted hczph
> > > smell hczph
> > > emails hczph
> > > talktome hczph
> > > outside hczph
> > > achieve hczph
> > > together hczph
> > > holmes hczph
> > > neighbouring hczph
> > > readmessa hczph
> > > publically hczph
> > > yahoogroups hczph
> > > visited hczph
> > > total hczph
> > > tates hczph
> > > knowhow hczph
> > > success hczph
> > > professional hczph

> > > sslivens hczph
> > > reason hczph
> > > standard hczph
> > > keyword hczph
> > > listproc hczph
> > > move hczph
> > > davidt hczph
> > > responses hczph
> > > saakl hczph
> > > gawdamned hczph
> > > dcroth hczph
> > > sreal hczph
> > > exact hczph
> > > easier hczph
> > > eliminate hczph
> > > course hczph
> > > discover hczph
> > > abuse@freestation.com hczph
> > > counter hczph
> > > afraid hczph
> > > secretariatprd hczph
> > > shuu@yahoo.com hczph
> > > fires hczph
> > > unix hczph
> > > jorice@attbi.com hczph
> > > tsheps hczph
> > > decipher hczph
> > > bertretung hczph
> > > quade hczph
> > > respice hczph
> > > apostate hczph
> > > network hczph
> > > appearing hczph
> > > supprimer hczph
> > > archive hczph
> > > making hczph
> > > writing hczph
> > > sooner hczph
> > > town hczph
> > > possession hczph
> > > system hczph
> > > raitehl hczph
> > > ratsam hczph
> > > money hczph
> > > river hczph
> > > voiced hczph
> > > bmagcaseybane hczph
> > > https hczph
> > > smtp hczph
> > > sociopath hczph

> > > programmers hczph
> > > mouth hczph
> > > combination hczph
> > > hoursbad hczph
> > > recall hczph
> > > vision hczph
> > > practises hczph
> > > eckhardt@gmx.de hczph
> > > replaced hczph
> > > sayin hczph
> > > replied hczph
> > > convert hczph
> > > owner@vim.org hczph
> > > stay hczph
> > > glance hczph
> > > tounge hczph
> > > debbah hczph
> > > bill hczph
> > > popstars hczph
> > > instructions hczph
> > > build hczph
> > > porting hczph
> > > roesch hczph
> > > mego hczph
> > > possibly hczph
> > > between hczph
> > > many hczph
> > > about hczph
> > > make hczph
> > > emoticons hczph
> > > exception hczph
> > > authorization hczph
> > > worked hczph
> > > famous hczph
> > > guys hczph
> > > carefully hczph
> > > eaegv hczph
> > > mots hczph
> > > participating hczph
> > > secret hczph
> > > dorm hczph
> > > querys hczph
> > > temporarily hczph
> > > fjerndettewebspeed hczph
> > > channel hczph
> > > displayed hczph
> > > finkelstein@yahoo.com hczph
> > > mistake hczph
> > > loud hczph
> > > leery hczph

> > > animal hczph
> > > character hczph
> > > piena hczph
> > > freitas hczph
> > > equiped@hoursbad.com hczph
> > > scanning hczph
> > > location hczph
> > > nicht hczph
> > > department hczph
> > > movies hczph
> > > juice hczph
> > > flemmisch hczph
> > > invalid@yahoo.com hczph
> > > option hczph
> > > falsche hczph
> > > grove hczph
> > > commit hczph
> > > matej hczph
> > > expiration hczph
> > > right hczph
> > > spro hczph
> > > bmagmarsha@yahoo.com hczph
> > > leganord hczph
> > > transferencoding hczph
> > > cporn hczph
> > > preferably hczph
> > > withhypens hczph
> > > dedicated hczph
> > > familykose hczph
> > > heikokratzke hczph
> > > phillipk@computer.org hczph
> > > whom hczph
> > > tforrester hczph
> > > bestrebt hczph
> > > scolding hczph
> > > suitable hczph
> > > woohoo hczph
> > > snsoufan hczph
> > > judiciaire hczph
> > > seite hczph
> > > delta hczph
> > > shopkeeper hczph
> > > annoying hczph
> > > bcampbell@sbcglobal.net hczph
> > > flat hczph
> > > info@vim.org hczph
> > > mystical hczph
> > > blacklist hczph
> > > animation hczph
> > > okeedokeeoakee hczph

> > > moreover hczph
> > > profile hczph
> > > fenrig hczph
> > > twentythree hczph
> > > laurent hczph
> > > bpoljak hczph
> > > busy hczph
> > > basically hczph
> > > ironically hczph
> > > come hczph
> > > hlorber hczph
> > > ordered hczph
> > > pjipsen hczph
> > > bycicle hczph
> > > reputation hczph
> > > confiscated hczph
> > > fizzy hczph
> > > threatening hczph
> > > speaketh hczph
> > > underscore hczph
> > > permissible hczph
> > > flexibility hczph
> > > localdomain hczph
> > > planted hczph
> > > calls hczph
> > > ccard hczph
> > > middlefinger hczph
> > > gone hczph
> > > summary hczph
> > > northern hczph
> > > mario hczph
> > > things hczph
> > > weird hczph
> > > plates hczph
> > > frends hczph
> > > went hczph
> > > mystery hczph
> > > aver hczph
> > > sometimes hczph
> > > lenghty hczph
> > > michelle hczph
> > > know hczph
> > > disappear hczph
> > > preferences hczph
> > > arms hczph
> > > deranged hczph
> > > welho hczph
> > > couldn hczph
> > > introduction hczph
> > > himself hczph

> > > collapse hczph
> > > dont hczph
> > > rate hczph
> > > riel hczph
> > > eventual hczph
> > > coolu@hotmail.com hczph
> > > cookie hczph
> > > otronatmail hczph
> > > majordomo@foothill.net hczph
> > > risitano hczph
> > > onet hczph
> > > dutch hczph
> > > moment hczph
> > > through hczph
> > > marcoz hczph
> > > computers hczph
> > > connections hczph
> > > chaffe hczph
> > > buckb hczph
> > > e lunsen@jmu.edu hczph
> > > lucky hczph
> > > continually hczph
> > > afterwards hczph
> > > subject hczph
> > > convinctions hczph
> > > poohsan hczph
> > > hmmm hczph
> > > alot hczph
> > > lack hczph
> > > scumbag hczph
> > > dates hczph
> > > alegria hczph
> > > heikokratzke@hotmail.com hczph
> > > antichildporn hczph
> > > archstl@sbcglobal.net hczph
> > > travels hczph
> > > important hczph
> > > sollicitation hczph
> > > tatyana hczph
> > > googles hczph
> > > abuse@charter.net hczph
> > > gritty hczph
> > > comparisons hczph
> > > orgaization hczph
> > > ccctournament@yahoo.com hczph
> > > cxindex hczph
> > > digupapost hczph
> > > badly hczph
> > > lifetime hczph
> > > oubobcat@bright.net hczph

> > > recognize hczph
> > > sustained hczph
> > > dirk hczph
> > > second hczph
> > > crypted hczph
> > > html hczph
> > > clip hczph
> > > numeroindirizzo hczph
> > > foundation hczph
> > > putting hczph
> > > dusts hczph
> > > london hczph
> > > activists hczph
> > > fair hczph
> > > outlook hczph
> > > bmagwhitneyh@yahoo.com hczph
> > > sixfigure@yahoo.com hczph
> > > gona hczph
> > > member hczph
> > > wolf.otto@uni hczph
> > > security hczph
> > > nameip hczph
> > > haters hczph
> > > hltlao hczph
> > > disregard hczph
> > > broadcast hczph
> > > proceed hczph
> > > approximate hczph
> > > tutorial hczph
> > > serps hczph
> > > assume hczph
> > > jorice hczph
> > > heard hczph
> > > chie hczph
> > > wimsnery hczph
> > > swords hczph
> > > shared hczph
> > > bmaglldillon hczph
> > > greed hczph
> > > calafia hczph
> > > glistening hczph
> > > mecom hczph
> > > beach hczph
> > > knock hczph
> > > reveal hczph
> > > trrff@yahoo.de hczph
> > > smail hczph
> > > alias hczph
> > > curiosity hczph
> > > leshner@yebox.com hczph

> > > dull hczph
> > > diejenigen hczph
> > > working hczph
> > > gbuvv hczph
> > > daradic@inet.hr hczph
> > > misleading hczph
> > > prodigy hczph
> > > egroups hczph
> > > mailbombs hczph
> > > bakke hczph
> > > planeta@yahoogroups.com hczph
> > > pleasures hczph
> > > center@yahoo.com hczph
> > > malevolence hczph
> > > duttraghav@yahoo.com hczph
> > > aignes hczph
> > > sentence hczph
> > > rmazzeo hczph
> > > babesontheweb hczph
> > > suited hczph
> > > weilding hczph
> > > publisher hczph
> > > distribute hczph
> > > paulsongizaho@eyou.com hczph
> > > blacklisted hczph
> > > cloakingchecking hczph
> > > someplace hczph
> > > pitt hczph
> > > eadgge hczph
> > > letterpatterns hczph
> > > coolyork hczph
> > > roboant hczph
> > > hollywoodpopular hczph
> > > schweiz hczph
> > > valse hczph
> > > able hczph
> > > brush hczph
> > > serverart hczph
> > > government hczph
> > > quisinsky hczph
> > > couple hczph
> > > newsland hczph
> > > attackers hczph
> > > brown hczph
> > > mentions hczph
> > > webmail hczph
> > > nvbell hczph
> > > donnes hczph
> > > spending hczph
> > > structure hczph

> > > wistfully hczph
> > > insisting hczph
> > > bfgb hczph
> > > fraud hczph
> > > five hczph
> > > copyrighted hczph
> > > eadsew hczph
> > > penpen hczph
> > > especially hczph
> > > yebox hczph
> > > pass hczph
> > > pursuing hczph
> > > dieser hczph
> > > aherbert@arabia.com hczph
> > > stalked hczph
> > > solver hczph
> > > shells hczph
> > > fonts hczph
> > > barspace hczph
> > > heras hczph
> > > creating hczph
> > > garyg@aol.com hczph
> > > amsat hczph
> > > idea hczph
> > > honey hczph
> > > retaliated hczph
> > > distracted hczph
> > > broyds@home.com hczph
> > > welp hczph
> > > cache hczph
> > > nuking hczph
> > > noble hczph
> > > stood hczph
> > > notification hczph
> > > bgnet hczph
> > > dswift@aol.com hczph
> > > translation hczph
> > > francesco hczph
> > > topband hczph
> > > representitive hczph
> > > decieb hczph
> > > likely hczph
> > > geocities hczph
> > > engage hczph
> > > hknvau hczph
> > > retrieve hczph
> > > dialect hczph
> > > handwritting hczph
> > > mostly hczph
> > > terrestrial hczph

> > > according hczph
> > > editor hczph
> > > trelenb@hotmail.com hczph
> > > dripcinterpol hczph
> > > brains hczph
> > > master hczph
> > > phillip hczph
> > > publish hczph
> > > closed hczph
> > > saioriger@hotmail.com hczph
> > > redemption hczph
> > > previous hczph
> > > minimum hczph
> > > dankohz hczph
> > > poisoned hczph
> > > fifth hczph
> > > hesitate hczph
> > > guise hczph
> > > solved hczph
> > > featuring hczph
> > > jflowers@hiverworld.com hczph
> > > bmagbrian@yahoo.com hczph
> > > strength hczph
> > > mailer hczph
> > > qksv hczph
> > > szimmer hczph
> > > wonders hczph
> > > evaluating hczph
> > > finding hczph
> > > curse hczph
> > > indepth hczph
> > > viccheswickjr@yahoo.com hczph
> > > wslhoucoq hczph
> > > education hczph
> > > halfheartedly hczph
> > > operas hczph
> > > secretj hczph
> > > hellas hczph
> > > troopers hczph
> > > quotes hczph
> > > safe hczph
> > > terms hczph
> > > fafaqsspy hczph
> > > keith hczph
> > > entry hczph
> > > getting hczph
> > > awcv hczph
> > > errors hczph
> > > gentoo hczph
> > > logs hczph

> > > older hczph
> > > devoted hczph
> > > basmadjian@netster.com hczph
> > > evlhevlh hczph
> > > backs hczph
> > > spawned hczph
> > > muangthainews hczph
> > > least hczph
> > > dixie@worldvillage.com hczph
> > > bullshit hczph
> > > dumpevulhackerz hczph
> > > quick hczph
> > > munged@citicards.com hczph
> > > staff hczph
> > > mhcnew hczph
> > > harassing hczph
> > > gbree hczph
> > > leads hczph
> > > upper hczph
> > > taigamasuku hczph
> > > letter hczph
> > > addys hczph
> > > moet hczph
> > > late hczph
> > > compare hczph
> > > bmagphipps@yahoo.com hczph
> > > cunning hczph
> > > misha hczph
> > > leave hczph
> > > league@libero.it hczph
> > > bsonbalee@aol.com hczph
> > > terrorists hczph
> > > desiree hczph
> > > helo hczph
> > > sown hczph
> > > race hczph
> > > brat hczph
> > > borovic hczph
> > > kzoran hczph
> > > infobus hczph
> > > bagan hczph
> > > yourhealth hczph
> > > freakhard hczph
> > > commercially hczph
> > > intake hczph
> > > swamp hczph
> > > stalk hczph
> > > gshipley hczph
> > > reporting hczph
> > > attglobal hczph

> > > contenttype hczph
> > > useless hczph
> > > scroll hczph
> > > package hczph
> > > khaothai hczph
> > > sounds hczph
> > > zenful hczph
> > > article hczph
> > > kara hczph
> > > worke hczph
> > > results hczph
> > > saddams hczph
> > > inbuilt hczph
> > > background hczph
> > > pointers hczph
> > > cracks hczph
> > > role hczph
> > > request@digimark.net hczph
> > > comercialoriented hczph
> > > thin hczph
> > > code hczph
> > > andresaquino@hotmail.com hczph
> > > qmqp hczph
> > > accident hczph
> > > anyway hczph
> > > bmagsean hczph
> > > took hczph
> > > case hczph
> > > shuffle hczph
> > > sign hczph
> > > match hczph
> > > lukic hczph
> > > localita hczph
> > > dieses hczph
> > > datenschutz hczph
> > > abuse@hotmail.com hczph
> > > implemention hczph
> > > using hczph
> > > pathetic hczph
> > > harm hczph
> > > univie hczph
> > > indian hczph
> > > except hczph
> > > test hczph
> > > containing hczph
> > > dumb hczph
> > > disrupting hczph
> > > oriented hczph
> > > wasting hczph
> > > sein hczph

> > > spare hczph
> > > washbrook hczph
> > > hideaway hczph
> > > admins hczph
> > > aloysius hczph
> > > tuitt hczph
> > > saonah hczph
> > > female hczph
> > > enact hczph
> > > trap hczph
> > > desparation hczph
> > > somewhat hczph
> > > shity hczph
> > > formulas hczph
> > > fare hczph
> > > traffic@elrancho.com hczph
> > > side hczph
> > > registered hczph
> > > happen hczph
> > > just hczph
> > > beowulf hczph
> > > morning hczph
> > > insidiously hczph
> > > yuck hczph
> > > storyid hczph
> > > siddell hczph
> > > contenttransfer hczph
> > > hilche@emailpinoy.com hczph
> > > disturbed hczph
> > > indexed hczph
> > > medderm hczph
> > > imho hczph
> > > crdit hczph
> > > brave hczph
> > > conscience hczph
> > > sees hczph
> > > avolio hczph
> > > dispose hczph
> > > shipping hczph
> > > that hczph
> > > hirokoshibuya@yahoo.com hczph
> > > sure hczph
> > > supposed hczph
> > > bulk hczph
> > > store hczph
> > > tiporich hczph
> > > trouble hczph
> > > eadsfu hczph
> > > people hczph
> > > sissies hczph

> > > prank hczph
> > > insert hczph
> > > fine hczph
> > > jhopkins@uiah.fi hczph
> > > bmagchad hczph
> > > baghdad hczph
> > > crunching hczph
> > > pretenzii hczph
> > > uide hczph
> > > kita@yahoo.com hczph
> > > taglist@yahoogroups.com hczph
> > > valdunn hczph
> > > giggle hczph
> > > maybe hczph
> > > worldwide hczph
> > > updates hczph
> > > changedetection hczph
> > > privatpolitik hczph
> > > started hczph
> > > pretty hczph
> > > fqovu hczph
> > > schulz hczph
> > > yyyttt hczph
> > > cyberage hczph
> > > attractive hczph
> > > messageid hczph
> > > listserve hczph
> > > paying hczph
> > > providers hczph
> > > kreditkarteinformation hczph
> > > xmimeole hczph
> > > seeking hczph
> > > predica hczph
> > > acid hczph
> > > doves hczph
> > > misha@insync.net hczph
> > > joking hczph
> > > abreviations hczph
> > > someone hczph
> > > doesnt hczph
> > > beat hczph
> > > srce hczph
> > > vary hczph
> > > bfanch hczph
> > > priv hczph
> > > bother hczph
> > > thread hczph
> > > derganc hczph
> > > poczta hczph
> > > edelkim hczph

> > > bmagrosagargano hczph
> > > mattmuffet hczph
> > > spade hczph
> > > ryochin hczph
> > > muwripa hczph
> > > topic hczph
> > > children hczph
> > > setting hczph
> > > globalnet hczph
> > > lonely hczph
> > > gibbons@jimmysmail.com hczph
> > > without hczph
> > > stanlee hczph
> > > kefro hczph
> > > continous hczph
> > > belgians hczph
> > > bastoids hczph
> > > hide hczph
> > > moderator hczph
> > > norway hczph
> > > football hczph
> > > bedroom hczph
> > > traced hczph
> > > formalities hczph
> > > crawl hczph
> > > cops hczph
> > > schen hczph
> > > bees hczph
> > > joew hczph
> > > gentlemen hczph
> > > moves hczph
> > > newsreader hczph
> > > franbr@arabia.com hczph
> > > webmasters hczph
> > > jacks hczph
> > > upstream hczph
> > > danaphongse hczph
> > > phoney hczph
> > > automatic hczph
> > > main hczph
> > > ticket hczph
> > > interchangeable hczph
> > > california hczph
> > > broke hczph
> > > likes hczph
> > > angela hczph
> > > urge hczph
> > > eccles hczph
> > > booked hczph
> > > richardw hczph

> > > announce@vim.org hczph
> > > walks hczph
> > > wrap hczph
> > > sound hczph
> > > bills hczph
> > > bmagloriedwards hczph
> > > debt@england.com hczph
> > > oeswstrwyovyhoa hczph
> > > gladly hczph
> > > xnewsreader hczph
> > > jcallcfm hczph
> > > boasted hczph
> > > bmagmichael hczph
> > > aaen hczph
> > > goldsmith hczph
> > > jere@dugave.net hczph
> > > laster hczph
> > > thewhites hczph
> > > oblivious hczph
> > > gets hczph
> > > july hczph
> > > sereechai@aol.com hczph
> > > tboyer@denmantire.com hczph
> > > goods hczph
> > > reposting hczph
> > > providing hczph
> > > causes hczph
> > > sensory hczph
> > > bruce hczph
> > > snowdon hczph
> > > chick hczph
> > > comfortable hczph
> > > bphonebook hczph
> > > coverup hczph
> > > large hczph
> > > compared hczph
> > > deguines@coolyork.com hczph
> > > fairesuivre hczph
> > > book hczph
> > > enigheden hczph
> > > netiquette hczph
> > > shink hczph
> > > breaks hczph
> > > datasync hczph
> > > adjust hczph
> > > siee hczph
> > > wrapped hczph
> > > worried hczph
> > > before hczph
> > > seconds hczph

> > > talktome@aol.com hczph
> > > victim hczph
> > > rootsweb hczph
> > > wednesday hczph
> > > mark hczph
> > > sergeismith hczph
> > > encoding hczph
> > > false hczph
> > > smalltime hczph
> > > relying hczph
> > > veronavr hczph
> > > frustrating hczph
> > > queen hczph
> > > week hczph
> > > carry hczph
> > > demon hczph
> > > sirdream hczph
> > > tatics hczph
> > > beneath hczph
> > > user hczph
> > > donaldpdaily hczph
> > > saioriger hczph
> > > wont hczph
> > > surgam@hotmail.com hczph
> > > davebright@yahoo.com hczph
> > > eadgiv hczph
> > > killfile hczph
> > > invented hczph
> > > modified hczph
> > > danger hczph
> > > obviously hczph
> > > returned hczph
> > > elizabeth hczph
> > > present hczph
> > > manage hczph
> > > huffy hczph
> > > nbafankaran@yahoo.com hczph
> > > spent hczph
> > > known hczph
> > > plexobject hczph
> > > superfluous hczph
> > > khaosod hczph
> > > jacked hczph
> > > bozzie hczph
> > > enjoyable hczph
> > > exit hczph
> > > motivated hczph
> > > adult hczph
> > > nevertheless hczph
> > > webspace hczph

> > > outer hczph
> > > phrocrew@yahoo.com hczph
> > > pretend hczph
> > > title hczph
> > > said hczph
> > > receiver hczph
> > > wclistserve@fanciful.org hczph
> > > java hczph
> > > penetrating hczph
> > > sarauvodic hczph
> > > stgr@ucc.ie hczph
> > > terroriste hczph
> > > very hczph
> > > reply hczph
> > > dugave hczph
> > > mozilla hczph
> > > would hczph
> > > scum hczph
> > > charges hczph
> > > functions hczph
> > > appeared hczph
> > > current hczph
> > > adjectives hczph
> > > province hczph
> > > addresses hczph
> > > popups hczph
> > > intransparant hczph
> > > intended hczph
> > > bullshitting hczph
> > > wishes hczph
> > > fire hczph
> > > regarding hczph
> > > drink hczph
> > > meme hczph
> > > repeaters hczph
> > > pipe hczph
> > > life@furman.htm hczph
> > > threatened hczph
> > > granzow hczph
> > > interpol hczph
> > > rogertellws hczph
> > > stupidity hczph
> > > limited hczph
> > > rgula hczph
> > > bmagsean@yahoo.com hczph
> > > dislike hczph
> > > thejokers hczph
> > > globalization hczph
> > > wans hczph
> > > apologise hczph

> > > bianche hczph
> > > legend hczph
> > > rich hczph
> > > consider hczph
> > > tickets hczph
> > > never hczph
> > > eric van lint@yahoo.com hczph
> > > securitylist hczph
> > > shot hczph
> > > worries hczph
> > > running hczph
> > > scheme hczph
> > > auch hczph
> > > pigeon hczph
> > > serveur hczph
> > > wish hczph
> > > carrot hczph
> > > barred hczph
> > > isparitjsya hczph
> > > focus hczph
> > > software hczph
> > > goodboy hczph
> > > publicadvertising hczph
> > > nearly hczph
> > > nljfs hczph
> > > benefits hczph
> > > proxies hczph
> > > anticipate hczph
> > > stinky hczph
> > > purchase hczph
> > > provider hczph
> > > scams hczph
> > > timely hczph
> > > sharon hczph
> > > tfooter hczph
> > > forgot hczph
> > > description hczph
> > > item hczph
> > > carric@comusa.com hczph
> > > mean hczph
> > > received hczph
> > > doing hczph
> > > nics hczph
> > > wrong hczph
> > > unprovoked hczph
> > > extra hczph
> > > name@yahoo.com hczph
> > > kept hczph
> > > sentenceconstructs hczph
> > > scrotum hczph

> > > front hczph
> > > unodc hczph
> > > scammer hczph
> > > administration hczph
> > > advertisement hczph
> > > infominder hczph
> > > rizomeicobalt hczph
> > > convincing hczph
> > > recently hczph
> > > raitehl@web.de hczph
> > > surname hczph
> > > herself hczph
> > > images hczph
> > > terrible hczph
> > > strategy hczph
> > > color hczph
> > > hlstraley@attbi.com hczph
> > > cloak hczph
> > > bmagjm hczph
> > > bmagrbmollett@yahoo.com hczph
> > > subhuman hczph
> > > translations hczph
> > > lemme hczph
> > > carric hczph
> > > jojimmy hczph
> > > team hczph
> > > holds hczph
> > > trully hczph
> > > turning hczph
> > > useful hczph
> > > harass hczph
> > > judiciairefed hczph
> > > heidi@nuri.net hczph
> > > simple hczph
> > > iciaire hczph
> > > suspected hczph
> > > username@sprintpcs.com hczph
> > > maintain hczph
> > > beard hczph
> > > forged hczph
> > > cloud hczph
> > > webhosting hczph
> > > voila hczph
> > > remain hczph
> > > understandable hczph
> > > mambo hczph
> > > text hczph
> > > form hczph
> > > noise hczph
> > > editing hczph

> > > tolerance hczph
> > > meaning hczph
> > > changing hczph
> > > securing hczph
> > > geees hczph
> > > infoopinions hczph
> > > profitableincome@inet.ca hczph
> > > postcount hczph
> > > cannot hczph
> > > manual hczph
> > > pricanmamichula@msn.com hczph
> > > compatible hczph
> > > mistakes hczph
> > > oldmatador@yahoo.com hczph
> > > fortress hczph
> > > probably hczph
> > > arnoldstamp hczph
> > > finkelstein hczph
> > > trunk hczph
> > > scratched hczph
> > > poster hczph
> > > uploaded hczph
> > > cold hczph
> > > rosina hczph
> > > these hczph
> > > roesch@hiverworld.com hczph
> > > respectably hczph
> > > kmgroenitz hczph
> > > anymouse hczph
> > > enco hczph
> > > everything hczph
> > > young hczph
> > > gbued hczph
> > > abused hczph
> > > ragchew hczph
> > > illicit hczph
> > > nude hczph
> > > eliminated hczph
> > > brilliant hczph
> > > koskinen hczph
> > > entirely hczph
> > > jalanis hczph
> > > satisfied hczph
> > > scam hczph
> > > provinces hczph
> > > edfadbf hczph
> > > poking hczph
> > > identifies hczph
> > > galementdes hczph
> > > fausse hczph

> > > tinnyliu hczph
> > > pizdu hczph
> > > rdert hczph
> > > conj@hotmail.com hczph
> > > convicting hczph
> > > borarslan@yahoo.com hczph
> > > worse hczph
> > > typhoon hczph
> > > fool hczph
> > > falls hczph
> > > definite hczph
> > > shallow hczph
> > > socalled hczph
> > > cnnic hczph
> > > phillipk hczph
> > > thief hczph
> > > metalac hczph
> > > korthals hczph
> > > state hczph
> > > entire hczph
> > > definitely hczph
> > > click hczph
> > > jcaraveo@gjmltd.com hczph
> > > future hczph
> > > interest hczph
> > > bmagjp hczph
> > > citizenship hczph
> > > rare hczph
> > > kingbo hczph
> > > horticulturists hczph
> > > jealousy hczph
> > > imformation hczph
> > > hypothesis hczph
> > > life hczph
> > > rather hczph
> > > multipersonality hczph
> > > accidentally hczph
> > > cartoonsite hczph
> > > practice hczph
> > > reutershealth hczph
> > > scripts hczph
> > > hilche hczph
> > > much hczph
> > > attempts hczph
> > > sebe hczph
> > > represented hczph
> > > kzoran@poen.net hczph
> > > downloads hczph
> > > psychicmedium@yahoo.com hczph
> > > evil hczph

> > > hobbies hczph
> > > edges hczph
> > > changed hczph
> > > unfortunately hczph
> > > vjeuck hczph
> > > alumni hczph
> > > statue hczph
> > > button hczph
> > > reposts hczph
> > > restrictions hczph
> > > accusations hczph
> > > interbusiness hczph
> > > hmmmm hczph
> > > mines hczph
> > > coff hczph
> > > lbosso hczph
> > > screaming hczph
> > > bhatti hczph
> > > stfnsimon@hotmail.com hczph
> > > viccheswickjr hczph
> > > clicks hczph
> > > president hczph
> > > guestbook hczph
> > > manibrar@yahoo.com hczph
> > > raithel@web.de hczph
> > > offense hczph
> > > duttraghav hczph
> > > ungesetzlichen hczph
> > > haidorfer hczph
> > > availible hczph
> > > uidaho hczph
> > > wouldn hczph
> > > missing hczph
> > > caio hczph
> > > violated hczph
> > > remembered hczph
> > > loosing hczph
> > > grasp hczph
> > > hole hczph
> > > steinemd hczph
> > > discerning hczph
> > > tons hczph
> > > admits hczph
> > > alcohol hczph
> > > tforrester@attbi.com hczph
> > > strangerx@yahoo.com hczph
> > > ssection hczph
> > > youre hczph
> > > belgium hczph
> > > brain hczph

> > > gerald hczph
> > > dirty hczph
> > > hacking hczph
> > > only hczph
> > > today hczph
> > > constructs hczph
> > > lucre hczph
> > > average hczph
> > > rojanapanya hczph
> > > anywhere hczph
> > > seemingly hczph
> > > rotten hczph
> > > sprintpcs hczph
> > > listings hczph
> > > softncuddlynyours hczph
> > > mboricevic@yahoo.com hczph
> > > places hczph
> > > brought hczph
> > > bust hczph
> > > stgr hczph
> > > persists hczph
> > > suck hczph
> > > respect hczph
> > > they hczph
> > > neccesarily hczph
> > > enjoyed hczph
> > > stuff hczph
> > > spooky hczph
> > > request@contesting.com hczph
> > > draw hczph
> > > egal hczph
> > > guardian hczph
> > > unlisted hczph
> > > migrated hczph
> > > exposed hczph
> > > pobox hczph
> > > buddy hczph
> > > league hczph
> > > jhopkins hczph
> > > juergen hczph
> > > holder hczph
> > > farber hczph
> > > ascii hczph

2310. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 12:25:07 UTC
From: drhirudo@mail.bg
Message-ID: <10573339.0406210425.3a881078@posting.google.com>
Source record: 15567
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:<HLOdnYqQCuJJ20vdRVn-sw@bresnan.com>...
> "momo" <quality_us@yahoo.com> wrote in message
> news:1ApBc.8338$M96.4664@fe2.texas.rr.com...
> >
> > Yeah you really do need a chart!
> > I know this from my experience, the commodore 64 used a 6514, cousin of
> the
> > 6502.
> > Not sure about the sega master system but I believe Sega was into cpu
> pairs
> > like 6502 with a z80.
> > I think the Apple 2 series used a variant of the 6502 something like 65c02
> > or something like that.
> > The TRS-80 COCO used a motorola 6809.
> > Macs and Atari ST's used 68000
> > Next computers used 68040's
> > Tandy 1000's used 8086's
> > Altairs and IMSAI's could use multiple cpu cards (swapped)
> > z80,6502,8080,etc.
> >
> > I'm sure others will add to this list.
> > Mo
> >
> >
>
>
> *WOW* thanks for the info...
> ...Would anyone be interested in a chart / list ?
>
Download MESS - http://www.mess.org/ start the GUI and double-click on
the CPU icon on the left. It will show you different processors.
Everytime you click on a CPU the machines which use this CPU will show
on the right. Cool, eh?
For example:
I8048 - Adventurevision, Odyssey 2.
HD6309 - Cool Computer 3.
APEXC - APEXC (as described in 1957).

--
http://drhirudo.hit.bg
```

2311. Re: curcuit diagrams for the ATARI XL - where?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 12:35:45 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <duBBc.81$Mj3.53@newsfe2-win>
Source record: 15568

"Matthias Reichl" <usenet-200406@hias.horus.com> wrote

> Most schematics of the 800XL I found online are either not correct or
> complete

That is worrying.
Perhaps we should get together to produce a carefully checked version?

> >> Is it possible to also get diagrams for the internals of the
> >> non-standard chips inside the XL (Antic, Pokey)?
> >
> > Yes, a while ago the diagrams have been scanned and put online
> > at the web sites of the Atari Historic Society, maybe they're still
> > there:

The data sheets for the custom chips were huge pdf files at the AHS
but they are available in html at:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

The internal circuit diagrams in the AHS are so poor resolution they are
almost useless.
I asked AHS for higher-resolution scans of those particular pages
but have had no response...

K.

2312. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 13:41:21 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <Ur2dnRKoGZ4deEvdRVn-uA@bresnan.com>
Source record: 15569
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Ventzislav Tzvetkov" <drhirudo@mail.bg> wrote in message
> Download MESS - http://www.mess.org/ start the GUI and double-click on
> the CPU icon on the left. It will show you different processors.
> Everytime you click on a CPU the machines which use this CPU will show
> on the right. Cool, eh?
> For example:
> I8048 - Adventurevision, Odyssey 2.
> HD6309 - Cool Computer 3.
> APEXC - APEXC (as described in 1957).
>
> --
> http://drhirudo.hit.bg

Thx. I'll have the chart up on my website by the end of the week.

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2313. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 13:46:24 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <mLidnUKPweUdekvdRVn-ug@bresnan.com>
Source record: 15570
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"leeg" <leeg@teaching.physics.ox.ac.uk.valid> wrote in message
news:cb66q8$3uh$3@news.ox.ac.uk...
> Mike Yetsko wrote:
>
> >
> > By the way, the Coco used the 6809E variant of the 6809
>
> The Dragon used the 6809E, 68A09E and the 68AB09E. One of the differences
> was that POKEing the speed-up hack was less likely to b0rk the processor
> with the latter two.
> --
> Graham Lee
> I am leeg, for we are many
> Ruby: "Simple in appearance, but very complex inside, just like our human
> body" - matz
> http://nextstep.sdf-eu.org/
>

I always thought that was legened until I read that you could do the same
with a particular CBM (or PET not sure which model) and if you left it in
turbo state too long it would actually fry the system.

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2314. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 14:51:44 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cb6slv$458$1@news.xmission.com>
Source record: 15571
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In comp.sys.atari.8bit *ProteanThread* <os65000 at yahoo dot com> wrote:
> what do you remember about them ? what was your handle ? and, just out of
> curiosity, would you subscribe to an ISP that was non-GUI like the old daze

I remember.. I was the Atari8bit SysOp on Delphi for a while there.. under the handle of "Kamaro Kid", if I recall. Man, was that a long time ago!

No, I wouldnt subscribe to a non-GUI ISP.. although my current ISP was selected because they do provide Solaris/linux shell access (currently using "tin" to read newsgroups)

2315. Programming examples for the Atari VCS

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 16:04:19 UTC
From: zoid999@excite.com
Message-ID: <26278ab4.0406210804.8cfdcb9@posting.google.com>
Source record: 15572

Greetings fellow Atari-geeks,

For months I've been searching for some descent programming examples
and documentation reguarding this matter but found nothing of the sort.
Although I've maintained the "Stella programmer's manual", it doesn't
really help cosidering the lack of 6502 code to show working examples.

Any guidence of wisdom finding good documentation for the VCS is appreciated

Thanks in advance :)

2316. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 16:48:37 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <FjEBc.1900$wz.17482970@news-text.cableinet.net>
Source record: 15573
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

That was some early Pets that you could fry the chip on. I often wondered
about those go faster stripes, I thought maybe a heatsink might save it?

Brian

--

Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:mLidnUKPweUdekvdRVn-ug@bresnan.com...
> "leeg" <leeg@teaching.physics.ox.ac.uk.valid> wrote in message
> news:cb66q8$3uh$3@news.ox.ac.uk...
> > Mike Yetsko wrote:
> >
> > >
> > > By the way, the Coco used the 6809E variant of the 6809
> >
> > The Dragon used the 6809E, 68A09E and the 68AB09E. One of the
differences
> > was that POKEing the speed-up hack was less likely to b0rk the processor
> > with the latter two.
> > --
> > Graham Lee
> > I am leeg, for we are many
> > Ruby: "Simple in appearance, but very complex inside, just like our
human
> > body" - matz
> > http://nextstep.sdf-eu.org/
> >
>
>
> I always thought that was legened until I read that you could do the same
> with a particular CBM (or PET not sure which model) and if you left it in
> turbo state too long it would actually fry the system.
>
>
> --
>
> Woodzy

>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.707 / Virus Database: 463 - Release Date: 15/06/2004

2317. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 16:48:38 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <GjEBc.1901$wz.17482970@news-text.cableinet.net>
Source record: 15574
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Of course all the Amstrads had Z80s.

Brian

--

Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:GwsBc.11618$a61.5578@nwrddc01.gnilink.net...
>
> "*ProteanThread*" <os65000 at yahoo dot com> wrote ...
>
> > Z80
> > timex / sinclair
> > MSX ?
> > Vtech VZ200 / 300
> > Mattel Aquarius
> > Sega Master System
>
> Add to your Z80 list the Zenith, and most of the CP/M machines that were
> popular in the 1970's.
>
> --
> Best regards,
>
> Sam Gillett
>
> Change is inevitable,
> except from vending machines!
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.707 / Virus Database: 463 - Release Date: 15/06/2004

2318. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 17:28:49 UTC
From: stanb45@dial.pipex.com
Message-ID: <slrncdd7e2.ui8.stanb45@citadel.metropolis.local>
Source record: 15575
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Mon, 21 Jun 2004 03:23:18 GMT, Sam Gillett
<samgillettnospam@diespammermsn.com> wrote:
>
>"*ProteanThread*" <os65000 at yahoo dot com> wrote ...
>
>> Z80
>> timex / sinclair
>> MSX ?
>> Vtech VZ200 / 300
>> Mattel Aquarius
>> Sega Master System
>
>Add to your Z80 list the Zenith, and most of the CP/M machines that were
>popular in the 1970's.

And:
Tandy TRS-80 Models 1,3 and 4
Tatung Einstein
Sharp MZ-80

And to the 6502:
Acorn (Atom and BBC)
Ohio Scientific (Superboard and Challenger)
Oric

Also:

8080:
Various mostly CP/M machines like MSI

8085:
Panasonic
Rair Black Box

TMS-9900(?):
Texas Instruments TI-99

And of course there were other processors like the RCA 1802 and the SC/MP
which were used in a few machines...

--
Cheers,
Stan Barr stanb .at. dial .dot. pipex .dot. com
(Remove any digits from the addresses when mailing me.)

The future was never like this!

2319. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 17:48:29 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4CC2A1B0C5%news@youmustbejoking.demon.cu.invalid>
Source record: 15583
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I demand that Stanley may or may not have written...

> "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> news:<6JidndeLZ5kYgkvdRVn-jA@bresnan.com>...
>> where can i find a *TABLE* or *CHART* that lists which machine or system
>> (PC, Console, or otherwise) had which CPU?

> Rough estimation of CPUs used is shown here on my page:
> http://emul8.xlabs.sk/emulators/

You're missing the Acorn Atom and BBC model A and B+ (6502), and the BBC
Master and Master Compact (6512).

And the Spectrum +2A. ;-)

--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @
| CSS FAQ: <URL:http://www.sinclairfaq.net/cssfaq/>

Having the fewest wants, I am nearest to the gods.

2320. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 17:51:14 UTC
From: Randy McLaughlin <randy482@nospam.com>
Message-ID: <fbFBc.192$vf5.180@bignews6.bellsouth.net>
Source record: 15576
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:GjEBc.1901$wz.17482970@news-text.cableinet.net...
> Of course all the Amstrads had Z80s.
>
> Brian
<snip>

No, they also made PC clones.

Randy

2321. Re: Programming examples for the Atari VCS

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 17:56:26 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <488ed0lsj13vkso0ok4kp0bo7qrpo4jqig@4ax.com>
Source record: 15577

On 21 Jun 2004 09:04:19 -0700, zoid999@excite.com (Navid Naghdi)
wrote:

>Greetings fellow Atari-geeks,
>
>For months I've been searching for some descent programming examples
>and documentation reguarding this matter but found nothing of the sort.
>Although I've maintained the "Stella programmer's manual", it doesn't
>really help cosidering the lack of 6502 code to show working examples.
>
>Any guidence of wisdom finding good documentation for the VCS is appreciated
>
>Thanks in advance :)

start here:

http://www.atariage.com/forums/viewtopic.php?t=33233

kvn

2322. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 18:35:29 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dguvaeae74o6e@corp.supernews.com>
Source record: 15594
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Ouch a lot for a pirate cart...

"Mr. Lee" <sega_man@msn.com> wrote in message
news:RwXAc.7190$QX5.3942@newssvr22.news.prodigy.com...
> New Multi-Game cartridge for Atari 5200 SuperSystem!
> Cartridge has on screen menu. Game is selected with joystick or by
entering
> game number on keypad.
>
>
> This cart includes NEW TITLES for the 5200 not available anywhere else,
> including:
>
> Demon Attack!
> Turmoil
> Fast Eddie
> Diamond Mine
> ANALOG Multicart (XL Conversion)
> Archon (XL Conversion)
> Atlantis (XL Conversion)
> Burgertime (Kenfused 04012004)
> COSMI 2-in-1 (XL Conversion)
> Captain Beeble (XL Conversion)
> Caverns of Mars (XL Conversion)
> Chess (XL Conversion)
> Crystal Castles (XL Conversion)
> Donkey Kong (XL Conversion)
> Donkey Kong Jr (XL Conversion)
> Jawbreaker (XL Conversion)
> Jumpman Jr (XL Conversion)
> K-Star Patrol (XL Conversion)
> Pastfinder (XL Conversion)
> Preppie (XL Conversion)
> Satans Hollow (XL Conversion)
> Tapper (XL Conversion)
>
> Complete List of Games on this Cartridge
> A.E.
> ANALOG Multicart (XL Conversion)
> Archon (XL Conversion)
> Asteroids
> Astro Chase
> Atlantis (XL Conversion)

> Ballblazer
> Barroom Baseball
> Battlezone
> Beamrider
> Berzerk (Trainer)
> Berzerk
> Black Belt
> Blue Print
> Boogie
> Buck Rogers
> Burgertime (Kenfused 05192004)
> COSMI 2-in-1 (XL Conversion)
> Captain Beeble (XL Conversion)
> Caverns of Mars (XL Conversion)
> Centipede
> Chess (XL Conversion)
> Choplifter
> Congo Bongo
> Countermeasure
> Crystal Castles (Clay Demo)
> Crystal Castles (XL Conversion)
> Decathalon
> Defender
> Demon Attack (XL Conversion)
> Demos# Music - Dust in the Wind
> Diagnostic Cartridge v1.0
> Diagnostic Cartridge v2.3
> Diamond Mine (XL Conversion)
> DigDug
> Donkey Kong (XL Conversion)
> Donkey Kong Jr (XL Conversion)
> Dreadnaught Factor
> Fast Eddie (XL Conversion)
> Final Legacy
> Frisky Tom
> Frogger 2 - Threedeep!
> Frogger
> Galaxian
> Gorf
> Gremlins
> Gyruss
> H.E.R.O.
> James Bond 007
> Jawbreaker (XL Conversion)
> Joust (Trainer)
> Joust
> Jum's Pong
> Jumpman Jr (XL Conversion)
> Jungle Hunt
> K-Razy Shoot-Out

> K-Star Patrol (XL Conversion)
> Kaboom
> Kangaroo
> Keystone Kapers
> Looney Tunes Hotel
> Mario Brothers
> Meebzork
> Megamania
> Meteorites
> Microgammon
> Millipede
> Miner 2049er
> Mini-Golf
> Missile Command
> Montezumas Revenge
> Moon Patrol
> Mountain King
> Mr Do's Castle
> Ms. Pac-Man
> Pac-Man Jr
> Pac-Man
> Pastfinder (XL Conversion)
> Pengo
> Pete's Diagnostic Cartridge
> Pitfall II# Lost Caverns
> Pitfall
> Pole Position
> Popeye
> Preppie (XL Conversion)
> Q@Bert
> Qix
> Quest For Quintana Roo
> Raster Music Tracker Demo
> RealSports Football
> RealSports Tennis
> Realsports Baseball
> Realsports Basketball
> Realsports Soccer
> Rescue On Fractulus
> Return of the Jedi
> River Raid (Trainer)
> River Raid
> Roadrunner
> Robotron# 2084 (Trainer)
> Robotron# 2084
> Satans Hollow (XL Conversion)
> Space Dungeon
> Space Invaders
> Space Shuttle
> Spitfire

> Sport Goofy
> Star Raiders
> Star Trek# SOS
> Star Wars# Death Star Battle
> Star Wars# The Arcade Game
> Stargate
> Super Breakout
> Super Cobra
> Super Pac-Man
> Tapper (XL Conversion)
> Tempest
> The Last Starfighter
> Track & Field
> Turmoil (XL Conversion)
> Vanguard
> Wizard Of Wor
> Xari Arena
> Xevious
> Zaxxon
> Zenji
> Zone Ranger
> $145.00 Free Shipping!!!!!!!
> Payment accepted by PayPal, Western Union or Money Order.
> gfranks@brightok.net
>
>

2323. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 19:08:46 UTC
From: drhirudo@mail.bg
Message-ID: <10573339.0406211108.429d2290@posting.google.com>
Source record: 15578
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:<Ur2dnRKoGZ4deEvdRVn-uA@bresnan.com>...
> "Ventzislav Tzvetkov" <drhirudo@mail.bg> wrote in message
> > Download MESS - http://www.mess.org/ start the GUI and double-click on
> > the CPU icon on the left. It will show you different processors.
> > Everytime you click on a CPU the machines which use this CPU will show
> > on the right. Cool, eh?

I forgat to mention that you can use it for reference of the year of
release and
manifacturer.

> > For example:
> > I8048 - Adventurevision, Odyssey 2.
> > HD6309 - Cool Computer 3.
This should be Color not Cool, my typo. The only cool thing about this
computer is that it is color.

> > APEXC - APEXC (as described in 1957).

This hardly can be called CPU as the way we know them today.

> Thx. I'll have the chart up on my website by the end of the week.

I'll be glad to see it.

--
http://drhirudo.hit.bg

2324. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 19:14:10 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0406211114.3461cb5b@posting.google.com>
Source record: 15579

Hi,

here is the phone and fax number of hofacker I found in the german phonebook:
Hofacker Winfried (0 80 24) 73 31
Fax (0 80 24) 75 80
Holzkirchen

Maybe someone calls him up and asks if they still support Atari 8Bits.

Frank

Michael Current <hunmanik@earthlink.net> wrote in message
news:<jaabd01jeousqflee0uqhnvl2ibe517rgi@4ax.com>...
> Odd, the URLs I quoted still work for me.
>
> This strange page http://hofacker-de.clipshop.com/ has no email address on it,
> and in fact looks like a prototype, unfinished web site. But it does have
> this postal address:
>
> Elcomp Publishing, Inc. , 8780 19th Street #199, Alta Loma, CA 91701
>
> Which I could write to myself I suppose, but it doesn't seem like the Hofacker
> in Germany that we're looking for.
>
> Now that we have a complete postal address, plus a phone number for Hofacker
> in Germany, I still hope someone with German skills will call or write to ask
> them if they still support Atari, and verify their contact info.
>
> -Michael
>
>
> On Fri, 18 Jun 2004 19:49:51 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Well,
> >with MSE still no luck !! The page seems to be there, but MSE refuses to
> >show it... Anyway, the web-adresses and the postal adress (with the new
> >5-digit zip-code) are correct !! Do you also have their e-mail adress
> >Michael, so I can e-mail them directly ?!? greetings, Andreas.
> >
> >
> >Andreas Magenheimer schrieb:
> >>
> >> Well,
> >> under Netscape I get errors (Netscape cannot find the given site). So I

> >> will try it with MSE in a few minutes (after I have read all the news
> >> here in comp.sys.atari.8bit)... greetings, Andreas.
> >>
> >> Michael Current schrieb:
> >> >
> >> > On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer
> >> > <magea000@students.uni-mainz.de> wrote:
> >> >
> >> > > Hmmm, Hofacker also still exists,
> >> > >but I have not found their new zip code yet - and most of all I am not
> >> > >sure if they still sell their old Atari programs (like Atmas II and
> >> > >such)...>
> >> > >Michael Current schrieb:
> >> > >>
>
> >> > >> HOFACKER UNVERIFIED
> >> > >> Tegernseestr. 18
> >> > >> D-(8150) Holzkirchen
> >> > >> Germany [this zip code is old; need new zip code]
> >> > >> Vendor/Developer:
> >> > >> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
> >> >
> >> > What about this: http://www.hofacker.de which leads to
> >> > http://hofacker-de.clipshop.com/ ? Is this them?
> >> >
> >> > Ok, maybe the address/phone/fax on this page are correct:
> >> > http://www.hmc-cp.de/wowi/wowi23.htm
> >> >
> >> > Ing. W. Hofacker GmbH
> >> > Tegernseer Straï¿½e 18
> >> > 83607 Holzkirchen
> >> > T: 08024 7331
> >> > F: 08024 7580
> >> >
> >> > Same address is here:
> >> > http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm
> >> >
> >> > Still, if no one wants to verify that they remember what an Atari is, they
> >> > need to be dropped from the list. Who's going to call or write?
> >> >
> >> > -Michael
> >> >
> >> > Michael Current, mailto:hunmanik@earthlink.net
> >> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> >> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/

> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2325. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 19:31:16 UTC
From: spike1@freenet.co.uk
Message-ID: <4lpjq1-nfs.ln1@ridcully.fsnet.co.uk>
Source record: 15580
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Thomas Richter <thor@cleopatra.math.tu-berlin.de> did eloquently scribble:
> To complete the list, the Amiga's came with 68000 CPUs, add-ons for all
> other members of the family have been made available. (I've a 68030, 68040
> and 68060 Amiga at home, though even 68020 CPU cards and 68010-plug in
> replacements are available. The 8-bit bus variant 68008 was of course no
> option)

If you want to complete the list, the least you could do is mention the Gold Card, Super Gold Card, Q40 and Q60.

Gold card was a memory/floppy/rom expansion with a full 68000 to allow it to use the 2 Meg RAM it had onboard.

The SuperGold card was a 68010 with 4 Meg RAM

The Q40 and Q60 are new QL compatible motherboards with... surprisingly enough, a 68040 and the 68060.
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

2326. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-21 23:55:45 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <m4ednSIMBqkc6ErdRVn-jw@bresnan.com>
Source record: 15581
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Stan Barr" <stanb45@dial.pipex.com> wrote in message
news:slrncdd7e2.ui8.stanb45@citadel.metropolis.local...
>
> And:
> Tandy TRS-80 Models 1,3 and 4
> Tatung Einstein
> Sharp MZ-80
>
> And to the 6502:
> Acorn (Atom and BBC)
> Ohio Scientific (Superboard and Challenger)
> Oric
>
> Also:
>
> 8080:
> Various mostly CP/M machines like MSI
>
> 8085:
> Panasonic
> Rair Black Box
>
> TMS-9900(?):
> Texas Instruments TI-99
>
> And of course there were other processors like the RCA 1802 and the SC/MP
> which were used in a few machines...
>
> --
> Cheers,
> Stan Barr stanb .at. dial .dot. pipex .dot. com
> (Remove any digits from the addresses when mailing me.)
>
> The future was never like this!

boy , have i got my work cut out

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
```

http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2327. *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 04:55:11 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <BOidnQ3ftO4zJkrdRVn-vA@bresnan.com>
Source record: 15582
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

i think this list is about as complete as one can get:

http://mo5.com/MHI/micros.php

obviously where it says " Microprocesseur" just type in z80, 6502, 6809,
6803, etc.

so far it's works for nearly every processor that I've typed:

Z80
6502
6809
6803
6510
8502 - not listed (assuming Commodore machines only)
8510 - not listed (assuming Commodore machines only)
65816
6507 - listed with 6502
6509
8080
8085
9900 - not listed (assuming ti only)

this site is in french but it does list machine, mfctr, specific cpu, and
year of introduction.

any hear of a "TV Boy" seems to be an atari 2600 clone

now to my *BIG* question: did i *MISS* any "relevant" CPU's other than
intel 80x86 or did i get them all ?

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2328. Re: curcuit diagrams for the ATARI XL - where?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 10:55:26 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <cb936v$21t$07$2@news.t-online.com>
Source record: 15584

Hi,

> where can i download curcuit diagrams for the ATARI 800XL.

you can find the XL schematics at

http://www-user.tu-chemnitz.de/~sgl/atari/

> Is it possible to also get diagrams for the internals of the
> non-standard chips inside the XL (Antic, Pokey)?

I think http://www.atarimuseum.com/ has some info about it.

Cheers,

Andrï¿½

2329. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 13:27:50 UTC
From: *ProteanThread* <"os65000 at yahoo dot com">
Message-ID: <4fudnVFAAqIIrkXdRVn-gw@bresnan.com>
Source record: 15585
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
"Darren Salt" <news@youmustbejoking.demon.cu.invalid> wrote in message
news:4CC2A1B0C5%news@youmustbejoking.demon.cu.invalid...
> I demand that Stanley may or may not have written...
>
> > "*ProteanThread*" <os65000 at yahoo dot com> wrote in message
> > news:<6JidndeLZ5kYgkvdRVn-jA@bresnan.com>...
> >> where can i find a *TABLE* or *CHART* that lists which machine or
system
> >> (PC, Console, or otherwise) had which CPU?
>
> > Rough estimation of CPUs used is shown here on my page:
> > http://emul8.xlabs.sk/emulators/
>
> You're missing the Acorn Atom and BBC model A and B+ (6502), and the BBC
> Master and Master Compact (6512).
>
> And the Spectrum +2A. ;-)
>
> --
> | Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk

See the link I found: http://mo5.com/MHI/micros.php

does it cover all systems and all cpu's ?

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)
```

2330. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 15:05:47 UTC
From: Brian Lund <geronimo@-ABCDE-mobilixnet.dk>
Message-ID: <40d84aee$0$158$edfadb0f@dread11.news.tele.dk>
Source record: 15587
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> Z80
> 6502
> 6809
> 6803
> 6510
> 8502 - not listed (assuming Commodore machines only)
> 8510 - not listed (assuming Commodore machines only)
> 65816
> 6507 - listed with 6502
> 6509
> 8080
> 8085
> 9900 - not listed (assuming ti only)
>
> now to my *BIG* question: did i *MISS* any "relevant" CPU's other than
> intel 80x86 or did i get them all ?

7501 ;)

If you need pictures for your site(?)/list I can provide some, I have
several, not only C= computers!

Brian

2331. Re: Is there a way to run PPP and perhaps a newsreader for 8bits?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 15:06:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cb9i57$mk7$1@reader11.wxs.nl>
Source record: 15586

On my atari 8bit I have the fantastic Black Box. This interface has a 19k2 hardware flow control RS232 port. At 19200 baud nothing like garbage! 100% error free at 19k2.

Using the SIO2PC cable you can use the sio port at 19200 baud, without any errors.

The atari can do such high baud rates without any trouble.

By the way with a lantronix RS232 -> lan adapter you are really able to connect the internet. Next thing is to find an e-mail service that supports telnet etc.

Greetz.
M.

"|<evin" <nospam@nospam.com> schreef in bericht
news:8rl0d05ouv665f6b4v4lim4kninrkmrnb3@4ax.com...
> On Tue, 15 Jun 2004 18:59:04 -0400, "John Miskinis" <nospam@here.com>
> wrote:
>
> >Hi,
> >
> >I recently aquired an Atari 835 modem! And, as I was
> >out of state, and my high speed internet was out of reach,
> >I subscribed to earthlink dialup.
> >
> >Does anyone know if a usable PPP client, and maybe a couple
> >other clients (newsreader, simple browser, etc.) exist?
> >
> >Many thanks for any info, I'm not expecting high speed, just
> >a basic 300 baud, but usable "system".
> >
> >John Miskinis
>
>
> ahhahaha no way can you get on the internet with an 835 modem. do you
> realise your modem does not even support touch tone dialing?
> Seriously it is way too slow... If you had a P/R Connection (or
> something similar) and a 14.4 modem, you might be able to find
> someplace that offers a shell account at that speed (mind you the
> modem would be connected at 14.4 the computer I believe is limited
> 9600 baud) hopefully the 8bit would not drop characters... I dont
> think it is a realistic proposition.
>
>

>
>
>
> kvn

2332. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 15:10:13 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <pZXBc.14040$Wr.1941@newsread1.news.pas.earthlink.net>
Source record: 15588
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Brian Lund wrote:

>>Z80
>>6502
>>6809
>>6803
>>6510
>>8502 - not listed (assuming Commodore machines only)
>>8510 - not listed (assuming Commodore machines only)
>>65816
>>6507 - listed with 6502
>>6509
>>8080
>>8085
>>9900 - not listed (assuming ti only)
>>
>>now to my *BIG* question: did i *MISS* any "relevant" CPU's other than
>>intel 80x86 or did i get them all ?
>
>
> 7501 ;)
>
> If you need pictures for your site(?)/list I can provide some, I have
> several, not only C= computers!
>
>
> Brian

I haven't seen the Fairchild F8<?> processor. It made it into at least
one video game system, Channel F, and I thought at least a few other
applications.

2333. REVERSE Engineer Old ATARI 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 16:05:36 UTC
From: BILL HOULEHAN <boshea@earthlink.net>
Message-ID: <10dgm7c2pktue68@corp.supernews.com>
Source record: 15589

We need an Inventor/Engineer who has the ability to recreate in a new simple system the 7800 console!

O'Shea, Ltd. is located in Kansas City, MO since 1975. We own 1 million Atari game cartridges from the late 70's. Many of you know that the Atari 7800 uses 8-Bit graphics. We are looking for someone to remake and simplify the 7800 inner workings of the consoles i.e.board, chips, wire layout, and anything else that might be needed.

The units need to be able to plug into TV or computer, have a cartridge slot, and be able to use 2 joysticks. We are looking for a easier way to manufacture the system. Our plan is to manufacture 200,000 of these units and kit them each with 5 of our Atari Cartridges & market them at retail throughout the US.

If you have the engineering background and ability to reverse engineer the old 7800 console and
are able to design this unit please contact us.

Thanks,
Brian Raynor
O'Shea, Ltd.
330 W. 47th St. #203
Kansas City, MO USA 64112
Phone# 816-531-1177
Fax# 816-531-6569
email: boshea@earthlink.net www.atariclassic.com

2334. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 16:36:36 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <oeZBc.131245$3x.114077@attbi_s54>
Source record: 15590
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Rick Cortese wrote:
> I haven't seen the Fairchild F8<?> processor. It made it into at least
> one video game system, Channel F, and I thought at least a few other
> applications.
Did I miss a mention of the CPD1802 CPU (Cosmac ELF etc.)? I have one
of those boards here.

Jim

2335. Re: anyone remember delphi, genie, compuserve, etc. chats ? (pre-GUI)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 17:46:16 UTC
From: *ProteanThread* <os65000@yahoo.com>
Message-ID: <5d75f4fd6c7c59322768cb3d1ff56769@news.teranews.com>
Source record: 15591
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"James E. King" <jamesk@deuce.xmission.com> wrote in message
news:cb6slv$458$1@news.xmission.com...
> In comp.sys.atari.8bit *ProteanThread* <os65000 at yahoo dot com> wrote:
> > what do you remember about them ? what was your handle ? and, just out
of
> > curiosity, would you subscribe to an ISP that was non-GUI like the old
daze
>
> I remember.. I was the Atari8bit SysOp on Delphi for a while there.. under
the
> handle of "Kamaro Kid", if I recall. Man, was that a long time ago!
>
> No, I wouldnt subscribe to a non-GUI ISP.. although my current ISP was
selected because
> they do provide Solaris/linux shell access (currently using "tin" to read
newsgroups)

Yea, I remember the Kamaro Kid on Delphi :o)

nice to see you back in action.

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2336. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 17:48:49 UTC
From: *ProteanThread* <os65000@yahoo.com>
Message-ID: <9326660231ec47a9e1e5da36fdf4c099@news.teranews.com>
Source record: 15592
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Brian Lund" <geronimo@-ABCDE-mobilixnet.dk> wrote in message
news:40d84aee$0$158$edfadb0f@dread11.news.tele.dk...
> > Z80
> > 6502
> > 6809
> > 6803
> > 6510
> > 8502 - not listed (assuming Commodore machines only)
> > 8510 - not listed (assuming Commodore machines only)
> > 65816
> > 6507 - listed with 6502
> > 6509
> > 8080
> > 8085
> > 9900 - not listed (assuming ti only)
> >
> > now to my *BIG* question: did i *MISS* any "relevant" CPU's other than
> > intel 80x86 or did i get them all ?
>
> 7501 ;)

Got it! thx. :o)

> If you need pictures for your site(?)/list I can provide some, I have
> several, not only C= computers!

Thatj would be *GREAT* thx a bunch. you can email them to me at rtdos at
hotmail dot com (i've got filters set to exclusive so maybe you can put
rtdos pictures in the website or something, let me know)

> Brian

again, thx!!!

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2337. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 17:50:32 UTC
From: *ProteanThread* <os65000@yahoo.com>
Message-ID: <3bcdf221b33a1867813395003cdbcc43@news.teranews.com>
Source record: 15593
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> Thatj would be *GREAT* thx a bunch. you can email them to me at rtdos at
> hotmail dot com (i've got filters set to exclusive so maybe you can put
> rtdos pictures in the website or something, let me know)

er, i meant in the subject. :">

2338. one more cpu question, and i'll get back to lurking for awhile

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 19:37:08 UTC
From: *ProteanThread* <os65000@yahoo.com>
Message-ID: <41ea49357a6af5ba43f65035eb45ed35@news.teranews.com>
Source record: 15595
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.m68k,comp.sys.m8
8k,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

now that i have my list, where can i find a cpu simulator and or emulator
(650x, 680x, z80, etc. but not intel 80x86) like the following:

http://www33.brinkster.com/vlaye/software/simuproc/index3.html (intel
80x86 only but at least its freeware)

or a single board emulator / simulator that uses one of the old 8 bit cpu's
would be helpful too.....

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2339. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 20:22:23 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10djpjne67k674a@corp.supernews.com>
Source record: 15512
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"LionOfJudah" <thepuppetmaster@bellsouth.net> wrote in message
news:%QhCc.60$1d2.29@bignews3.bellsouth.net...
> "Mr. Lee" <sega_man@msn.com> wrote in message
> news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
> > http://www.bidiots.com/detail.asp?id=2056
> >
> > Pictures of the Cart and games!
> >
> > $140.00 Free Shipping!!!!!!!
>
> How come it's so expensive? Do the materials and the process to make the
> cart really cost about $100??
>
No they are just trying to rape you with a Pirate cartridge... Quite
pathetic actually. Heck even the Atari 800 has multicarts, but they are
over $110 less in price...

2340. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 20:25:27 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10djppftaikh0b7@corp.supernews.com>
Source record: 15513
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"Mr. Lee" <sega_man@msn.com> wrote in message
news:oq1Cc.7813$Lp4.1281@newssvr22.news.prodigy.com...
> Go away looser!!!!

Know what? You are a freakin idiot! Take your over priced Pirate cartridge
and stick it where the sun don't shine!!! Or lower the price like $100.
Which ever you prefer...

> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10dguvaeae74o6e@corp.supernews.com...
> > Ouch a lot for a pirate cart...
> >

2341. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 21:21:06 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10djt1r7j898t0f@corp.supernews.com>
Source record: 15520
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Yes Lee you are going to sell a lot with that mentality.

Woot there it is!! lol

"Mr. Lee" <sega_man@msn.com> wrote in message
news:50mCc.2583$Nb5.1010@newssvr23.news.prodigy.com...
> BITCH PISS AND EAT SHIT
>
> "> No they are just trying to rape you with a Pirate cartridge... Quite
> > pathetic actually. Heck even the Atari 800 has multicarts, but they are
> > over $110 less in price...
> >
> >
>
>

2342. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 21:22:28 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <oq1Cc.7813$Lp4.1281@newssvr22.news.prodigy.com>
Source record: 15596
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Go away looser!!!!

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10dguvaeae74o6e@corp.supernews.com...
> Ouch a lot for a pirate cart...
>
> "Mr. Lee" <sega_man@msn.com> wrote in message
> news:RwXAc.7190$QX5.3942@newssvr22.news.prodigy.com...
> > New Multi-Game cartridge for Atari 5200 SuperSystem!
> > Cartridge has on screen menu. Game is selected with joystick or by
> entering
> > game number on keypad.
> >
> >
> > This cart includes NEW TITLES for the 5200 not available anywhere else,
> > including:
> >
> > Demon Attack!
> > Turmoil
> > Fast Eddie
> > Diamond Mine
> > ANALOG Multicart (XL Conversion)
> > Archon (XL Conversion)
> > Atlantis (XL Conversion)
> > Burgertime (Kenfused 04012004)
> > COSMI 2-in-1 (XL Conversion)
> > Captain Beeble (XL Conversion)
> > Caverns of Mars (XL Conversion)
> > Chess (XL Conversion)
> > Crystal Castles (XL Conversion)
> > Donkey Kong (XL Conversion)
> > Donkey Kong Jr (XL Conversion)
> > Jawbreaker (XL Conversion)
> > Jumpman Jr (XL Conversion)
> > K-Star Patrol (XL Conversion)
> > Pastfinder (XL Conversion)
> > Preppie (XL Conversion)
> > Satans Hollow (XL Conversion)
> > Tapper (XL Conversion)
> >
> > Complete List of Games on this Cartridge
> > A.E.
> > ANALOG Multicart (XL Conversion)

> > Archon (XL Conversion)
> > Asteroids
> > Astro Chase
> > Atlantis (XL Conversion)
> > Ballblazer
> > Barroom Baseball
> > Battlezone
> > Beamrider
> > Berzerk (Trainer)
> > Berzerk
> > Black Belt
> > Blue Print
> > Boogie
> > Buck Rogers
> > Burgertime (Kenfused 05192004)
> > COSMI 2-in-1 (XL Conversion)
> > Captain Beeble (XL Conversion)
> > Caverns of Mars (XL Conversion)
> > Centipede
> > Chess (XL Conversion)
> > Choplifter
> > Congo Bongo
> > Countermeasure
> > Crystal Castles (Clay Demo)
> > Crystal Castles (XL Conversion)
> > Decathalon
> > Defender
> > Demon Attack (XL Conversion)
> > Demos# Music - Dust in the Wind
> > Diagnostic Cartridge v1.0
> > Diagnostic Cartridge v2.3
> > Diamond Mine (XL Conversion)
> > DigDug
> > Donkey Kong (XL Conversion)
> > Donkey Kong Jr (XL Conversion)
> > Dreadnaught Factor
> > Fast Eddie (XL Conversion)
> > Final Legacy
> > Frisky Tom
> > Frogger 2 - Threedeep!
> > Frogger
> > Galaxian
> > Gorf
> > Gremlins
> > Gyruss
> > H.E.R.O.
> > James Bond 007
> > Jawbreaker (XL Conversion)
> > Joust (Trainer)
> > Joust

> > Jum's Pong
> > Jumpman Jr (XL Conversion)
> > Jungle Hunt
> > K-Razy Shoot-Out
> > K-Star Patrol (XL Conversion)
> > Kaboom
> > Kangaroo
> > Keystone Kapers
> > Looney Tunes Hotel
> > Mario Brothers
> > Meebzork
> > Megamania
> > Meteorites
> > Microgammon
> > Millipede
> > Miner 2049er
> > Mini-Golf
> > Missile Command
> > Montezumas Revenge
> > Moon Patrol
> > Mountain King
> > Mr Do's Castle
> > Ms. Pac-Man
> > Pac-Man Jr
> > Pac-Man
> > Pastfinder (XL Conversion)
> > Pengo
> > Pete's Diagnostic Cartridge
> > Pitfall II# Lost Caverns
> > Pitfall
> > Pole Position
> > Popeye
> > Preppie (XL Conversion)
> > Q@Bert
> > Qix
> > Quest For Quintana Roo
> > Raster Music Tracker Demo
> > RealSports Football
> > RealSports Tennis
> > Realsports Baseball
> > Realsports Basketball
> > Realsports Soccer
> > Rescue On Fractulus
> > Return of the Jedi
> > River Raid (Trainer)
> > River Raid
> > Roadrunner
> > Robotron# 2084 (Trainer)
> > Robotron# 2084
> > Satans Hollow (XL Conversion)

> > Space Dungeon
> > Space Invaders
> > Space Shuttle
> > Spitfire
> > Sport Goofy
> > Star Raiders
> > Star Trek# SOS
> > Star Wars# Death Star Battle
> > Star Wars# The Arcade Game
> > Stargate
> > Super Breakout
> > Super Cobra
> > Super Pac-Man
> > Tapper (XL Conversion)
> > Tempest
> > The Last Starfighter
> > Track & Field
> > Turmoil (XL Conversion)
> > Vanguard
> > Wizard Of Wor
> > Xari Arena
> > Xevious
> > Zaxxon
> > Zenji
> > Zone Ranger
> > $145.00 Free Shipping!!!!!!!
> > Payment accepted by PayPal, Western Union or Money Order.
> > gfranks@brightok.net
> >
> >
>
>

2343. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 21:22:44 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10djt5mjhl7inff@corp.supernews.com>
Source record: 15521
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
"Turbo-Torch" <vairxpert@hotmail.com> wrote in message
news:mjqjd09tmammb5a22u9evlj8bop7johr5t@4ax.com...
> On Tue, 22 Jun 2004 13:22:23 -0700, "Tim" <tjlazer@CRAPmail.com>
> wrote:
>
> >
> >"LionOfJudah" <thepuppetmaster@bellsouth.net> wrote in message
> >news:%QhCc.60$1d2.29@bignews3.bellsouth.net...
> >> "Mr. Lee" <sega_man@msn.com> wrote in message
> >> news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
> >> > http://www.bidiots.com/detail.asp?id=2056
> >> >
> >> > Pictures of the Cart and games!
> >> >
> >> > $140.00 Free Shipping!!!!!!!
> >>
> >> How come it's so expensive? Do the materials and the process to make
the
> >> cart really cost about $100??
> >>
> >No they are just trying to rape you with a Pirate cartridge... Quite
> >pathetic actually. Heck even the Atari 800 has multicarts, but they are
> >over $110 less in price...
>
> His cartridge wasn't mass produced in some third world country. It's
> called supply and demand...since you seem to know so much about this
> 5200 cart, please give all of us some detailsl on where we can find
> them for $30.
>
> George

Here you go George:

http://www.sunmark.com/

Tim
```

2344. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 21:24:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10djt7udhdo7rbe@corp.supernews.com>
Source record: 15522
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Because we don't buy a Pirate cartridge from you for $145 we are cheap?

You are one pathetic moron.

"Mr. Lee" <sega_man@msn.com> wrote in message
news:r1mCc.2584$yg5.289@newssvr23.news.prodigy.com...
> NEWSGROUPS CHEAP ASSES!!!!!!!! FUCK OFF!!!!!!!!!!
>
> > 5200 cart, please give all of us some detailsl on where we can find
> > them for $30.
> >
> > George
>
>

2345. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 22:07:02 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <a42Cc.19591$g4.377984@news2.nokia.com>
Source record: 15497
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Complete? Far from it.

This is how a complete and comprehensive list looks like:

http://www.machine-room.org/static/xrefs/cpu.html

"*ProteanThread*" <os65000 at yahoo dot com> wrote in message
news:BOidnQ3ftO4zJkrdRVn-vA@bresnan.com...
> i think this list is about as complete as one can get:
>
> http://mo5.com/MHI/micros.php
>
> obviously where it says " Microprocesseur" just type in z80, 6502, 6809,
> 6803, etc.
>
> so far it's works for nearly every processor that I've typed:
>
> Z80
> 6502
> 6809
> 6803
> 6510
> 8502 - not listed (assuming Commodore machines only)
> 8510 - not listed (assuming Commodore machines only)
> 65816
> 6507 - listed with 6502
> 6509
> 8080
> 8085
> 9900 - not listed (assuming ti only)
>
> this site is in french but it does list machine, mfctr, specific cpu, and
> year of introduction.
>
> any hear of a "TV Boy" seems to be an atari 2600 clone
>
> now to my *BIG* question: did i *MISS* any "relevant" CPU's other than
> intel 80x86 or did i get them all ?
>
>
> --
>
> Woodzy
>

> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/debate (charged political discussion)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
>
> http://rtdos.com/chat
> Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)
>
>

2346. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 22:13:51 UTC
From: *ProteanThread* <os65000@yahoo.com>
Message-ID: <409d740e025673de810eb136b38ff0b1@news.teranews.com>
Source record: 15498
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:a42Cc.19591$g4.377984@news2.nokia.com...
> Complete? Far from it.
>
> This is how a complete and comprehensive list looks like:
>
> http://www.machine-room.org/static/xrefs/cpu.html

WHOA $-P

2347. Re: one more cpu question, and i'll get back to lurking for awhile

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 23:22:30 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <40d8bf37$0$9457$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 15499
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.m68k,comp.sys.m8
8k,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

ProteanThread wrote:

> now that i have my list, where can i find a cpu simulator and or emulator
> (650x, 680x, z80, etc. but not intel 80x86) like the following:
>
> http://www33.brinkster.com/vlaye/software/simuproc/index3.html (intel
> 80x86 only but at least its freeware)
>
> or a single board emulator / simulator that uses one of the old 8 bit cpu's
> would be helpful too.....
>

That's a pretty tall ask - a generic CPU simulator/emulator. On the hardware
side, you'll find in-circuit emultors (ICE's) for all sorts of CPUs, but
they're all for a specific CPU.

What exactly do you want to do?

You can single-step on the debug build of (x)mess - and setup any
environment you wish to emulate. Of course, there's no source-level debugging.

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://to be announced> | with less resistance!"

2348. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-22 23:32:30 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <ik3Cc.14828$M96.4150@fe2.texas.rr.com>
Source record: 15500
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Stan Barr" <stanb45@dial.pipex.com> wrote in message
news:slrncdd7e2.ui8.stanb45@citadel.metropolis.local...
> On Mon, 21 Jun 2004 03:23:18 GMT, Sam Gillett
> <samgillettnospam@diespammermsn.com> wrote:
> >
> >"*ProteanThread*" <os65000 at yahoo dot com> wrote ...
> >
> >> Z80
> >> timex / sinclair
> >> MSX ?
> >> Vtech VZ200 / 300
> >> Mattel Aquarius
> >> Sega Master System
> >
> >Add to your Z80 list the Zenith, and most of the CP/M machines that were
> >popular in the 1970's.
>
> And:
> Tandy TRS-80 Models 1,3 and 4

As Long as we are being highly specific here, the TRS-80 model 1 had a Z80,
the model 3/4's had Z80A's
Of course I'm sure someone will have something to add to this.
Mo

2349. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 02:12:45 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40d8e608.27105067@news>
Source record: 15501

```
"Mr. Lee" <sega_man@msn.com>:
>Go away looser!!!!
>
>"Tim" <tjlazer@CRAPmail.com> wrote in message
>news:10dguvaeae74o6e@corp.supernews.com...
>> Ouch a lot for a pirate cart...
>>
>> "Mr. Lee" <sega_man@msn.com> wrote in message
>> news:RwXAc.7190$QX5.3942@newssvr22.news.prodigy.com...
>> > New Multi-Game cartridge for Atari 5200 SuperSystem!
>> > Cartridge has on screen menu. Game is selected with joystick or by
>> entering
>> > game number on keypad.

This 5200 spam is off-topic at comp.sys.atari.8bit.

---
Shawn Jefferson
(fix reply to for email)
```

2350. SIO2PC Diode

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 02:45:24 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0406221845.6626df8c@posting.google.com>
Source record: 15502

Hi

Looking at the picture of the circuit board sold at SIO2PC.COM,
I see a diode:

http://www.sio2pc.com/images/sio2pc_l.jpg

Where should this diode be connected to?

I made my version of the 1 Chip SIO2PC cable, and I think
adding a diode would be a cool enhancement.

Regards

2351. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 03:24:02 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <kC6Cc.490$cR4.387@bignews5.bellsouth.net>
Source record: 15503

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:40d8e608.27105067@news...
> "Mr. Lee" <sega_man@msn.com>:
> >Go away looser!!!!
> >
> >"Tim" <tjlazer@CRAPmail.com> wrote in message
> >news:10dguvaeae74o6e@corp.supernews.com...
> >> Ouch a lot for a pirate cart...
> >>
> >> "Mr. Lee" <sega_man@msn.com> wrote in message
> >> news:RwXAc.7190$QX5.3942@newssvr22.news.prodigy.com...
> >> > New Multi-Game cartridge for Atari 5200 SuperSystem!
> >> > Cartridge has on screen menu. Game is selected with joystick or by
> >> entering
> >> > game number on keypad.
>
> This 5200 spam is off-topic at comp.sys.atari.8bit.

I think Lee believed he was going to make a small fortune. He's posted more
than his fair share of ads.

>
> ---
> Shawn Jefferson
> (fix reply to for email)

2352. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 03:41:33 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <10dhv413kndj9a0@corp.supernews.com>
Source record: 15504
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Mr. Lee wrote:
> Go away looser!!!!

He was too tight for you?

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

2353. Re: SIO2PC Diode

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 03:54:27 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <T97Cc.146733$DG4.4403@fe2.columbus.rr.com>
Source record: 15505

Maybe this will help:
http://www.retrobits.net/sio2pc.html

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0406221845.6626df8c@posting.google.com...
> Hi
>
> Looking at the picture of the circuit board sold at SIO2PC.COM,
> I see a diode:
>
> http://www.sio2pc.com/images/sio2pc_l.jpg
>
> Where should this diode be connected to?
>
> I made my version of the 1 Chip SIO2PC cable, and I think
> adding a diode would be a cool enhancement.
>
> Regards

2354. Re: REVERSE Engineer Old ATARI 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 08:15:36 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <I_aCc.2$Pc.1@fe1.texas.rr.com>
Source record: 15506

"BILL HOULEHAN" <boshea@earthlink.net> wrote in message
news:10dgm7c2pktue68@corp.supernews.com...
> We need an Inventor/Engineer who has the ability to recreate in a new
simple
> system the 7800 console!
>

I admire your efforts but doesn't the Digital Mil. Copyright act expressly
forbid reverse engineering for profit?
Mo

2355. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 13:36:38 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <v8adnbBCjaL6GkTdRVn-hQ@bresnan.com>
Source record: 15507
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:a42Cc.19591$g4.377984@news2.nokia.com...
> Complete? Far from it.
>
> This is how a complete and comprehensive list looks like:
>
> http://www.machine-room.org/static/xrefs/cpu.html
>
>
>

What about here

http://bwrc.eecs.berkeley.edu/CIC/archive/cpu_history.html

do these sites list 'em all ? I would've cross posted this but my ISP's
newserver was giving me problems. sorry abou that.

2356. SIO2PC LED (Was Re: SIO2PC Diode)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 13:45:03 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0406230545.403bcaf8@posting.google.com>
Source record: 15508

Hi

That's the exact 1 Chip SIO2PC I made, and I used
one of those diodes with a band mark on it.

In my previous post I made a mistake, I was really
talking about the LED shown in the pictures at SIO2PC.COM.

Where should this LED be connected to? What are the specs for that LED?

Regards

"Xakly" <djpahl@ANCHOVYhotmail.com> wrote in message
news:<T97Cc.146733$DG4.4403@fe2.columbus.rr.com>...
> Maybe this will help:
> http://www.retrobits.net/sio2pc.html
>
> "Luis Baeza" <lbaeza@usa.net> wrote in message
> news:c860ca33.0406221845.6626df8c@posting.google.com...
> > Hi
> >
> > Looking at the picture of the circuit board sold at SIO2PC.COM,
> > I see a diode:
> >
> > http://www.sio2pc.com/images/sio2pc_l.jpg
> >
> > Where should this diode be connected to?
> >
> > I made my version of the 1 Chip SIO2PC cable, and I think
> > adding a diode would be a cool enhancement.
> >
> > Regards

2357. FS: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 15:43:27 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com>
Source record: 15509
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://www.bidiots.com/detail.asp?id=2056

Pictures of the Cart and games!

$140.00 Free Shipping!!!!!!!
Payment accepted by PayPal, Western Union or Money Order.
gfranks@brightok.net

2358. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 16:08:23 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <%QhCc.60$1d2.29@bignews3.bellsouth.net>
Source record: 15510
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"Mr. Lee" <sega_man@msn.com> wrote in message
news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
> http://www.bidiots.com/detail.asp?id=2056
>
> Pictures of the Cart and games!
>
> $140.00 Free Shipping!!!!!!!

How come it's so expensive? Do the materials and the process to make the
cart really cost about $100??

> Payment accepted by PayPal, Western Union or Money Order.
> gfranks@brightok.net
>
>

2359. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 16:22:41 UTC
From: Brian Lund <geronimo@-ABCDE-mobilixnet.dk>
Message-ID: <40d9ae73$0$157$edfadb0f@dread11.news.tele.dk>
Source record: 15511
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> > If you need pictures for your site(?)/list I can provide some, I have
> > several, not only C= computers!
>
> That would be *GREAT* thx a bunch. you can email them to me at rtdos at
> hotmail dot com (i've got filters set to exclusive so maybe you can put
> rtdos pictures in the website or something, let me know)

Well, hotmail, that means you can only have 1 MB in your inbox?
With my 4 mpixel camera it would be full pretty soon ;)

Sure, I can cut and resize, but there is nothing I hate more than pictures
so small that you cannot really see what is on them anyway!

I have a homepage with plenty of space, so I might aswell upload them
there...

Brian

2360. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 20:25:56 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <kAICc.146$fk7.97@bignews5.bellsouth.net>
Source record: 15514
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Given that anyone has access to all these game roms on the internet I can't
see any reason why someone would pay so much for it.

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm
"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10djpjne67k674a@corp.supernews.com...
>
> "LionOfJudah" <thepuppetmaster@bellsouth.net> wrote in message
> news:%QhCc.60$1d2.29@bignews3.bellsouth.net...
> > "Mr. Lee" <sega_man@msn.com> wrote in message
> > news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
> > > http://www.bidiots.com/detail.asp?id=2056
> > >
> > > Pictures of the Cart and games!
> > >
> > > $140.00 Free Shipping!!!!!!!
> >
> > How come it's so expensive? Do the materials and the process to make the
> > cart really cost about $100??
> >
> No they are just trying to rape you with a Pirate cartridge... Quite
> pathetic actually. Heck even the Atari 800 has multicarts, but they are
> over $110 less in price...
>
>

2361. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 20:39:23 UTC
From: Turbo-Torch <vairxpert@hotmail.com>
Message-ID: <mjqjd09tmammb5a22u9evlj8bop7johr5t@4ax.com>
Source record: 15515
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
On Tue, 22 Jun 2004 13:22:23 -0700, "Tim" <tjlazer@CRAPmail.com>
wrote:

>
>"LionOfJudah" <thepuppetmaster@bellsouth.net> wrote in message
>news:%QhCc.60$1d2.29@bignews3.bellsouth.net...
>> "Mr. Lee" <sega_man@msn.com> wrote in message
>> news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
>> > http://www.bidiots.com/detail.asp?id=2056
>> >
>> > Pictures of the Cart and games!
>> >
>> > $140.00 Free Shipping!!!!!!!
>>
>> How come it's so expensive? Do the materials and the process to make the
>> cart really cost about $100??
>>
>No they are just trying to rape you with a Pirate cartridge... Quite
>pathetic actually. Heck even the Atari 800 has multicarts, but they are
>over $110 less in price...

His cartridge wasn't mass produced in some third world country. It's
called supply and demand...since you seem to know so much about this
5200 cart, please give all of us some detailsl on where we can find
them for $30.

George
```

2362. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 20:48:01 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <50mCc.2583$Nb5.1010@newssvr23.news.prodigy.com>
Source record: 15516
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

BITCH PISS AND EAT SHIT

"> No they are just trying to rape you with a Pirate cartridge... Quite
> pathetic actually. Heck even the Atari 800 has multicarts, but they are
> over $110 less in price...
>
>

2363. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 20:49:27 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <r1mCc.2584$yg5.289@newssvr23.news.prodigy.com>
Source record: 15517
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

NEWSGROUPS CHEAP ASSES!!!!!!!! FUCK OFF!!!!!!!!!!

> 5200 cart, please give all of us some detailsl on where we can find
> them for $30.
>
> George

2364. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 21:13:36 UTC
From: John Riezinger <j_riezinger@NOSPAMcox.net>
Message-ID: <_nmCc.78816$%T.4907@okepread05>
Source record: 15518
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Mr. Lee wrote:
> NEWSGROUPS CHEAP ASSES!!!!!!!! FUCK OFF!!!!!!!!!!

Yes we're all lining up to buy items from you! Whoot!

2365. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 21:20:12 UTC
From: John Riezinger <j_riezinger@NOSPAMcox.net>
Message-ID: <aumCc.78817$%T.5623@okepread05>
Source record: 15519
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Turbo-Torch wrote:

>>No they are just trying to rape you with a Pirate cartridge... Quite
>>pathetic actually. Heck even the Atari 800 has multicarts, but they are
>>over $110 less in price...
>
>
> His cartridge wasn't mass produced in some third world country. It's
> called supply and demand...since you seem to know so much about this
> 5200 cart, please give all of us some detailsl on where we can find
> them for $30.
>
> George

The multicart came from Steve Tucker, one of the sellers of the 8bit flash carts, those are priced a little more affordably, then program your own games to them. Sunmark.com also sells 8bit multicarts, they are in the $30-50 mark, but of course none have 128 games, more like 15-30 games each.

Mr. Lee's price is the going rate for what he's offering, 5200 multicarts do cost that much. It's unfortunate but they do..

2366. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 21:26:16 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4CC3BD4CFF%news@youmustbejoking.demon.cu.invalid>
Source record: 15529
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

I demand that mario may or may not have written...

> Complete? Far from it.

> This is how a complete and comprehensive list looks like:

> http://www.machine-room.org/static/xrefs/cpu.html

Complete? Far from it.

Some reasons why are at <URL:http://www.nostalgia8.nl/banks/machinelst.htm>.

(Incidentally, much of this machine is, I'm almost certain, at least nine
years old...)

[snip]
--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army
| Let's keep the pound sterling

Familiarity breeds attempt.

2367. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 21:37:10 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <dttjd05aufgprg6kq2v3h85iubur56ufth@4ax.com>
Source record: 15523
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Tue, 22 Jun 2004 13:22:23 -0700, "Tim" <tjlazer@CRAPmail.com>
wrote:

>> How come it's so expensive? Do the materials and the process to make the
>> cart really cost about $100??
>>
>No they are just trying to rape you with a Pirate cartridge... Quite
>pathetic actually. Heck even the Atari 800 has multicarts, but they are
>over $110 less in price...

actually there were only a limited amount of these cartridges made.
They are no longer in prod and 140 is pretty much the going price on
EBAY. I think you should take the time to know what you are talking
about before you insult people.

kvn

2368. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 22:24:23 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <Naedna9tKeuHnkfdRVn-vg@csinet.net>
Source record: 15524
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

If I had the knowledge to make these multicarts I would sell them for $50 each and sell 100X the amount than the 'other' guy.

It can't cost 'that' much to make one. Also its just ethics also... making items like these affordable gives you that cushy feeling that you are supporting the scene rather than 'cashing in' on it.

I don't recall paying $140 for the Supercharger CD-Rom when it was being promoted in this group long while back and that was an awesome addition to my collection.

Just my .2 but I wouldn't mind owning that 5200 cart :D

VastFear

"Mr. Lee" <sega_man@msn.com> wrote in message
news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
> http://www.bidiots.com/detail.asp?id=2056
>
> Pictures of the Cart and games!
>
> $140.00 Free Shipping!!!!!!!
> Payment accepted by PayPal, Western Union or Money Order.
> gfranks@brightok.net
>
>

2369. Re: SIO2PC LED (Was Re: SIO2PC Diode)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 23:05:05 UTC
From: Xakly <djpahl@ANCHOVYhotmail.com>
Message-ID: <B0oCc.8300$Il1.3522@fe1.columbus.rr.com>
Source record: 15526

You can see it's connection here:
http://www.sio2pc.com/sio_hookup.html

hope this helps.

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0406230545.403bcaf8@posting.google.com...
> Hi
>
> That's the exact 1 Chip SIO2PC I made, and I used
> one of those diodes with a band mark on it.
>
> In my previous post I made a mistake, I was really
> talking about the LED shown in the pictures at SIO2PC.COM.
>
> Where should this LED be connected to? What are the specs for that LED?
>
> Regards
>
>
>
> "Xakly" <djpahl@ANCHOVYhotmail.com> wrote in message
news:<T97Cc.146733$DG4.4403@fe2.columbus.rr.com>...
> > Maybe this will help:
> > http://www.retrobits.net/sio2pc.html
> >
> > "Luis Baeza" <lbaeza@usa.net> wrote in message
> > news:c860ca33.0406221845.6626df8c@posting.google.com...
> > > Hi
> > >
> > > Looking at the picture of the circuit board sold at SIO2PC.COM,
> > > I see a diode:
> > >
> > > http://www.sio2pc.com/images/sio2pc_l.jpg
> > >
> > > Where should this diode be connected to?
> > >
> > > I made my version of the 1 Chip SIO2PC cable, and I think
> > > adding a diode would be a cool enhancement.
> > >
> > > Regards

2370. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 23:11:02 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <6%nCc.656$fk7.128@bignews5.bellsouth.net>
Source record: 15525
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"Mr. Lee" <sega_man@msn.com> wrote in message
news:r1mCc.2584$yg5.289@newssvr23.news.prodigy.com...
> NEWSGROUPS CHEAP ASSES!!!!!!!! FUCK OFF!!!!!!!!!!

HAHAHAHAHAHAHA!

>
> > 5200 cart, please give all of us some detailsl on where we can find
> > them for $30.
> >
> > George
>
>

2371. Re: *FOUOND* cpu list - site is in french but is it complete ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-23 23:18:33 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <5JudnXyZQIpUkkfdRVn-sw@bresnan.com>
Source record: 15527
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Brian Lund" <geronimo@-ABCDE-mobilixnet.dk> wrote in message
news:40d9ae73$0$157$edfadb0f@dread11.news.tele.dk...
> > > If you need pictures for your site(?)/list I can provide some, I have
> > > several, not only C= computers!
> >
> > That would be *GREAT* thx a bunch. you can email them to me at rtdos
at
> > hotmail dot com (i've got filters set to exclusive so maybe you can put
> > rtdos pictures in the website or something, let me know)
>
> Well, hotmail, that means you can only have 1 MB in your inbox?
> With my 4 mpixel camera it would be full pretty soon ;)
>
> Sure, I can cut and resize, but there is nothing I hate more than pictures
> so small that you cannot really see what is on them anyway!
>
> I have a homepage with plenty of space, so I might aswell upload them
> there...
>
>
> Brian
>
>

then try os65000@yahoo.com if you've not got 'em posted yet.

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2372. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 00:21:37 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dk7kh64944n89@corp.supernews.com>
Source record: 15528
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"|<evin" <nospam@nospam.com> wrote in message
news:dttjd05aufgprg6kq2v3h85iubur56ufth@4ax.com...
> On Tue, 22 Jun 2004 13:22:23 -0700, "Tim" <tjlazer@CRAPmail.com>
> wrote:
>
> >> How come it's so expensive? Do the materials and the process to make
the
> >> cart really cost about $100??
> >>
> >No they are just trying to rape you with a Pirate cartridge... Quite
> >pathetic actually. Heck even the Atari 800 has multicarts, but they are
> >over $110 less in price...
>
> actually there were only a limited amount of these cartridges made.
> They are no longer in prod and 140 is pretty much the going price on
> EBAY. I think you should take the time to know what you are talking
> about before you insult people.
>

You need to know the facts Mr!

The only person insulting here is the seller: Lee.

Go back and read the whole thread.

And if that is the going rate for a 5200 multicart, then maybe one should
think about getting a Atari 800 and a 8MBit cart and make your own 128 game
cart. You'll save over $100 too...

$100 + for a home made 5200 cart is insane. Now if it was a Bounty Bob cart
that would be another story.

Tim

2373. Re: REVERSE Engineer Old ATARI 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 00:55:57 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <ve9kd0phdevuj8o8c0oprdj1jaauqip5mi@4ax.com>
Source record: 15530

On Tue, 22 Jun 2004 11:05:36 -0500, "BILL HOULEHAN"
<boshea@earthlink.net> wrote:

>We need an Inventor/Engineer who has the ability to recreate in a new simple
>system the 7800 console!
>
>O'Shea, Ltd. is located in Kansas City, MO since 1975. We own 1 million
>Atari game cartridges from the late 70's. Many of you know that the Atari
>7800 uses 8-Bit graphics. We are looking for someone to remake and simplify
>the 7800 inner workings of the consoles i.e.board, chips, wire layout, and
>anything else that might be needed.
>
>The units need to be able to plug into TV or computer, have a cartridge
>slot, and be able to use 2 joysticks. We are looking for a easier way to
>manufacture the system. Our plan is to manufacture 200,000 of these units
>and kit them each with 5 of our Atari Cartridges & market them at retail
>throughout the US.

You must be insane, but good luck!

You might put in an expansion port and a USB slot. That would be
interesting.

2374. Re: GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 01:25:14 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <q7bkd0h5jh9b843lj0hkosu3resaceubhn@4ax.com>
Source record: 15531
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

On Sun, 20 Jun 2004 09:17:14 +0000 (UTC), Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

>GMail, circa 1983 (a humorous story)
>
>login: dv16vjax
>password: abc123

Aren't you worried someone will steal your password? ;)

>Thanks for loggin onto GMail! As of 11/03/1983, we are still in Beta
>Testing! But APRANet will soon be upgraded to a 16-bit internet, which
>should happen around the middle of June 1985.
>
>Gmail version 0.010 running on VAX VMS /66

<stuff clipped>

>Coming Soon! Check your GMail on your Atari 2600 VCS! Requires a Star
>Raiders(tm) (Model #: CX2660) Video Game Cartridge and Video Touch Pad
>(Model #: CX21). Check your local Sears for details!

How could this possibly work? Those items didn't have input
connections!

2375. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 01:47:28 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <shckd0tc6eejqopc9od3kqdurs3inpnpv4@4ax.com>
Source record: 15532
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Wed, 23 Jun 2004 17:21:37 -0700, "Tim" <tjlazer@CRAPmail.com>
wrote:

>$100 + for a home made 5200 cart is insane. Now if it was a Bounty Bob cart
>that would be another story.

ugh like I said get the facts THEN type your innane posts. These are
not "homemade" per se. There was a limited run of these carts and
that is the going rate for them... look on EBAY or Atariage if you
care to learn the truth.

kvn

2376. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 02:07:53 UTC
From: Turbo-Torch <vairxpert@hotmail.com>
Message-ID: <0ldkd0544o03tirdgbcuvevjs8p6sftjcj@4ax.com>
Source record: 15533
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
On Tue, 22 Jun 2004 14:22:44 -0700, "Tim" <tjlazer@CRAPmail.com>
wrote:

>
>"Turbo-Torch" <vairxpert@hotmail.com> wrote in message
>news:mjqjd09tmammb5a22u9evlj8bop7johr5t@4ax.com...
>> On Tue, 22 Jun 2004 13:22:23 -0700, "Tim" <tjlazer@CRAPmail.com>
>> wrote:
>>
>> >
>> >"LionOfJudah" <thepuppetmaster@bellsouth.net> wrote in message
>> >news:%QhCc.60$1d2.29@bignews3.bellsouth.net...
>> >> "Mr. Lee" <sega_man@msn.com> wrote in message
>> >> news:zyhCc.8238$RN7.2119@newssvr24.news.prodigy.com...
>> >> > http://www.bidiots.com/detail.asp?id=2056
>> >> >
>> >> > Pictures of the Cart and games!
>> >> >
>> >> > $140.00 Free Shipping!!!!!!!
>> >>
>> >> How come it's so expensive? Do the materials and the process to make
>the
>> >> cart really cost about $100??
>> >>
>> >No they are just trying to rape you with a Pirate cartridge... Quite
>> >pathetic actually. Heck even the Atari 800 has multicarts, but they are
>> >over $110 less in price...
>>
>> His cartridge wasn't mass produced in some third world country. It's
>> called supply and demand...since you seem to know so much about this
>> 5200 cart, please give all of us some detailsl on where we can find
>> them for $30.
>>
>> George
>
>Here you go George:
>
>http://www.sunmark.com/
>
>Tim

Lots of cool stuff (I still prefer my SIO2PC) but I don't see anything
for the 5200?
Other than the legal Vectrex cart (which is still pricey) I don't know
```

of any cheap classic console multicarts.

George

2377. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 02:12:25 UTC
From: Turbo-Torch <vairxpert@hotmail.com>
Message-ID: <qudkd0dmm4q6dg9ood4orbcrnt1pi220r8@4ax.com>
Source record: 15534
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Wed, 23 Jun 2004 17:20:12 -0400, John Riezinger
<j_riezinger@NOSPAMcox.net> wrote:

>Turbo-Torch wrote:
>
>
>>>No they are just trying to rape you with a Pirate cartridge... Quite
>>>pathetic actually. Heck even the Atari 800 has multicarts, but they are
>>>over $110 less in price...
>>
>>
>> His cartridge wasn't mass produced in some third world country. It's
>> called supply and demand...since you seem to know so much about this
>> 5200 cart, please give all of us some detailsl on where we can find
>> them for $30.
>>
>> George
>
>
>The multicart came from Steve Tucker, one of the sellers of the 8bit
>flash carts, those are priced a little more affordably, then program
>your own games to them. Sunmark.com also sells 8bit multicarts, they are
>in the $30-50 mark, but of course none have 128 games, more like 15-30
>games each.

Sounds interesting, I've been out of the loop since RGVC died off.
I'll have to check those out.

>Mr. Lee's price is the going rate for what he's offering, 5200
>multicarts do cost that much. It's unfortunate but they do..

That's what I was kinda getting at but Mr. Lee decided to even attack
me for sticking up for him :)

George

2378. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 02:49:06 UTC
From: Chuck Whitby <intvsama@verizon.net>
Message-ID: <Xns9511E81F57D85intvsamaverizonnet@130.81.64.196>
Source record: 15535
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"Mr. Lee" <sega_man@msn.com> wrote in news:r1mCc.2584$yg5.289
@newssvr23.news.prodigy.com:

> NEWSGROUPS CHEAP ASSES!!!!!!!! FUCK OFF!!!!!!!!!!
>
>> 5200 cart, please give all of us some detailsl on where we can find
>> them for $30.
>>
>> George
>
>

Heya there, chump. FYI, you're the one advertising this to us. We're not ASKING you to supply us with these multicarts, rather you're forcing them down the throats of an uninterested audience.

Pick you fights better, because you can't win an arguement with your prospective customers.

2379. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 03:03:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <owrCc.1383$Ch.721@okepread04>
Source record: 15536
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Truth be told I was thinking of getting on until I saw his attitude.

Thomas

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10djt1r7j898t0f@corp.supernews.com...
> Yes Lee you are going to sell a lot with that mentality.
>
> Woot there it is!! lol
>
> "Mr. Lee" <sega_man@msn.com> wrote in message
> news:50mCc.2583$Nb5.1010@newssvr23.news.prodigy.com...
> > BITCH PISS AND EAT SHIT
> >
> > "> No they are just trying to rape you with a Pirate cartridge... Quite
> > > pathetic actually. Heck even the Atari 800 has multicarts, but they
are
> > > over $110 less in price...
> > >
> > >
> >
> >
>
>

2380. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 05:42:14 UTC
From: "Shawn B." <leabre@x.com>
Message-ID: <WQtCc.498$8r6.210@newssvr27.news.prodigy.com>
Source record: 15537
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I looked at it and thought of it myself and was looking forward to an
intelligent response from him for the price but then I see the way he
replies to conflicting opinions and decided that I won't be doing business
with someone like that, and furthere more I'm glad I didn't act on my
immediate impulse and give him my CC# before I saw his other posts that are
just insulting to his potential audience.

Thanks,
Shawn

"Docrotcod" <rahbart@cox.net> wrote in message
news:owrCc.1383$Ch.721@okepread04...
> Truth be told I was thinking of getting on until I saw his attitude.
>
> Thomas
>
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10djt1r7j898t0f@corp.supernews.com...
> > Yes Lee you are going to sell a lot with that mentality.
> >
> > Woot there it is!! lol
> >
> > "Mr. Lee" <sega_man@msn.com> wrote in message
> > news:50mCc.2583$Nb5.1010@newssvr23.news.prodigy.com...
> > > BITCH PISS AND EAT SHIT
> > >
> > > "> No they are just trying to rape you with a Pirate cartridge...
Quite
> > > > pathetic actually. Heck even the Atari 800 has multicarts, but they
> are
> > > > over $110 less in price...
> > > >
> > > >
> > > >
> > > >
> > >
> > >
>
>
>

2381. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 08:09:25 UTC
From: Kev <no@spamplz.kthx>
Message-ID: <Xns9512213F0CAB3nospamplzkthx@65.24.7.50>
Source record: 15538
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"VastFear" <vastfear@csinet.net> wrote in
news:Naedna9tKeuHnkfdRVn-vg@csinet.net:

> If I had the knowledge to make these multicarts I would sell them for
> $50 each and sell 100X the amount than the 'other' guy.
>
> It can't cost 'that' much to make one. Also its just ethics also...
> making items like these affordable gives you that cushy feeling that
> you are supporting the scene rather than 'cashing in' on it.

You are correct. It isn't THAT complicated to make a menued multicart.
It takes 2 chips and some ROMs to do it. Last one I designed contains a
74374 octal latch, GAL16V8, and a couple 1Mbyte EPROMs. Throw in a PCB
and a cart for the case and a label, and you're talking around $20-$25 in
materials.

Charging 5x or more of the materials cost on what is essentially a PIRATE
product is a bit steep indeedy. So is making a "limited number" (quote-
unquote) to artificially raise the price. You gotta buy a large run of
PCBs anyways... usually 250 pcs costs the same or LESS than 100 so I
don't really buy it when I hear of "limited quantities" of carts like
this. You know in 6 months, another "limited run" will be released onto
ebay or the newsgroup.

2382. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 09:07:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240202230.10745-100000@onyx.spiritone.com>
Source record: 15539
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Atari 2600/ 7800 Games, Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games and Consoles! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2383. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 09:11:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240207460.10745-100000@onyx.spiritone.com>
Source record: 15540
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2384. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 09:19:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240215520.10745-100000@onyx.spiritone.com>
Source record: 15541
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2385. Re: GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 12:01:13 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040624130112.1296A@ilba14195.www.blueyonder.co.uk>
Source record: 15542

In article <q7bkd0h5jh9b843lj0hkosu3resaceubhn@4ax.com>,
NOSPAMdaclmi@sisna.com (Daniel Miller) wrote:

> Aren't you worried someone will steal your password? ;)
Ummm... it was a story...

> How could this possibly work? Those items didn't have input
> connections!
See above.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2386. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-24 13:42:38 UTC
From: atari_zach@hotmail.com
Message-ID: <e4307f5d.0406240542.672733db@posting.google.com>
Source record: 15543
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

> Other than the legal Vectrex cart (which is still pricey) I don't know
> of any cheap classic console multicarts.
>
> George

I'm currently beta testing a 2600 multicart. It will sell for $45 and
contain 1 MB worth of roms.

I'm getting ready to start on the next project, either Coleco or NES
probably haven't decided yet.

2387. Re: "Unverified" Atari vendors in Germany: H.A.P.S., Hofacker

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 10:30:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40DBFEB0.A6C1FAD@students.uni-mainz.de>
Source record: 15544

Ok,
I will try to do a telephone call then. Maybe that helps (allthough I
guess that it will take a while to find a guy nowadays at Hofacker that
has ever heard of Atari 8Bit computers)... -Andreas.

Michael Current schrieb:
>
> Odd, the URLs I quoted still work for me.
>
> This strange page http://hofacker-de.clipshop.com/ has no email address on it,
> and in fact looks like a prototype, unfinished web site. But it does have
> this postal address:
>
> Elcomp Publishing, Inc. , 8780 19th Street #199, Alta Loma, CA 91701
>
> Which I could write to myself I suppose, but it doesn't seem like the Hofacker
> in Germany that we're looking for.
>
> Now that we have a complete postal address, plus a phone number for Hofacker
> in Germany, I still hope someone with German skills will call or write to ask
> them if they still support Atari, and verify their contact info.
>
> -Michael
>
> On Fri, 18 Jun 2004 19:49:51 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Well,
> >with MSE still no luck !! The page seems to be there, but MSE refuses to
> >show it... Anyway, the web-adresses and the postal adress (with the new
> >5-digit zip-code) are correct !! Do you also have their e-mail adress
> >Michael, so I can e-mail them directly ?!? greetings, Andreas.
> >
> >
> >Andreas Magenheimer schrieb:
> >>
> >> Well,
> >> under Netscape I get errors (Netscape cannot find the given site). So I
> >> will try it with MSE in a few minutes (after I have read all the news
> >> here in comp.sys.atari.8bit)... greetings, Andreas.
> >>
> >> Michael Current schrieb:
> >> >
> >> > On Mon, 14 Jun 2004 12:10:02 +0200, Andreas Magenheimer

> >> > <magea000@students.uni-mainz.de> wrote:
> >> >
> >> > > Hmmm, Hofacker also still exists,
> >> > >but I have not found their new zip code yet - and most of all I am not
> >> > >sure if they still sell their old Atari programs (like Atmas II and
> >> > >such)...>
> >> > >Michael Current schrieb:
> >> > >>
> >> >
> >> > >> HOFACKER UNVERIFIED
> >> > >> Tegernseestr. 18
> >> > >> D-(8150) Holzkirchen
> >> > >> Germany [this zip code is old; need new zip code]
> >> > >> Vendor/Developer:
> >> > >> A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...
> >> >
> >> > What about this: http://www.hofacker.de which leads to
> >> > http://hofacker-de.clipshop.com/ ? Is this them?
> >> >
> >> > Ok, maybe the address/phone/fax on this page are correct:
> >> > http://www.hmc-cp.de/wowi/wowi23.htm
> >> >
> >> > Ing. W. Hofacker GmbH
> >> > Tegernseer Straße 18
> >> > 83607 Holzkirchen
> >> > T: 08024 7331
> >> > F: 08024 7580
> >> >
> >> > Same address is here:
> >> > http://www.be.schule.de/bics/cif/chemie/chemie/html/sonstiges.htm
> >> >
> >> > Still, if no one wants to verify that they remember what an Atari is, they
> >> > need to be dropped from the list. Who's going to call or write?
> >> >
> >> > -Michael
> >> >
> >> > Michael Current, mailto:hunmanik@earthlink.net
> >> > 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> >> > St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2388. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 10:37:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40DC0055.3FEDB3D1@students.uni-mainz.de>
Source record: 15545
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Well,
and one of the fist 68000 CPU`s was afaik used in the TI 99/4A, a 68009 if I remember correctly (or was it something totally different?). Ok, I never owned a TI, so I can only recall what I read in some magazines... -andreas.

P.S.: My old chesscomputer by hegener & glaser also used a 6xxx CPU (a 6500Y or 6800Y, where Y meant Yamaha; it had 16kbytes ROM and 256 Bytes RAM)...

"|
>
> On Mon, 21 Jun 2004 02:17:15 +0200, "Konrad Kokoszkiewicz"
> <draco@obta.uw.edu.pl> wrote:
>
> >Yes. And some model of Apple (Apple IIcx?) used 65c816 - or it was
> >upgradable to 65c816, I don't remember.
>
> that's the Apple IIgs you are thinking of the SNES also uses this
> processor.
>
> Also the 6509 was used in the Atari 2600
>
> kvn

2389. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 11:01:36 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <2k2f0cF16tk80U1@uni-berlin.de>
Source record: 15546
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Andreas Magenheimer wrote:

> Well,
> and one of the fist 68000 CPU`s was afaik used in the TI 99/4A, a 68009
> if I remember correctly (or was it something totally different?).

I'm afraid you are wrong on this one. The TI 99/4A uses a TMS 9900 CPU.

--
Peter van Merkerk
peter.van.merkerk(at)dse.nl

2390. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 11:04:20 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <nwUCc.72$5x4.7@newsfe2-win>
Source record: 15397
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:40DC0055.3FEDB3D1@students.uni-mainz.de...
> and one of the fist 68000 CPU`s was AFAIK used in the TI 99/4A, a 68009
> if I remember correctly (or was it something totally different?).

No, it used a TMS-9900 CPU.
TI's own design. 16-bit internal, 8-bit external.
http://www.netten.net/~garycox/ti99idx.htm

The Atari 2600 used a 6507 CPU.
It is just a 6502 chip in a 28-pin package.
http://www.s-direktnet.de/homepages/k_nadj/2600.html

2391. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 16:35:37 UTC
From: Randy McLaughlin <randy482@nospam.com>
Message-ID: <KmYCc.997$TS.504@bignews1.bellsouth.net>
Source record: 15398
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:nwUCc.72$5x4.7@newsfe2-win...
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:40DC0055.3FEDB3D1@students.uni-mainz.de...
> > and one of the fist 68000 CPU`s was AFAIK used in the TI 99/4A, a 68009
> > if I remember correctly (or was it something totally different?).
>
> No, it used a TMS-9900 CPU.
> TI's own design. 16-bit internal, 8-bit external.
> http://www.netten.net/~garycox/ti99idx.htm

No the TMS9900 is 16bit internally and externally. The TI-99/4(A) did a
double byte fetch to use external 8 bit RAM using external hardware that
added wait states so both fetches could be done.

>
> The Atari 2600 used a 6507 CPU.
> It is just a 6502 chip in a 28-pin package.
> http://www.s-direktnet.de/homepages/k_nadj/2600.html

Randy

2392. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 22:11:26 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40dca306$0$166$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 15399

Howdy Marco Antonio, folks

> >> >10010 POKE 768,ASC(DRIVENUMBER$(2,2))
> >
> >For some reasons, only $31 will do here.
> >
> $31 is, of course, the (AT)ASCII code for the character "1", which must
> correspond to the number assigned to your drive.

That's the funny thing. It should ALWAYS be $31. Otherwise you don't get
al the data.

> >> Time to check that wonderful resource again, Bill Wilkinson's "INSIGHT:
> >Atari"
> >> column in COMPUTE!:
> >
> >I might even have a copy of that magazine at home. I have maybe 5 issues
or
> >so of that magazin.

I have 6 issue. 66, 67, 69, 70, 73 and 76. :-(Somebody already offered
to scan it for me.

CU Mathy van Nisselroy

2393. Re: Reading the Percom block

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 22:17:38 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40dca479$0$164$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 15400

Howdy folks

My Percom Block Reader/Writer (PBRW) is ready (I expect no major changes in the future. Only cosmetic changes might still be needed.).

It's written in TurboBASIC.

If somebody wants it, feel free to ask.

CU Mathy van Nisselroy

PS if you only have unmodified 810's and/or unmodified 1050's don't bother. PBRW will tell you that an error occured in these cases. Harddisks and FloppyBoard floppy's do have Percom Blocks. Atleast on the BlackBox.

2394. Re: Double Sided 5-1/4" Drive Variations

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-25 22:22:40 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40dca5a7$0$168$3a628fcd@reader3.nntp.hccnet.nl>
Source record: 15401

Howdy Andreas

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:40D324A8.2E76663@students.uni-mainz.de...
> Hmmm,
> I remember all this stuff, because I am currently creating two CD-ROMs
> (or maybe one DVD?) filled with Public Domain Atari 8Bit stuff. My
> harddisk has more than 1200 Megabytes of ATR images and other stuff -
> and from time to time I have to take a look at all the images (with XDIR
> by Bo and Ernest Schreurs), move some stuff into new subdirs or add some
> stuff to existing dirs. If everything works as expected, the CD`s will
> be ready in October (just before the ABBUC meeting) and believe it or
> not, they will contain more ATR images (images only in ATR format!) than
> the Pooldisk Too by the Schreurs (therefore they will not contain any
> GIF/JPG/... pictures or HTML stuff, like CD 2 of The Pooldisk CD`s did,
> nor the ANG and Pokey stuff)...
>
> In other words, my CD`s are a sort of addendum to the Pooldisk Too CD`s.
> Besides, I like it most to help other Atarians, when they search
> something (as long as it is PD/Freeware/Shareware), e-mail them "my"
> stuff or give tips/hints where to find it... greetings, Andreas.

If you have enough room, you might consider putting them on the CD-ROM as
files. That way, my CD Data Reader can copy them straits to disk and maybe
later they can be loaded directly from CD ROM. CD Data Reader isn't
finished yet, but I can look at directories and look at sectors.

CU Mathy van Nisselroy

2395. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 07:04:16 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <40dccf70$0$1561$45beb828@newscene.com>
Source record: 15402
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Randy McLaughlin" <randy482@nospam.com> writes:

>>No, it used a TMS-9900 CPU.
>>TI's own design. 16-bit internal, 8-bit external.
>>http://www.netten.net/~garycox/ti99idx.htm

>No the TMS9900 is 16bit internally and externally. The TI-99/4(A) did a
>double byte fetch to use external 8 bit RAM using external hardware that
>added wait states so both fetches could be done.

He might have been thinking of the TMS9995, which is also 16-bit externally
and internally, but only exposes eight data pins (muxing them to get the
full 16-bit word). The 9900 in the 99/4(A) is sort of that way, but only as
a consequence of that specific model's engineering, and not because it can't
run sixteen data lines.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

2396. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 07:36:59 UTC
From: Henry@Koplien.de
Message-ID: <2k4ncqF183shtU1@uni-berlin.de>
Source record: 15403
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In <nwUCc.72$5x4.7@newsfe2-win> "kryten_droid" wrote:
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:40DC0055.3FEDB3D1@students.uni-mainz.de...
> > and one of the fist 68000 CPU`s was AFAIK used in the TI 99/4A, a
68009
> > if I remember correctly (or was it something totally different?).
>
> No, it used a TMS-9900 CPU.
> TI's own design. 16-bit internal, 8-bit external.
> http://www.netten.net/~garycox/ti99idx.htm

Not the CPU, the console yes. The CPU was full 16 bit.

Henry

--

---
snail mail : Henry Koplien \|/
From the Center of Nowhere o(O O)o
---- eMail : Henry@NiKo-Internetpraesenz.de ----ooOo---(_)---oOoo-----

2397. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 07:39:53 UTC
From: Henry@Koplien.de
Message-ID: <2k4ni9F183shtU2@uni-berlin.de>
Source record: 15404
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

In <40dccf70$0$1561$45beb828@newscene.com> Cameron Kaiser wrote:
> "Randy McLaughlin" <randy482@nospam.com> writes:
>
> >>No, it used a TMS-9900 CPU.
> >>TI's own design. 16-bit internal, 8-bit external.
> >>http://www.netten.net/~garycox/ti99idx.htm
>
> >No the TMS9900 is 16bit internally and externally. The TI-99/4(A) did
a
> >double byte fetch to use external 8 bit RAM using external hardware
that
> >added wait states so both fetches could be done.
>
> He might have been thinking of the TMS9995, which is also 16-bit
externally
> and internally, but only exposes eight data pins (muxing them to get
the
> full 16-bit word). The 9900 in the 99/4(A) is sort of that way, but
only as
> a consequence of that specific model's engineering, and not because it
can't
> run sixteen data lines.
>
>

But wasn't the timeline tms9900 and then tms9995?? (and then tms99105)

Henry

--

---
snail mail : Henry Koplien \|/
From the Center of Nowhere o(O O)o
---- eMail : Henry@NiKo-Internetpraesenz.de ----ooOo---(_)---oOoo-----

2398. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 10:47:13 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <RucDc.252734$hY.193985@twister.nyroc.rr.com>
Source record: 15405
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

> > No, it used a TMS-9900 CPU.
> > TI's own design. 16-bit internal, 8-bit external.
> > http://www.netten.net/~garycox/ti99idx.htm
>
> No the TMS9900 is 16bit internally and externally. The TI-99/4(A) did a
> double byte fetch to use external 8 bit RAM using external hardware that
> added wait states so both fetches could be done.

True. The TI-99/4 (and A model too) used a full 16-bit internal and external CPU. Only 256 bytes (yes, bytes, not K!) were on the 16-bit bus, though. The 16K advertised was actually in the address space of the VDP, not the CPU and was only 8-bit.

Tom Lake

2399. Re: which CPU ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 10:53:43 UTC
From: Spiro Trikaliotis <news+200406@trikaliotis.net>
Message-ID: <slrncdqldm.dtg.news+200406@news.trikaliotis.net>
Source record: 15406
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Hello,

["Followup-To:" set to comp.sys.cbm]

Henry@Koplien.de <Henry@Koplien.de> schrieb:

> In <40dccf70$0$1561$45beb828@newscene.com> Cameron Kaiser wrote:

>> He might have been thinking of the TMS9995, which is also 16-bit
>> externally and internally, but only exposes eight data pins (muxing
>> them to get the full 16-bit word). The 9900 in the 99/4(A) is sort of
>> that way, but only as a consequence of that specific model's
>> engineering, and not because it can't run sixteen data lines.

> But wasn't the timeline tms9900 and then tms9995?? (and then tms99105)

What does this tell us? Even the 8086 (16/16 bit) was before the 8088
(16/8), so it seems to me to be the same thing. Nevertheless, the 8086
was already ununsed in the early days because of its high costs.

Regards,
Spiro.

--
Spiro R. Trikaliotis
http://www.trikaliotis.net/

2400. 8-bit Atari set-up for sale - enthusiasts shouldn't miss this!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 19:53:54 UTC
From: David Kinston <not@really.org>
Message-ID: <40ddd41e$0$24750$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 15407

I'm sadly selling my Atari system, as we simply don't have the
space to keep it any longer. Ebay auction ends July 1.

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&category=1247&item=5104550509&rd=1

The system includes:
Complete XE system (console, keyboard, cable. power supply)
1050 disk drive
multiple joysticks, some unused
all transformers and cables
Centronics paralell printer cable
MAJOR collection of games, languages, utilities etc on diskette (includes
lots and lots of games!).
Manuals and books in good condition (de re Atari, programming, etc).
Dedicated TV-style monitor which can be connected to a video, too.

I'm located in Melbourne, Australia.
Willing to ship anywhere, at buyer's expense.
(The monitor may be difficult to send overseas)

I want this much-loved system to be inherited by someone who
will value and use it as we did!!

Questions via ebay email, not via this NG.

Cheers

David Kinston
melbourne.au

2401. FA: The Seven Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 20:18:55 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <defd9$40ddd988$d527d69a$5677@nf3.news-service-com>
Source record: 15408

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5105036025

2402. Re: REVERSE Engineer Old ATARI 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-26 20:44:45 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cbknfi$c68$1@reader11.wxs.nl>
Source record: 15409

Don't forget about the (c)opyrights on the OS in the 7800... I guess it will be hard to get your hands on them, to sell legal clones of atari computers like the 7800... but good luck.

M.

"Daniel Miller" <NOSPAMdaclmi@sisna.com> schreef in bericht news:ve9kd0phdevuj8o8c0oprdj1jaauqip5mi@4ax.com...
> On Tue, 22 Jun 2004 11:05:36 -0500, "BILL HOULEHAN"
> <boshea@earthlink.net> wrote:
>
> >We need an Inventor/Engineer who has the ability to recreate in a new simple
> >system the 7800 console!
> >
> >O'Shea, Ltd. is located in Kansas City, MO since 1975. We own 1 million
> >Atari game cartridges from the late 70's. Many of you know that the Atari
> >7800 uses 8-Bit graphics. We are looking for someone to remake and simplify
> >the 7800 inner workings of the consoles i.e.board, chips, wire layout, and
> >anything else that might be needed.
> >
> >The units need to be able to plug into TV or computer, have a cartridge
> >slot, and be able to use 2 joysticks. We are looking for a easier way to
> >manufacture the system. Our plan is to manufacture 200,000 of these units
> >and kit them each with 5 of our Atari Cartridges & market them at retail
> >throughout the US.
>
> You must be insane, but good luck!
>
> You might put in an expansion port and a USB slot. That would be
> interesting.

2403. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 02:14:25 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dsbc21n21j9cf@corp.supernews.com>
Source record: 15410
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"|<evin" <nospam@nospam.com> wrote in message
news:shckd0tc6eejqopc9od3kqdurs3inpnpv4@4ax.com...
> On Wed, 23 Jun 2004 17:21:37 -0700, "Tim" <tjlazer@CRAPmail.com>
> wrote:
>
> >$100 + for a home made 5200 cart is insane. Now if it was a Bounty Bob
cart
> >that would be another story.
>
>
> ugh like I said get the facts THEN type your innane posts. These are
> not "homemade" per se. There was a limited run of these carts and
> that is the going rate for them... look on EBAY or Atariage if you
> care to learn the truth.
>

Not homemake per say or not, they are not commercial are they? I know my
facts. They are pirate carts for $140. Unacceptable.

Tim

2404. ACEC (Columbus) Swap and Sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 02:55:02 UTC
From: Roy G Biv <roy.g.biv@color.spectrum>
Message-ID: <Pine.GSO.4.60.0406262242190.5851@shell1>
Source record: 15411

Here's a copy of the news release on the upcoming Atari show,
as distributed on Sun, 6 Jun 2004 at 12:37:13 -0400, by R. Wayne
Arenz of the Columbus, Ohio, Atari group (ACEC):

Greetings fellow Atarians and/or those generally interested in com-
puters and electronics.

The Atari Computer Enthusiasts of Columbus, Ohio, wish to announce
their 2004 swap and sale.

Date: Saturday, September 11, September 11, September 11, 2004, 2004,
2004, 2004, 2004!!!! (these announcements for the past X years all
look alike so I want to emphasis the year)

Place: the same as it has been (mapquest to: 980 Lenore St., Colum-
bus, Ohio -- Oakland Park Community Center. A bmp scan of the map is
available if you have a fast connection or can deal with zip).

Time: 9 am to 3 pm, EDT

Non-inflationary Price: $6 for a table which includes admission for
one, $4 for single admission, maximum of $8 for family admission.

What to buy/sell: Though generally anything Atari and Atari-related,
we absolutely welcome other game systems, computers, electronics,
software, etc. Anything geeks like us might find interesting.

ACEC has dropped massive mailing campaigns due to cost. Therefore,
please help the cause and get the word out: post everywhere of which
you know, e-mail your friends, etc. Also, if you wish, let me know
of physical and e-mailing addresses for almost-certain attendees.
[I still snail-mail those who have given me recent addresses.] In
a similar vein, let me know if you want OFF my mailing lists.

See ACEC's web page at:

http://www.angelfire.com/oh4/acec/acec.html

(oddly, this link saved to Favorites seems to work only through IE,
not through my SlimBrowser)

Sad news to the community: I regret to announce we lost a long-time
member Dick Albright this past year. I thought some of you might
wish to know. Our best wishes to his family.

Best to all,
Wayne

R. Wayne Arenz
preferred: rarenz at columbus dot rr dot com
secondary: atari6502 at yahoo dot com
"Any fool can write code that a computer can understand.
Good programmers write code that humans can understand."
--- Martin Fowler, Refactoring: Improving the Design of Existing
Code

2405. anyone remember delphi, genie, compuserve, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 03:29:57 UTC
From: Roy G Biv <roy.g.biv@color.spectrum>
Message-ID: <Pine.GSO.4.60.0406262321210.5851@shell1>
Source record: 15412

On Wed, 16 Jun 2004 at 22:34:42 -0500, "Rick D." scribbled:
->Too few people take adavantage of the rare opportunity to get to-
->gether and do things when it happens.

See announcement of the upcoming Columbus, Ohio, Atari show
which I just forwarded to this newsgroup. This will be one of those
rare opportunities for Atarians to get together.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

2406. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 12:59:53 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <o3htd0dkcatf0iv7uqcbq3dqflldlm4286@4ax.com>
Source record: 15413

On Wed, 23 Jun 2004 22:03:50 -0500, "Docrotcod" <rahbart@cox.net>
wrote:

>Truth be told I was thinking of getting on until I saw his attitude.
>
>Thomas

It's possible it wasn't really him typing those profane outbursts, but
then again he hasn't come to deny them.

2407. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 13:21:05 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <i6htd0h4kg2f9lmfn31e3caftfb5kphrb5@4ax.com>
Source record: 15414

On Sat, 26 Jun 2004 19:14:25 -0700, "Tim" <tjlazer@CRAPmail.com>
wrote:

>Not homemake per say or not, they are not commercial are they? I know my
>facts. They are pirate carts for $140. Unacceptable.

At what price point do you find pirate carts acceptable? ;)

My first experience with copied commercial software was at a friend of
my Mom's when I was 12 or 13. He had an Atari 800 system more advanced
than mine in his basement hobby room, and among his other programs I
do recall "Ghosthunter," which was a multi-player Pacman-style game.
Having read the magazines I looked at it and marvelled "ah, piracy..."
He winced and said that that was not really a fitting term for the
programs like that that he had. He may have said "that's a sort of
strong term for it."

Looking back I would agree with him that there are severe ways and
permissive ways to look at something like that. The simplest way of
looking at it is in "black and white" terms, but the simplest way is
really not the right way. Back then what he was doing was indeed wrong
IMO, because the software for example Ghosthunter was still on sale.
It was still commercial software. However now, and even really in the
last 10 years I would suggest that it is much more difficult to make
the case that the author or other copyright holder or merchant is
actually damaged by the copying of that software. Added to this is the
factor that people who do copy the software keep it alive, and that is
a real benefit. Floppy disk media eventually fails and I am certain
that there are many unique programs that exist today only because of
copies that were not really authorized.

As for Mr. Lee's Atari 5200 multi-cart, I would refrain from calling
it piracy, but I do agree that it is overpriced and it is
understandable that people are annoyed by this and critical of it.

2408. Re: FA: Atari XMM801 and XDM121 Printers

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 15:33:18 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <2NBDc.29539$eH1.13871069@newssvr28.news.prodigy.com>
Source record: 15415

Last day on these.

Steve
--

> Starting @ $10. Not exactly state of the art but they sure look nice
> next to XE computers.
>
> XMM801
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5103837249&ssPageName=STRK:MESE:IT
>
>
> XDM121
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5103837908&ssPageName=STRK:MESE:IT
>
>
> Some other Atari items, lots of disks, etc.
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

2409. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-27 23:16:37 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dulalq2gul656@corp.supernews.com>
Source record: 15416

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:i6htd0h4kg2f9lmfn31e3caftfb5kphrb5@4ax.com...
> On Sat, 26 Jun 2004 19:14:25 -0700, "Tim" <tjlazer@CRAPmail.com>
> wrote:
>
> >Not homemake per say or not, they are not commercial are they? I know my
> >facts. They are pirate carts for $140. Unacceptable.
>
> At what price point do you find pirate carts acceptable? ;)
>
> As for Mr. Lee's Atari 5200 multi-cart, I would refrain from calling
> it piracy, but I do agree that it is overpriced and it is
> understandable that people are annoyed by this and critical of it.

Well I would gladly pay up to $50 for that cart, assuming it had a nice
label on it.

Tim

2410. Re: ACEC (Columbus) Swap and Sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 16:04:32 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns951670AADD7D2slorcomcastnet@130.133.1.4>
Source record: 15417

Despite all prevention efforts, Roy G Biv <roy.g.biv@color.spectrum> wrote
in news:Pine.GSO.4.60.0406262242190.5851@shell1:

> Here's a copy of the news release on the upcoming Atari show,
> as distributed on Sun, 6 Jun 2004 at 12:37:13 -0400, by R. Wayne
> Arenz of the Columbus, Ohio, Atari group (ACEC):
>
> Greetings fellow Atarians and/or those generally interested in com-
> puters and electronics.
>
> The Atari Computer Enthusiasts of Columbus, Ohio, wish to announce
> their 2004 swap and sale.
>

Ooh - I may actually be able to make it to this... Only about 2.5 hours
drive time for me. Thanks for the post!

--
Slor

2411. Atari 8-Bit Computers: Frequently Asked Questions

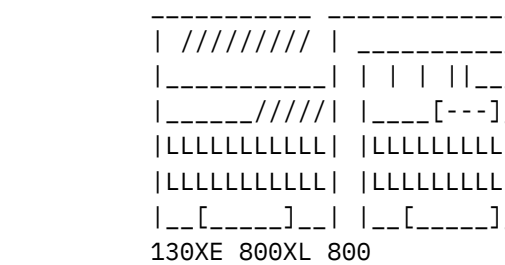
Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 18:41:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1088448081@rtfm.mit.edu>
Source record: 15418
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: May 27, 2004

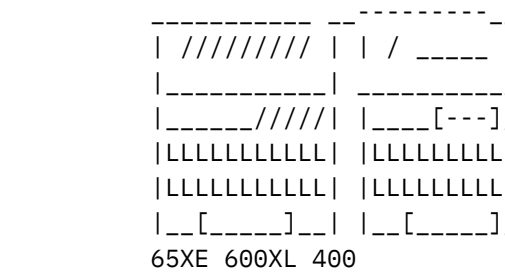
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

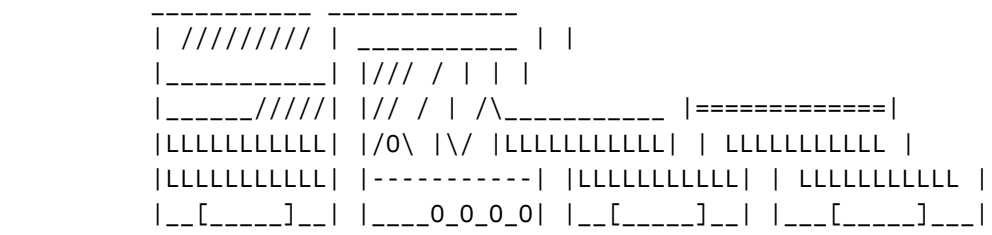
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel free to reproduce this file, in whole or in part, so long as the content of that portion reproduced is not modified, and so long as credit is given to this FAQ list or its Maintainer, or the author of that section reproduced when given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

****
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
****

UPDATES SINCE PREVIOUS POSTING
2004.05.27 3.1,3.2 additional program recorder upgrade info from A.Magenheimer

---

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?
3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) What can I do to extend the life of my floppy disks?
3.8) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?
6.18) What preventative maintenance can I do on my Atari system?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?
8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?

8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often

outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++ Map	160 x 192	2
D	7	Map	160 x 96	4
E	15	++ Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9	+ Map	80 x 192	1 **
F	10	+ Map	80 x 192	9
F	11	+ Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four 2-bit wide, 120 or 240 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to OR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. Atari sold the Atari 400 48K RAM Expansion Kit, which required a little soldering, to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer."

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Jason Harmon writes: (12 Feb 2004)
"..the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots."

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading: "64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled; Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port; The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled; Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat
(Mathew Ratcliff). This assumes one knows at least how to boot a disk
with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book
published by Atari through the Atari Program Exchange (APX) and copyright 1982
by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the
full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other
systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA.
However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA,
and POKEY. These chips were designed by Atari engineers primarily to take
much of the burden of housekeeping off of the 6502, thereby freeing the 6502
to concentrate on computations. While they were at it, they designed a great
deal of power into these chips. Each of these chips is almost as big (in terms
of silicon area) as a 6502, so the three of them together provide a tremendous
amount of power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow
them to coexist, ANTIC must shut off the 6502, a process called DMA. The

6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

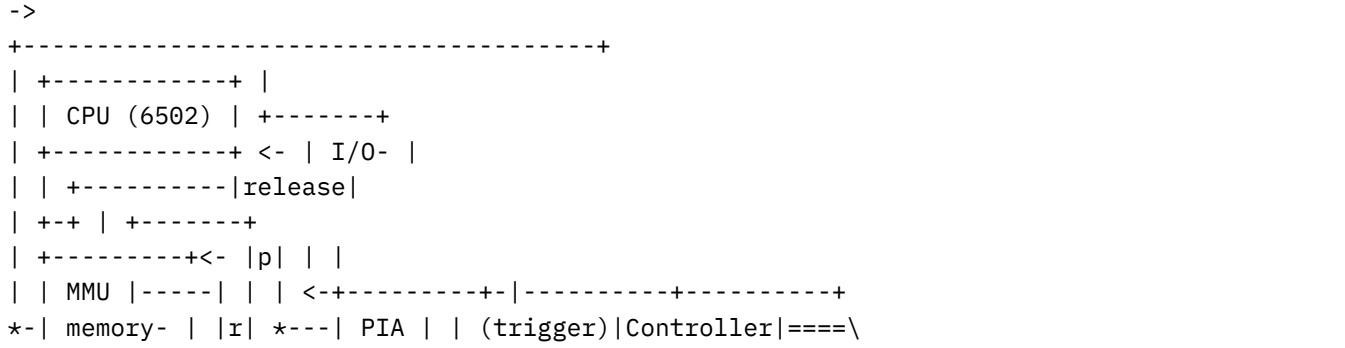
And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

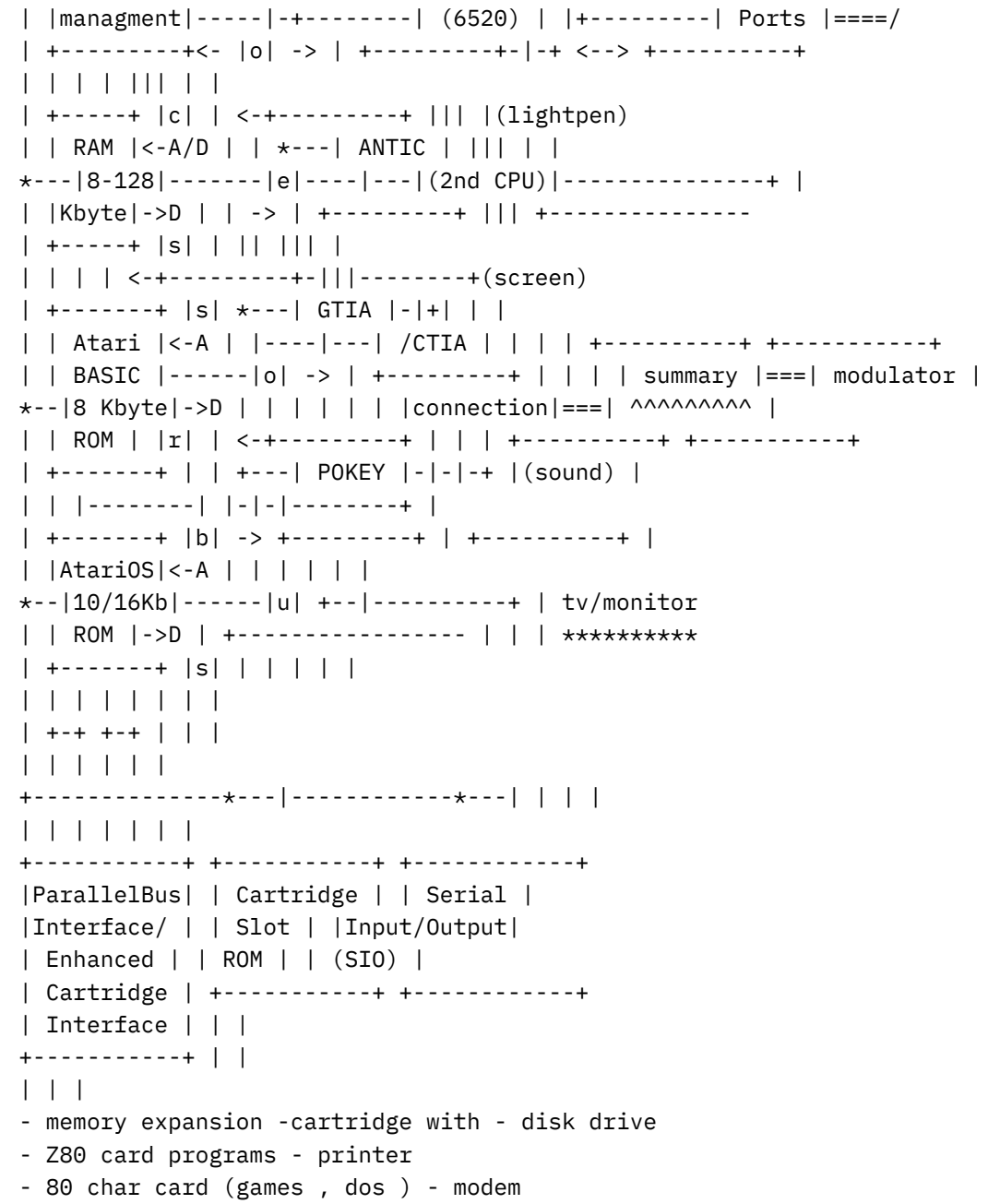
======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://www.atari-history.com/articles.html
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only

* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western Europe, several South American countries, some Middle East and Asian countries, several African countries, Australia, New Zealand, and other Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari? Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it from there. However, besides the GTIA PAL and NTSC machines differ in other

aspects. For example, on PAL machines an additional oscillator of 5/4 of the main frequency is present to generate the color frequencies needed to drive GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is also the reason why you don't get "artifacted colors" on PAL machines (or, at least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7

12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5

9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.wolfpup.net/atari/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler" or "Up-converter." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box from AV Toolbox, http://www.avtoolbox.com. AV Toolbox produces several other similar devices. An earlier popular adapter was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video
breakout box featuring phono connectors for composite video, chroma,
luminance, and mono audio; it also features an s-video jack providing chroma
and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip
stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain

Upgrades for the Atari Program Recorders
==
Andreas Magenheimer writes: (2004.05.24)
- turbo 6000: a turbo tape enhancement built in the former GDR (german
democratic republic); it worked with 6000 Baud and required special
loading/saving programs that were available as disk-files and also as
cartridges;
Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

- turbo 2000: a turbo tape enhancement built in Poland or the former
Czechoslovakia; it worked with different speeds (ranging from 600 Baud
to approx. 9600 Baud?) depending on the program itself and the transfer

program; also required a special loading/saving program, available as
disk-files and cartridges;
For more information on the Turbo 2000 (T2000) and SuperTurbo modifications
to Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

- rambit turbo tape: a turbo tape enhancement built in the UK by Richard
Gore and sold by Microdiscount (Derek Fern); it worked with 9600 Baud
and came with some special software on disk; Microdiscount also sold
many of its own commercial programs (Zeppelin games, etc.) on Rambit
turbo tape...

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12,
generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

Unlike other microcomputer systems of the time, it was very unusual to use
anything but Atari-brand program cassette recorders. One third-party product
released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files

] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon
startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5/box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density

see: http://www.qnet.com/~dons/810T.html
810 Duplicator (DT-Duplicating Technologies) -- copy disks, double-density,
"read 18 sectors in the time normally for 1"

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
(Happy Computers) Happy Backup. also read/write 180K 5.25" MS-DOS floppies
I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 57Kbps (Happy clone), 8kb buffer,
(Compy-Shop, now ABBUC) DOS, copier, track & density displays, beep speaker
Mini-Speedy same as Speedy 1050, but without displays & speaker
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses

(german Turbo) Sector skewing that differs from USDoubler)
1050 Duplicator (Duplicating Technologies (DT))
SS SD/ED/DD "read 18 sectors in the time normally for 1"
sources(Jim Patchell)http://www.oldcrows.net/~patchell/atari/duplicator.html
Klone ???????

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM, this results in rare compatibility issues. Specifically, these commercial disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.
8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas
Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printerport,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm

High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html)
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K printbuffer.upgrade:16K

Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round
problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub
rings became common on good disks and eventually became standard down to
include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (=
magnetizability) to get more bits in a smaller space and suitable electronics
to do it. These disks were produced hubless; was it a differentiating label or
just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) What can I do to extend the life of my floppy disks?

Lee Hart writes (January 2004):

Personally, I have several hundred floppy disks for my Atari 800, Kaypro
4, Heathkit H89, and IMSAI 8080 computers that are 10-20 years old. What
I can say in general:

- Most disks stored in plastic boxes or ziplock baggies survived.
- Most disks stored in cardboard boxes or just their sleeves
did NOT survive.
- Some brands lasted better than others, but I haven't collated the
information so as to make any kind of definitive statements.
- If a disk cannot be read, CLEAN THE DISK DRIVE HEAD before attempting
to read another disk! Otherwise, crap from the bad disk will remain
on the head, and will scar and destroy any SUBSEQUENT disk you put
in the drive! (the voice of painful experience).
- For lack of a better plan, for each of my surviving disks I am:
a. reformatting another blank disk
b. copying the data from an old disk onto the blank disk
Then I have a more recently-produced backup disk in case the
original disk later fails.

Subject: 3.8) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options
have been produced over the years. No common DOS version was written with
drives the size of hard drives in mind, and very few 8-bit Atari users have
owned hard drives for the Atari. Yet, if you're serious about it, a hard
drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit
Atari computers; the rest are interfaces designed to let you attach an
industry standard SASI, SCSI, or IDE type hard drive. Customized software
(OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the
Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.wolfpup.net/atari/atari.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE Disk
Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000 baud
- emulates Atari disks D1: to D8:
- can be used with any Atari DOS and OS
- can be used without any problems with other SIO devices (disk drivers,
printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg) can
be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL
series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /..; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)

- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE
series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi,
condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit
computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors

- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel

selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into acoustic tones that can be sent and received, from modem to modem, via standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)
Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial
modem can work well with the Atari. These have been commonly sold for PCs for
many years. The Hayes Smartmodem more or less defined the market for these,
initially.

One common way to use an industry standard external serial modem with the
Atari is to connect it to the SIO port via an Advanced Interface Devices
(A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or
equivalent.

The other common way to use an industry standard external serial modem with
the Atari is to attach it through the 9-pin RS232C serial port of the Atari
850 Interface Module or equivalent (such as the ICD P:R: Connection). One
gotcha here is that the serial port on the 850 is DB9 female, where the PC
world ended up standardizing on a DB9 male connector for this purpose. But

gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace

80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man),2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC bk,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL

1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,incl disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives(controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European data in this section. I need more
international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========
AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:

stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above. What happens if power supplies for the Atari 1050 and Indus GT are mixed? Paul Alhart writes (20 Jan 2004): "The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050 and it will usually blow the rectifier diodes in the 1050. Plug an Atari supply into an Indus and it will blow the fuse in the supply. It can damage the mother board as well."
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and Bug Hunt cart all in one package and b) in a separate package, containing the Lightgun and the Bug Hunt cartridge); thats's why Bug Hunt does not have its own package, it was always included with the Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun, it is my personal impression, that the Atari lightgun merely works ok on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun works alright on TV's and (most) monitors. Since I never had a Best lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other, using only one port-connector (only one joystick port). Thus, with a pair of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983, pages 64-66; hardware schematics only (a test/demo program is mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985, pages 59-67; hardware schematics and software demos, for example "First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and

gave you "another" monitor jack and 2 cinch connectors to connect to the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can

playback any midi-sound via the Atari Pokey chip, nor any converter
program, which can convert *.MID sounds into other Atari sound formats
(that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque
developed some networking-computer-hardware to link two or more Ataris
together, so that multiplayer games are possible, where each user has
its own computer and tv/monitor screen. The hardware was/is computer
independant and will run fine on any Atari 8Bit computer (whereas most
software for it will only work on XL/XE computers). During a 3-4 year
period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two
computers together via the joystick ports. It is limited to a maximum
of 2 computers and thus 2 or 6 players, meaning one free port per
XL/XE computer and 3 free ports per 400/800 computer. However, the
few existing games for this hardware merely support 2 players, no
matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8
computers together via the SIO-port. One computer will then act as
the master and has to boot up the software (from tape, disk, harddisk,
etc.) first. Then all other "slave" computers connect to it and boot
off of this master computer (one after another of course). In Europe
we call this device "Multilink", mostly because of the games written
by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms.
A two-computer link-network can easily be done with one SIO cable, just
open the end of the SIO cable and exchange cables number 3 and 5. You
now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer
hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced
project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules
video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

----

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.

400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between

these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
~~~~~~

example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge

C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
- DOS.SYS is loaded into memory from disk on startup
- DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives. The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake. The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-

party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90. Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9). Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD

4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
==========
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
==========
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
==========
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
==========
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading
this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari
computer is turned on with a P:R: Connection or powered 850 connected, but no
powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in
handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They
include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

----

Subject: 8.1) What programming languages are available for the Atari?

This section is by Freddy Offenga.

Revision : 1.9
Date.... : 2004-3-30

==
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Maintainer: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer
- Winston Smith
- Carsten Strotmann

Revision history
================

1.9
- X-Assembler updated
- Added "QS FORTH" info from Winston Smith
- Added FORTH section work from Michael Current (thanks to Carsten Strotmann)
(see also: http://www.strotmann.de/twiki/bin/view/APG/LangForth)
- Several updates in the assembler section

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor

and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Assi (download)
version, year : 0.0.41, 2000
author/company : MacFalkner
available..... : http://members.aol.com/macfalkner/atariindex.htm
package..... : assembler, file linker
features..... : source include, data include, code relocation
Cross assembler for Win32. Source code is highly compatible with
Atmas for the Atari.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),

conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : 1.0, 13/12/1986
author/company : E.Reuss, Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from

the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 1.01, 1984
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAC/65 Macro Assembler (disk)
version, year : 4.20, 1994
author/company : Stephen D. Lawrow, Fine Tooned Engineering
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk)
version, year : 4.20 demo version, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for PC/DOS. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : 4.0, 1982
author/company : Steve Hales, Synapse Soft
available..... : http://www.atariland.com/members/oldatarian/
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.
An Adaptation by Steve Hales of the S.C. Assembler II.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- Xasm
version, year : 2.5.2, 2002
author/company : Piotr Fusik
available..... : http://xasm.atari.org
package..... : assembler, docs

features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC/DOS. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS

available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".

Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

- INTER-LISP/65 (disk)
version, year : 2.2, 1982
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package..... : ?
features..... : ?
Seems to be based on fig-FORTH, but with some unique "Words".

Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig
package..... : ?
features..... : ?

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... :
based on 10/16/82 release of fig-FORTH by Striepe

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : ?
based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... :
based on 6502 fig-Forth. The major difference is in the size of the
screen on disk (512 bytes instead of 1024 bytes).
Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines.
based on fig-FORTH.

- Turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... :
compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and

sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : ?
based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package..... : ?
features..... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
Mulvey, Steven E. Posey (Party Quiz), Andreas Magenheimer, Florian Dingler

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by Electronic Arts,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by Fred Pinho from Antic magazine:
http://www.atarimagazines.com/v3n2/animate.html
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms? by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- PQ: The Party Quiz Game by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheeprace by F.Dingler (1 to 8 players Sheep-race);
- Cardgrabber by F.Dingler (2 to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (4 to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase (by First Star Software) Parker Bros.
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bacterion! Kyle Peacock/Tom Hudson/ANALOG#20
(http://www.cyberroach.com/analog/an20/bacterion.htm
patch for XL/XE available:
http://www.cyberroach.com/analog/an20/bacterion_patch.htm)
Bandits Sirius Software
BearJam Chalkboard
Boulders And Bombs CBS
Chicken Synapse
Dancing Feats (by Softsync) Romox
Demon Attack Imagic
Dreadnaught Factor, The Activision
Drelbs Synapse
File Manager 800+ Synapse
Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable: http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan

Jawbreaker II Sierra On-Line
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard
Leo's Links Chalkboard
Letter Perfect (before v6) LJK
LogicMaster Chalkboard
Mac/65 [ver. 1.00, orange] OSS
Mario Bros. ('83) Atari
Maze Epyx
Micro Illustrator Chalkboard
MicroMaestro Chalkboard
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
QS Forth James Abanese / [QS] Quality Software
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Synassembler Synapse
Text Wizard Datasoft
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:

To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
(online: http://www.atarimagazines.com/v3n2/insideatari.html)
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selftest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Thomas Richter contributes further details (16 Jan 2004):

There are a couple of reasons why some games don't run on the XL/XE
models. I try to order them by "likeliness", of course biased by my
personal observations:

i) The printer buffer of the XL Operating System in page 3 is a couple
of bytes shorter. The additional bytes are used for extended OS
variables not available in the 800 series. Most prominent is the $3fa
location, holding a shadow register of GTIA's TRIG3 signal. While a
true joystick trigger line in the 400/800 series, this signal is used
as "cart inserted" signal for XL/XE models. Unfortunately, the OS
compares GTIA trig3 with the shadow register at $3fa in each vertical
blank, running into an endless loop if the register contents don't
match. This causes hangs for games using page 3 either as copy-buffer
or for player-missile graphics. (Hangs by Ms. Pac-Man and
Bacterion! are caused by this, and many others...) This is "fixable"
either by the translator disk, or by a quick hack into the game,
replacing the OS vertical blank or poking TRIG3 frequently into its
shadow. The reason for the OS behaviour might be that Atari wanted to
prevent crashes if the cartridge is inserted or removed while the
machine is running. The 400/800 is powered down when a cart is
inserted, the XL/XE lacks the cover of the older models that triggered
a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This OS equate defines
whether on a warm start, the BASIC ROM shall be mapped back in. If
its contents are altered, a program triggering a reset as part of its
initialization will find itself then with 8K less RAM occupied by
a BASIC ROM, making it crash. Similarly, writes to the cartridge checksum
$3eb could cause a cold-start on a "reset initialization". This is
fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize
PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed,
disabling the ROM, and thus crashing the machine. This is not fixable
by the translator since it is a hardware issue.

iv) Direct jumps into the OS ROM, not using the documented vectors in
the $e450 area. Interestingly, this fault is not as common as it may
sound since games hardly ever use the OS. It causes failures of
some "serious applications", most notably "QS Forth" and applications
compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented jump-ins exist for the math-pack ($d800 to $dfff). It is not really part of the OS, but looks more like a part of the BASIC interpreter that didn't make it into the OS because there was no room left. Thus, direct jump-ins have to be used here that are documented in the De Re Atari (for example). Atari never changed them, but it seems likely that this documentation happened more or less as an accident since the same source also lists some mathematics-related jump-ins into the Basic (namely, to compute SIN and COS and related) that are only valid for the Rev. A BASIC. Thus, the math pack might be a couple of routines that have been originally intended for "private use" of the BASIC ROM, but then have been found "too useful" by many others to remain "closed". Otherwise, it is hard to explain why the otherwise pretty cleaned-up OS comes with a construction like this.

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And all lightpen programs can be used with a lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);
- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)

- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
-------------- ---------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST

mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800 cart version, which works correct with Joystick and Trakball, but not at all with a mouse. The newer XL version works with Mouse, trackball and Joystick, also the newest (built-in) XEGS version of MC. But, there is also a tape version (and maybe a disk version) of MC available. I am not sure if this tape version behaves like the old 800 version or like the newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball and ST-mouse. Although MC works with both input devices does not mean, they are the same. they are not !! Connect the TB to an ST computer and you see: it does not work at all !! You have to do a small conversion to convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.
(use left paddle trigger for left flipper and right paddle trigger for right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board

Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC

access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same
problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found

in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;

Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;

Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or selfmade ones...) most likely do NOT have Antic access, due to the lazyness of its creators or their intentions of simply not needing it. However, original Newell Ramdisks created and sold by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by FTE; seems to be very incompatible to existing software and bankswitching cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one PIA chip there is simply no bit left to switch between main RAM and extra RAM / Ramdisk. But with the installation of a second PIA chip one would be able to do so. Furthermore one may use (almost) any setup or banks he likes then (with a second PIA chip one could control up to 256 Megabytes of RAM). Basic: To be able to select the internal Basic, connect a toggle switch between ground and the motherboard where PB1 was removed (PIA `Hole' 11). The switch is not much different than the Option Key, and I found it more versatile. (Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs. It requires moving the OS into RAM before any banking of that Bit occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions; replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic

80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one

wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.

The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.

with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);

(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;
(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k

computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;

(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;

(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers
available, of course most of these programs are limited to certain/special
upgrades and merely perform their stereo effects on these items (with

otherwise upgraded or non-upgraded Ataris, the sounds or programs will only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;

(there are at least two AMS-stereo-players, that let you play
*.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from
Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or sampled sound in 8Bit resolution rather than in 4Bit resolution. The following programs support the Covox-Upgrade:
- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed the following games: The City, Cybertank, Cybership, Bio-War, Lords of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer, but also a modem, a modem-driver and/or a terminal program (like Kermit, Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-network" (two or more Ataris linked together). Thus, there is software that supports either one or the other hardware (namely Gamelink-1 or Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;
- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;

- description of multilink/gamelink-2 hardware and schematics by
Bewesoft (two texts, one in czech and one in english; schematics
presented as an Atari Gr.8 picture for a) easy-2-computer hardware
and b) more complicated 2-8 computer hardware);
- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink
[gamelink-2] hardware" (text available in english and czech, with
lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft
(free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around
1985. It will compress and store groups of files as one file, making it
easier and quicker to download programs and support files at once. Because of
the ease of use and availability of this program, it quickly became the
defacto standard for file archives on Intel-based IBM machines. Files
compressed and stored with ARC or a compatible utility are normally given the
filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully
compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating
and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with
Atari software as files or "images" containing the data from an entire disk,
data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename
extensions. These are all filename extensions used to name files containing
entire 8-bit Atari floppy disk images, cassette tape images, or cartridge
images.

.DCM -Image format invented by Bob Puff for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer
platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy protected. For boot
disks, this usually involved a large number of special formatting that
couldn't be copied using ordinary sector copiers. Usually the boot process
involved checking to see if a certain sector error occurred, then proceeding.
If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of
memory and see if the value changed. If the value changed, the cart program
was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at
which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption,
which must be decrypted before the program can run. This to make more
difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of
protected software for the A8. The most common way to defeat copy protection
was to disassemble the software and revise sections of code so that the copy
protection was defeated. A software with defeated copy protection is called a

'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and related programs available. Use one of these programs for accessing a dial-up Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell account" with your Internet Service Provider (ISP). Dial-up shell accounts are no longer widely available here in the 21st century! (There is no general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina II BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to

be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems.
ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use
of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group
(JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy
customization by the use of menus. Many BBSes before it required that you had
to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("Pro!")--6.0b 1999, Lance Ringquist/Video 61
Originally by Keith Ledbetter/Orion Micro Systems.
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a
large ramdisk. R-Time 8 is fully supported.

o Carina II BBS -- v2.7 (1995), David Hunt/Shadow Software
Carina II was originally developed by Jerry Horanoff.

Requires an XL or XE computer, at least 500K of storage capacity (including
ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

More Carina II information and links:
http://jybolac.virtualave.net/carina/

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with
a number of machine language routines), it was expandable and had was able to
load new BASIC programs with the BBS running. In fact, it was quite modular
and would load different sections of the BBS at runtime. I actually used it
when I ran a BBS some time back.

o Carnival BBS -- essentially AMIS with an overlay to allow for private
messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80"
and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS
for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I

think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal

program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo. Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and BobTerm on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from BobTerm, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem

cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.wolfpup.net/atari/atari.html

Atari810
========
Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection of a stock 1050 disk drive directly to a PC's serial port for use by the PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand-built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirement had been met.

The first "real" consumer units were shipped in Nov. of '79 and were 400s to Sears followed very shortly by 800s."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here: http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells the Consumer Electronics and Home Computer divisions of Atari Inc. to Tramel Technology on Monday, July 2.

Atari Corporation is formed by Tramel Technology and its products marketed under the Atari brand.

{ Warner sells the AtariTel division of the former Atari Inc. to Mitsubishi Electric, and the former AtariTel becomes Luma Telecom.

A complete line of cutting-edge telecommunications products had been under development at AtariTel since 1981, but no products had been released under Atari.

However, the Atari Videophone was nearly completed, and the product eventually surfaced as the Mitsubishi Luma Video Phone, aka Luma-Phone, aka LumaPhone. "The Visual Telephone"

Mitsubishi has since shut down Luma.
}
(
Warner also initially retains the arcade division of the former Atari Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is (re-)purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the Atari brand and registered trademark for all operations, effectively changing the name of the entire company to Atari.

Additionally, the Company's wholly-owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board games, changes its name to Atari Interactive, Inc.

TODAY = http://www.atari.com/

Infogrames Entertainment
========================
Founded in 1983 by Bruno Bonnell and Christophe Sapet, Infogrames Entertainment SA today has more than 1,800 employees worldwide (approximately 60% in Europe and 40% in the U.S.). A publicly traded company, Infogrames Entertainment SA (Euronext: 5257) is one of the top five publishers of interactive entertainment software in the world and is widely regarded for developing and distributing quality games for the mass entertainment audience.

Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the

Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company.

==========
End of atari-8-bit/faq
==========

2412. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 18:41:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1088448081@rtfm.mit.edu>
Source record: 15419
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: June 10, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2004.06.10 Matthias Reichl, AtariSIO V0.30-pre1 beta
2004.06.10 Thomas Richter, atari++ CVS Snapshot 1.35, atari++ 1.35 for win32
2004.06.10 Mark Grebe, Atari800MacX 2.0.0
2004.06.09 Itay Chamiel entry deleted, no web or postal address
2004.06.08 entry for Evangelo's Wares deleted, no web or postal address
2004.05.13 Ullrich von Bassewitz, cc65 2.10.1
2004.04.30 Thomas Richter, Atari++ Stable Release 1.32,
atari++ CVS Snapshot 1.33, atari++ 1.33 for win32
2004.04.30 Vladimir Tichy, Atart program version 1.07.0

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
```

listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. UNVERIFIED
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) UNVERIFIED
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
Vendor: new and used hardware and software

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG UNVERIFIED
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 3/00
See: Steve Birmanns

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/

Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Black Moon Systems / Moonsoft (BJ Martnick) UNVERIFIED
PO Box 152
Wind Gap PA 18091-0152
USA
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic

Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica) UNVERIFIED
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904

Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

---

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins) UNVERIFIED
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201

USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC; the source format is backward compatible with Quick Assembler), X-BOOT 5.0 (converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints headers of an Atari executable file), X-LOAD 1.1 (loads an executable file to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 11/03
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone:+44-(0)-7905-916138
Fax: +44-(0)-870-133-9745
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; DGS Atari 8-bit PC CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP),

SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. UNVERIFIED
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER UNVERIFIED
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)

Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd UNVERIFIED
330 1st St NE
Mason City IA 50401-3408
USA
Developer: dedicated weather station

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy UNVERIFIED
72 rue des landes
78400 Chatou
France
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)

Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Mirage Interactive Sp. z o.o. 2/04
Obroncow 2c
03-933 Warszawa
Poland
phone: +48 22 616 1551, 616 1555
fax: +48 22 617 9321
http://www.mirage.com.pl/
Developer: over 100 games, including: Alchemia, Around the Planet, Atomia, Axilox, Bank Bang, Beryx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abbys, Duch, Dziedzic, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocessor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, Zbir

Moonsoft UNVERIFIED
See: Black Moon Systems

David Moore UNVERIFIED
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
Repair Shop.

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek UNVERIFIED
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA

FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

---

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a

Win-32 application generally 100% compatible with MAC65)

Phoenix UNVERIFIED
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface)

Publicaciones Creativas S.A. (Ivan Antezana) UNVERIFIED
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: back issues and disks of Atari Creativo and Informatica Creativa

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List Of High Scores (demo), File Designer (convert from cassette to disk), Disk Wizard II (modified form the original), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission

dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

---

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Matthias 'Hias' Reichl (HiassofT) 6/04
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 6/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.32, CVS Snapshot 1.35, atari++ 1.35 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image

system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow) UNVERIFIED
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina II BBS v2.7

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 1/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.2 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 2/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.16 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.01 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/

Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 1/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.7 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface

---

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:

http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Valdez Computer Service UNVERIFIED
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bumpers!,
Checkers, The Clash of Kings, Concentration, Cosmos (pinball), Crystal Raider,
Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Dungeonlords,
Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game),
Jailbreak, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze,
Monopoly, Montana Solitaire (card game), Mr. Robot, MyDOS 4.5, Paddle Pack
(Pong), Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw
puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Sharp
Shooter, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot
(pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Twilight World,
Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker
(card game), Video Slots, Whomper Stomper, Zybex.
Newer releases: Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
S.A.G.A. Adventureland 1, Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/

Vendor: used hardware and software

Vintage Micro-Computers (Jon Lucas) UNVERIFIED
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

2413. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 18:43:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1088448081@rtfm.mit.edu>
Source record: 15420
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2414. How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 19:19:03 UTC
From: jack <abc@def.it>
Message-ID: <39r0e051cf0kngm6nkl0fqn3vp9k0mlveq@4ax.com>
Source record: 15421

On Mon, 31 May 2004 21:05:21 GMT, jack <abc@def.it> wrote:

>On Sun, 30 May 2004 17:30:00 -0700, "RoyE" <r-dean@ charter.net>
>wrote:
>>| > When I used to have a real 1050, I remember having special programs
>>| > who created a bootmenu by which I just had to type a key (0-9 and then
>>| > A-Z) to load a specific file.
>>|
>>| What are you using on the back end? At least with APE, all you have to do
>>| is set the virtual disk to D1: and you automatically get an execution menu
>>| for all the files in the directory.
>>|
>>| Slor
>>
>>Do Google search for MyPicoDos this is a game loader that will load files
>>from D2: with picodos booted from D1: or get it from here.
>>
>>http://www.horus.com/~hias/atari/
>>
>>RoyE
>
>Thanks, RoyE and Slor (James). I actually should thank Slor two times
>(the second one for offering his Mapping the Atari!).

Almost one month ago (!) I tried these solutions, but without success.
Now that I have some spare time again, I'd like to understand why.
Here is what I did:

1) MyPicoDos:
-created a hard disk image (65535), then prepared the disk (mydos "O"
option, then "I"nitialize. The hard disk works properly (i.e. boots up
with mydos if I write the dos files to it, etc.)
-ran Mypdos.com from mydos. Wrote the files to the hard disk
(mypdos.sys, if I'm not wrong).
When I try to boot up, I get a "boot error".

2) Getting a boot menu with APE
If I set the hard disk (obviously without dos files) to d1:, when I
turn on the computer I get a boot error. I'm running the trial
version.

I don't understand where I'm going wrong...

Any suggestions?

Gianfranco

2415. for people in the netherlands...

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 22:09:18 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cbq59d$nj7$1@reader08.wxs.nl>
Source record: 15422

... I have a few things on ebay ...

But I'm only sending the stuff IN the netherlands. So foreign bidders:
please do NOT make any bids.

http://cgi6.ebay.nl/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=8bit-fan&include=0&since=-1&sort=3&rows=50

I have an 130xe too to sell. It is located at:
http://www.marktplaats.nl/markt/hardware/atari/6490.htm?oudei=15

Greetz,
Marius/Inspiration Soft/8bit-fan

2416. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-28 22:22:54 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40e098e1.38510806@news>
Source record: 15423

jack <abc@def.it>:

>2) Getting a boot menu with APE
>If I set the hard disk (obviously without dos files) to d1:, when I
>turn on the computer I get a boot error. I'm running the trial
>version.

There is an option in APE, called PC-Mirror (S in DOS version). Setting
D1: as a PC mirror drive will give you a boot menu where you can run
executables directly from the hard drive of your PC.

Shawn Jefferson
(fix reply to for email)

2417. The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 02:54:41 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cbqllh$60f$1@chessie.cirr.com>
Source record: 15424
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"The 1st Annual 1 to 2K Classic Text Adventure Competition"

Website: http://panks.freeshell.org/advcomp.html

Is it possible to write a text adventure in under 2K of RAM? Some people have tried, and some have succeeded.

I would like to officially announce the formation of The 1st Annual 1 to 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++, Fortran and Assembly language submissions for 1 to 2K text adventures written for the following computing platforms: Commodore 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe, Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and Windows/DOS.

Please submit your 1 to 2K adventure games to me, source code format only. The competition officially begins on June 28, 2004, and runs through September 29, 2004. I will post all submissions, regardless of when they were submitted, and then review them and post grades on this page on October 7th. Good luck! =)

Sincerely,

Paul Allen Panks
dunric@gmail.com

-- panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2418. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 03:05:09 UTC
From: adam@fsf.net
Message-ID: <cbqm95hac1@news.fsf.net>
Source record: 15425
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In article <cbqllh$60f$1@chessie.cirr.com>,
Paul Allen Panks <panks@sdf.lonestar.org> wrote:
>"The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
>Website: http://panks.freeshell.org/advcomp.html
>
>Is it possible to write a text adventure in under 2K of RAM? Some people
>have tried, and some have succeeded.

>I would like to officially announce the formation of The 1st Annual 1 to
>2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
>Fortran and Assembly language submissions for 1 to 2K text adventures
>written for the following computing platforms: Commodore
>64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe,
>Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and
>Windows/DOS.

How about 128 bytes of RAM? I already have one of those. It needs 4K
of ROM, though.

It's not for one of the listed platforms, though.

Adam

2419. Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 03:38:02 UTC
From: ddez454@yahoo.com
Message-ID: <c39c9d91.0406281938.34f78d93@posting.google.com>
Source record: 15426

Can anyone tell me where I can get a complete copy of the OSS Action!
manual? I haven't had any luck searching the net and it appears as
though none of the remaining Atari vendors sell Action! any longer.

Thanks,
Dave

2420. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 04:17:55 UTC
From: kheffington <kheffington@hotmail.com>
Message-ID: <T36Ec.7647380$iA2.866146@news.easynews.com>
Source record: 15427

Dave Dezinski wrote:
> Can anyone tell me where I can get a complete copy of the OSS Action!
> manual? I haven't had any luck searching the net and it appears as
> though none of the remaining Atari vendors sell Action! any longer.
>
> Thanks,
> Dave

Don't know if they have the manual online but check here some info

http://retrobits.net/action.html

2421. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 05:07:04 UTC
From: Paolo Lucchesi <plucchesi@spamma_tu_ma_tin.it>
Message-ID: <YN6Ec.391762$hc5.16917377@news3.tin.it>
Source record: 15428
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Adam Thornton wrote:
>
> How about 128 bytes of RAM? I already have one of those. It needs 4K
> of ROM, though.
>
> It's not for one of the listed platforms, though.

lol

But it's not a _text_ adventure. The only text in the game is even hard
to find...

bye
--
Paolo Lucchesi

email: plucchesiNOSPAM(at)NOSPAMtin(dot)NOSPAMit
homepage: http://www.paololucchesi.it

"Non viviamo in un mondo perfetto (per fortuna)"

2422. cancel <YN6Ec.391762$hc5.16917377@news3.tin.it>

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 05:07:35 UTC
From: plucchesi@spamma_tu_ma_tin.it
Message-ID: <rO6Ec.391764$hc5.16917423@news3.tin.it>
Source record: 15429
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

This message was cancelled from within Mozilla.

2423. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 05:20:58 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <7os1e0pndghp3l2320bnevalamlf06ja3d@4ax.com>
Source record: 15430
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Allen Panks <panks@sdf.lonestar.org> wrote:

>"The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
>Website: http://panks.freeshell.org/advcomp.html
>
>Is it possible to write a text adventure in under 2K of RAM? Some people
>have tried, and some have succeeded.

2K for what? Source code, executable, executable plus data?

[snip]

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2424. Re: for people in the netherlands...

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 09:46:29 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040629054629.25561.00000933@mb-m29.aol.com>
Source record: 15431

Hi Marius-

I didn't know there was an XC-11 cassette.
Interesting. Powered by the SIO bus (like the XC-12)?

Hope your auctions do well.

Larry

2425. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 11:52:37 UTC
From: Scott Julian <Scott.Julian@alphaworks.com.au>
Message-ID: <9KcEc.70086$sj4.22561@news-server.bigpond.net.au>
Source record: 15432
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Hi Paul,

I see the challenge in attempting to put together a very, very small
adventure and this should be fun.
Is D64 image of a basic program suitable for the source code?

Scott.

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:cbqllh$60f$1@chessie.cirr.com...
> "The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
> Website: http://panks.freeshell.org/advcomp.html
>
> Is it possible to write a text adventure in under 2K of RAM? Some people
> have tried, and some have succeeded.

2426. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 11:52:58 UTC
From: Peter Watson <paw77@N_O_hotmail_S_P_A_M.com>
Message-ID: <uKcEc.70087$sj4.55852@news-server.bigpond.net.au>
Source record: 15152
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

I think the idea is to be like the old BASIC "one liner" competitions. The
point was not how good the programs were, it was that they worked at all!

Anyone who ever played any of the early Scott Adams text adventures would
know just how much you can do in a trivial amount of RAM. (Admittedly more
than 1-2K!)
--
Peter Watson
-- Write to MSDOS disks on the Apple IIgs?
-- Impossible! ;-)

"Rich" <richward@despammed.com> wrote in message
news:vak2e0hm1n0p1d6sbf72lfsg2eetsv1tka@4ax.com...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> Hi
>
> Why only 1 to 2k? No good adventure with a decent story can be made
> in that small a memory print. Why not say 48 - 64k At least then
> there can be a story line.
>
> Rich
>
> On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
> <panks@sdf.lonestar.org> wrote:
>
> >"The 1st Annual 1 to 2K Classic Text Adventure Competition"
> >
> >Website: http://panks.freeshell.org/advcomp.html
> >
> >Is it possible to write a text adventure in under 2K of RAM? Some
> >people have tried, and some have succeeded.
>
> -----BEGIN PGP SIGNATURE-----
> Version: PGP 8.1
> Comment: Send any queries to richward@despammed.com
>
> iQA/AwUBQOFRxcjtolcV0LnqEQLqNgCfWt71DPjjN8wXpcUqNzMYwvjkTxEAoOis
> 73+zLndWAroD/y5C5KA85ron
> =aULe
> -----END PGP SIGNATURE-----
>

2427. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 11:56:11 UTC
From: Scott Julian <Scott.Julian@alphaworks.com.au>
Message-ID: <vNcEc.70095$sj4.55051@news-server.bigpond.net.au>
Source record: 15433
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

I can't speak on behalf of Paul but its just a challenge to see what people
can come up with. Although having a second competition with an increase
memory size of 8k, 16k or more would be great.

Scott.

"Rich" <richward@despammed.com> wrote in message
news:vak2e0hm1n0p1d6sbf72lfsg2eetsv1tka@4ax.com...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> Hi
>
> Why only 1 to 2k? No good adventure with a decent story can be made
> in that small a memory print. Why not say 48 - 64k At least then
> there can be a story line.
>
> Rich
>
> On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
> <panks@sdf.lonestar.org> wrote:
>
> >"The 1st Annual 1 to 2K Classic Text Adventure Competition"
> >
> >Website: http://panks.freeshell.org/advcomp.html
> >
> >Is it possible to write a text adventure in under 2K of RAM? Some
> >people have tried, and some have succeeded.
>
> -----BEGIN PGP SIGNATURE-----
> Version: PGP 8.1
> Comment: Send any queries to richward@despammed.com
>
> iQA/AwUBQOFRxcjtolcV0LnqEQLqNgCfWt71DPjjN8wXpcUqNzMYwvjkTxEAoOis
> 73+zLndWAroD/y5C5KA85ron
> =aULe
> -----END PGP SIGNATURE-----
>

2428. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 12:52:58 UTC
From: Chris Cowley <forename.surname@invalid.grok.co.uk>
Message-ID: <85p2e0hrql2840do6160a02stlh0u22q0e@4ax.com>
Source record: 15434
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

>I would like to officially announce the formation of The 1st Annual 1 to
>2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
>Fortran and Assembly language submissions for 1 to 2K text adventures

Sounds like fun. I think I might have a go at a game for the Spectrum.
My creative writing skills aren't really up to much though!

Like Gene Wirchenko, I'd also like to know whether the 2K limit is on
the source or the binary. I personally think it would make sense for the
limit to be on the size of the binary for submissions intended to be
compiled/assembled, and on the source for interpreted submissions, with
any dynamically-allocated space used for variables or temporary storage
not included in the limit (it would start to get annoyingly difficult to
police variable usage when you're at the mercy of platform-specific
garbage collection, etc -- and this is supposed to be fun, right?).

[rec.games.int-fiction removed -- I think that newsgroup is intented for
discussing games that actually exist!]
--
Chris Cowley

2429. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 13:17:51 UTC
From: Wing Fong Wong <wing@tardonttarus.uspamwa.emedu.au>
Message-ID: <cbrq5v$m8p$1@enyo.uwa.edu.au>
Source record: 15435
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In comp.sys.atari.8bit Chris Cowley <forename.surname@invalid.grok.co.uk> wrote:
> On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
> <panks@sdf.lonestar.org> wrote:
>
>>I would like to officially announce the formation of The 1st Annual 1 to
>>2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
>>Fortran and Assembly language submissions for 1 to 2K text adventures
>
> Sounds like fun. I think I might have a go at a game for the Spectrum.
> My creative writing skills aren't really up to much though!
>
> Like Gene Wirchenko, I'd also like to know whether the 2K limit is on
> the source or the binary. I personally think it would make sense for the
> limit to be on the size of the binary for submissions intended to be
> compiled/assembled, and on the source for interpreted submissions, with
> any dynamically-allocated space used for variables or temporary storage
> not included in the limit (it would start to get annoyingly difficult to
> police variable usage when you're at the mercy of platform-specific
> garbage collection, etc -- and this is supposed to be fun, right?).
>
> [rec.games.int-fiction removed -- I think that newsgroup is intented for
> discussing games that actually exist!]
This does sound like fun. Actually right at this moment I'm writing a
random maze adventure game on my HP49g+. It a old conversion of a game
I written for the c64 years and years ago. IIRC it was quite a bit over
2K tho.

Oh well, back to writting.
--
Wing Wong
FAQs about me:
Are you and undergrad?
Yes
Are you looking for work and do you want to work for us?
Yes, but only if it pays.
Are you insane?
No, not at the moment.

2430. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 14:13:47 UTC
From: koelman28@zonnet.nl
Message-ID: <d684d53d.0406290613.580e6888@posting.google.com>
Source record: 15436
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Allen Panks <panks@sdf.lonestar.org> wrote in message
news:<cbqllh$60f$1@chessie.cirr.com>...
> "The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
> Website: http://panks.freeshell.org/advcomp.html
>
> Is it possible to write a text adventure in under 2K of RAM? Some people
> have tried, and some have succeeded.
>
> I would like to officially announce the formation of The 1st Annual 1 to
> 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
> Fortran and Assembly language submissions for 1 to 2K text adventures
> written for the following computing platforms: Commodore
> 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe,
> Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and
> Windows/DOS.
>
> Please submit your 1 to 2K adventure games to me, source code format only.
> The competition officially begins on June 28, 2004, and runs through
> September 29, 2004. I will post all submissions, regardless of when they
> were submitted, and then review them and post grades on this page on
> October 7th. Good luck! =)
>
> Sincerely,
>
> Paul Allen Panks
> dunric@gmail.com
>
> -- panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

I have a textadventure as a BASIC ONELINER.
1 line of code defining the data and playing the textadventure.

2431. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 14:52:28 UTC
From: shaun.bebbington@livepublishing.co.uk
Message-ID: <44a24a6c.0406290652.3deb0649@posting.google.com>
Source record: 15437
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
Paul Allen Panks <panks@sdf.lonestar.org> wrote in message
news:<cbqllh$60f$1@chessie.cirr.com>...
> "The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
> Website: http://panks.freeshell.org/advcomp.html
>
> Is it possible to write a text adventure in under 2K of RAM? Some people
> have tried, and some have succeeded.
>
> I would like to officially announce the formation of The 1st Annual 1 to
> 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
> Fortran and Assembly language submissions for 1 to 2K text adventures
> written for the following computing platforms: Commodore
> 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe,
> Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and
> Windows/DOS.
>
> Please submit your 1 to 2K adventure games to me, source code format only.
> The competition officially begins on June 28, 2004, and runs through
> September 29, 2004. I will post all submissions, regardless of when they
> were submitted, and then review them and post grades on this page on
> October 7th. Good luck! =)
>
> Sincerely,
>
> Paul Allen Panks
> dunric@gmail.com
>
> -- panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

How about this:

10 PRINT CHR$(147);:PRINT"YOU ARE IN A ROOM."
11 PRINT "WHAT DO YOU WANT TO DO NOW";:
12 INPUT A$:IF A$=""THEN GOTO 12
13 PRINT "I DON'T UNDERSTAND THAT..."
14 GO TO 11

Would that win? ;)

Shaun.
```

2432. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:24:14 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <yQfEc.4961$lh4.2011@newsread1.news.pas.earthlink.net>
Source record: 15438

Dave Dezinski wrote:

> Can anyone tell me where I can get a complete copy of the OSS Action!
> manual? I haven't had any luck searching the net and it appears as
> though none of the remaining Atari vendors sell Action! any longer.
>
> Thanks,
> Dave

FWIW: The Action! manual was pretty bad. You'd be better off just getting the Action! PD runtime package to find out keywords and looking at a few programming examples. You might want to search for the Action! tutorial that is floating around.

Even with the manual I couldn't figure out what was going on with the cartridge until I took a C programming class and got the skinny on structured programming and reusable subroutines.

2433. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:29:47 UTC
From: Bill Garber <willy46pa@comcast>
Message-ID: <jeadnXF-gP_YFnzdRVn-sA@comcast.com>
Source record: 15439
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Chris Cowley" <forename.surname@invalid.grok.co.uk> wrote in
message news:85p2e0hrql2840do6160a02stlh0u22q0e@4ax.com...
: On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
: <panks@sdf.lonestar.org> wrote:
:
: >I would like to officially announce the formation of The 1st
Annual 1 to
: >2K Classic Text Adventure Competition. I will be accepting
BASIC, C/C++,
: >Fortran and Assembly language submissions for 1 to 2K text
adventures
:
: Sounds like fun. I think I might have a go at a game for the
Spectrum.
: My creative writing skills aren't really up to much though!
:
: Like Gene Wirchenko, I'd also like to know whether the 2K limit
is on
: the source or the binary. I personally think it would make
sense for the
: limit to be on the size of the binary for submissions intended
to be
: compiled/assembled, and on the source for interpreted
submissions, with
: any dynamically-allocated space used for variables or temporary
storage
: not included in the limit (it would start to get annoyingly
difficult to
: police variable usage when you're at the mercy of
platform-specific
: garbage collection, etc -- and this is supposed to be fun,
right?).
:
: [rec.games.int-fiction removed -- I think that newsgroup is
intented for
: discussing games that actually exist!]

Also, this should be in comp.sys.apple2.programmer,
don't you agree?? :o)

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa @ comcast DOT net
Change DOT to a dot to contact me

This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.708 / Virus Database: 464 - Release Date: 6/18/04

2434. Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:50:00 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <40E18FAC.769413FE@ix.netcom.com>
Source record: 15440

Can someone point me to a document which describes in some
detail the boot process for the Atari 800? Alternatively,
pointers to a site with operating system listings would be
helpful.

Thanks.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2435. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:51:39 UTC
From: Andrew Plotkin <erkyrath@eblong.com>
Message-ID: <cbs36bnhf1@reader2.panix.com>
Source record: 15441
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In rec.arts.int-fiction, Bill Garber <willy46pa@comcast dot net> wrote:
>
> "Chris Cowley" <forename.surname@invalid.grok.co.uk> wrote in
> message news:85p2e0hrql2840do6160a02stlh0u22q0e@4ax.com...
> : [rec.games.int-fiction removed -- I think that newsgroup is
> : intented for discussing games that actually exist!]
>
> Also, this should be in comp.sys.apple2.programmer,
> don't you agree?? :o)

Crossposting is a bad idea these days. If you want to post an
announcement, either use individual posts or set the Followup-To:

--Z

"And Aholibamah bare Jeush, and Jaalam, and Korah: these were the borogoves..."
*
* Make your vote count. Get your vote counted.

2436. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:51:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40E1900D.6B36D6CA@students.uni-mainz.de>
Source record: 15442

Hmm,
for MypicoDOS always try the normal/slow version when running it on a harddisk. Next, if you have written Mypicodos (PicoDOS.SYS) to disk/harddisk, there is no need to have a DOS on this disk also (so, delete DOS.SYS and DUP.SYS and if nescessary, write the PicoDOS.SYS file again). THe DOS is only required to create the Picodos.SYS file. Last not least set your harddisk partition to drive 1 to boot it and make sure, that no other drive (floppy disk, harddisk, etc.) already uses that drive spec. If it still does not work, then you might have a problem with your harddisk interface or the harddisk (read the docs again on how to setup a harddisk partition and make it bootable; maybe you should also read the Mydos docs again to setup the HD properly)... -Andreas.

jack schrieb:
>
> On Mon, 31 May 2004 21:05:21 GMT, jack <abc@def.it> wrote:
>
> >On Sun, 30 May 2004 17:30:00 -0700, "RoyE" <r-dean@ charter.net>
> >wrote:
> >>| > When I used to have a real 1050, I remember having special programs
> >>| > who created a bootmenu by which I just had to type a key (0-9 and then
> >>| > A-Z) to load a specific file.
> >>|
> >>| What are you using on the back end? At least with APE, all you have to do
> >>| is set the virtual disk to D1: and you automatically get an execution menu
> >>| for all the files in the directory.
> >>|
> >>| Slor
> >>
> >>Do Google search for MyPicoDos this is a game loader that will load files
> >>from D2: with picodos booted from D1: or get it from here.
> >>
> >>http://www.horus.com/~hias/atari/
> >>
> >>RoyE
> >
> >Thanks, RoyE and Slor (James). I actually should thank Slor two times
> >(the second one for offering his Mapping the Atari!).
>
> Almost one month ago (!) I tried these solutions, but without success.
> Now that I have some spare time again, I'd like to understand why.
> Here is what I did:
>

> 1) MyPicoDos:
> -created a hard disk image (65535), then prepared the disk (mydos "O"
> option, then "I"nitialize. The hard disk works properly (i.e. boots up
> with mydos if I write the dos files to it, etc.)
> -ran Mypdos.com from mydos. Wrote the files to the hard disk
> (mypdos.sys, if I'm not wrong).
> When I try to boot up, I get a "boot error".
>
> 2) Getting a boot menu with APE
> If I set the hard disk (obviously without dos files) to d1:, when I
> turn on the computer I get a boot error. I'm running the trial
> version.
>
> I don't understand where I'm going wrong...
>
> Any suggestions?
>
> Gianfranco

2437. Re: for people in the netherlands...

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 15:55:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40E190D7.6703A34F@students.uni-mainz.de>
Source record: 15443

Yep,
the XC-11 behaves like the XC-12 data recorder. It is only different in
design - and most of all it has a built in SIO cable plus a separate
SIO, so it needn`t end the SIO chain (like the XC-12)... -Andreas.

LarryWhite schrieb:
>
> Hi Marius-
>
> I didn't know there was an XC-11 cassette.
> Interesting. Powered by the SIO bus (like the XC-12)?
>
> Hope your auctions do well.
>
> Larry

2438. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 16:03:59 UTC
From: adam@fsf.net
Message-ID: <cbs3tfoef2@news.fsf.net>
Source record: 15445
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In article <YN6Ec.391762$hc5.16917377@news3.tin.it>,
Paolo Lucchesi <plucchesi@spamma_tu_ma_tin.it> wrote:
>Adam Thornton wrote:
> >
>> How about 128 bytes of RAM? I already have one of those. It needs 4K
>> of ROM, though.
>>
>> It's not for one of the listed platforms, though.
>
>lol
>
>But it's not a _text_ adventure. The only text in the game is even hard
>to find...

Oh, that one too.

But, no, I have a _text_ adventure for that platform.

Adam

2439. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 16:10:28 UTC
From: RootShell <RootShell@Netcabo.pt>
Message-ID: <40e197cd$0$5869$a729d347@news.telepac.pt>
Source record: 15446
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Chris Cowley" <forename.surname@invalid.grok.co.uk> escreveu na mensagem
news:85p2e0hrql2840do6160a02stlh0u22q0e@4ax.com...
> On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
> <panks@sdf.lonestar.org> wrote:
>
> >I would like to officially announce the formation of The 1st Annual 1 to
> >2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
> >Fortran and Assembly language submissions for 1 to 2K text adventures
>
> Sounds like fun. I think I might have a go at a game for the Spectrum.
> My creative writing skills aren't really up to much though!
>
> Like Gene Wirchenko, I'd also like to know whether the 2K limit is on
> the source or the binary. I personally think it would make sense for the
> limit to be on the size of the binary for submissions intended to be
> compiled/assembled, and on the source for interpreted submissions, with
> any dynamically-allocated space used for variables or temporary storage
> not included in the limit (it would start to get annoyingly difficult to
> police variable usage when you're at the mercy of platform-specific
> garbage collection, etc -- and this is supposed to be fun, right?).
>
> [rec.games.int-fiction removed -- I think that newsgroup is intented for
> discussing games that actually exist!]
> --
> Chris Cowley

Chris

For what i know ot the *raif* (rec.games.int-fiction) they are referring to
source code.

2440. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 16:12:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cbs4dn$2h5$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15444

Hi,

> Can someone point me to a document which describes in some
> detail the boot process for the Atari 800? Alternatively,
> pointers to a site with operating system listings would be
> helpful.

http://www.math.tu-berlin.de/~thor/atari++/

There, on the page, download

os++.tgz

This is a replacement Os. Its boot sequence alters in two
points, though: 1) there's a built-in file management system
that is bootstrapped if no usable boot sector is found, and
2) there is automatic bootstrapping for the 850 interface box
in ROM.

Oh yes, and support for autobooting "parallel port" devices
for the XL series is also missing, due to lack of documentation.

So long,
Thomas

2441. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 17:00:33 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cbs7ml$c2u$1@nemesis.news.tpi.pl>
Source record: 15347

> Oh yes, and support for autobooting "parallel port" devices
> for the XL series is also missing, due to lack of documentation.

The PBI device routines are documented/known enough, so that there are PBI floppy drives (KARIN MAXI is such one) and PBI hard drives (several IDE interfaces, actually, at least two, for XL/XE).

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

2442. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 17:15:03 UTC
From: gary@tsnc.net
Message-ID: <4d64c9e2.0406290915.548a7679@posting.google.com>
Source record: 15348

I'm looking for the DDT and/or BUG/65 manuals. If you find the
Action! manual and happen to see these others (also by OSS), please
let me know. Short of finding the manuals, could someone post a
quick-reference of commands and syntax for either/both of these
debuggers?

kheffington <kheffington@hotmail.com> wrote in message
news:<T36Ec.7647380$iA2.866146@news.easynews.com>...
> Dave Dezinski wrote:
> > Can anyone tell me where I can get a complete copy of the OSS Action!
> > manual? I haven't had any luck searching the net and it appears as
> > though none of the remaining Atari vendors sell Action! any longer.
> >
> > Thanks,
> > Dave
>
>
> Don't know if they have the manual online but check here some info
>
> http://retrobits.net/action.html

2443. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 17:26:20 UTC
From: David Whyld <me@dwhyld.plus.com>
Message-ID: <MChEc.771$Fc7.179329@stones.force9.net>
Source record: 15349
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Shaun Bebbington" <shaun.bebbington@livepublishing.co.uk> wrote in message
news:44a24a6c.0406290652.3deb0649@posting.google.com...
>
> How about this:
>
> 10 PRINT CHR$(147);:PRINT"YOU ARE IN A ROOM."
> 11 PRINT "WHAT DO YOU WANT TO DO NOW";:
> 12 INPUT A$:IF A$=""THEN GOTO 12
> 13 PRINT "I DON'T UNDERSTAND THAT..."
> 14 GO TO 11
>
> Would that win? ;)
>
> Shaun.
>

Isn't that the complete source code for Westfront PC? :)

2444. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 17:39:13 UTC
From: Ben A L Jemmett <bal.jemmett@ukonline.co.uk>
Message-ID: <40e1aa12$0$24975$afc38c87@news.ukonline.co.uk>
Source record: 15350
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
"David Whyld" <me@dwhyld.plus.com> wrote in message
news:MChEc.771$Fc7.179329@stones.force9.net...
> "Shaun Bebbington" <shaun.bebbington@livepublishing.co.uk> wrote in
message
> news:44a24a6c.0406290652.3deb0649@posting.google.com...
> > 10 PRINT CHR$(147);:PRINT"YOU ARE IN A ROOM."
> > 11 PRINT "WHAT DO YOU WANT TO DO NOW";:
> > 12 INPUT A$:IF A$=""THEN GOTO 12
> > 13 PRINT "I DON'T UNDERSTAND THAT..."
> > 14 GO TO 11
>
> Isn't that the complete source code for Westfront PC? :)

Surely not; it's lacking the angry fruit salad nature...

--
Regards,
Ben A L Jemmett.
(http://web.ukonline.co.uk/ben.jemmett/, http://www.deltasoft.com/)
```

2445. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 18:18:18 UTC
From: Eric Eve <eric.eve@NOSPAMhmc.ox.ac.uk>
Message-ID: <cbsbpgmop1@news.ox.ac.uk>
Source record: 15351
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Scott Julian" <Scott.Julian@alphaworks.com.au> wrote in message
news:vNcEc.70095$sj4.55051@news-server.bigpond.net.au...
> I can't speak on behalf of Paul but its just a challenge to see
what people
> can come up with. Although having a second competition with an
increase
> memory size of 8k, 16k or more would be great.
>
> Scott.
>
>
>
> "Rich" <richward@despammed.com> wrote in message
> news:vak2e0hm1n0p1d6sbf72lfsg2eetsv1tka@4ax.com...
> > -----BEGIN PGP SIGNED MESSAGE-----
> > Hash: SHA1
> >
> > Hi
> >
> > Why only 1 to 2k? No good adventure with a decent story can be
made
> > in that small a memory print. Why not say 48 - 64k At least
then
> > there can be a story line.
> >
> > Rich
> >

Well, it's ages since I tried to write *anything* in BASIC, but I
managed to find a copy of QBASIC and lash up the following (1,851
bytes of source code):

```
10 R$ = "You are chained to a bench in a cave, watching shadows on
the wall. "

20 C$ = "The chains don't look very strong. ": C = 0

25 C1$ = "You are chained to the bench; you can't move. "

30 S$ = "The shadows don't seem very real. "

40 B$ = "It's just a plain wooden bench. "

45 W$ = "The wall is rough, with shadows cast on it. "

46 RR$ = "IN A CAVE" + CHR$(10) + CHR$(10)
```

```
50 CLS : PRINT RR$; R$

60 INPUT ">", z$

70 GOSUB 100: PRINT : GOTO 60

100 z$ = LCASE$(z$): i$ = LEFT$(z$, 1)

110 IF i$ = "q" THEN PRINT "Thanks for playing!": END

120 IF i$ = "l" THEN PRINT RR$; R$: RETURN

130 IF i$ = "b" AND INSTR(z$, "chain") THEN GOSUB 1000: RETURN

135 IF LEFT$(z$, 3) = "exa" THEN i$ = "x"

140 IF i$ = "x" AND INSTR(z$, "chain") THEN PRINT C$: RETURN

150 IF i$ = "x" AND INSTR(z$, "shadow") THEN PRINT S$: RETURN

160 IF i$ = "x" AND INSTR(z$, "wall") THEN PRINT W$: RETURN

170 IF i$ = "x" AND INSTR(z$, "cave") THEN PRINT R$: RETURN

180 IF i$ = "x" AND INSTR(z$, "bench") THEN PRINT B$: RETURN

185 IF LEFT$(z$, 3) = "go " THEN i$ = MID$(z$, 4, 1)

190 IF i$ = "e" OR i$ = "n" OR i$ = "w" THEN GOSUB 2000: RETURN

200 IF i$ = "s" THEN GOSUB 2100: RETURN

900 PRINT "I don't understand": RETURN

1000 IF C = 0 THEN PRINT "You break the chain and stand up. ": C =
1: C$ = "The chains are broken. " ELSE PRINT C$

1010 IF C = 1 THEN R$ = "You are standing in a cave, with an exit to
the south." + CHR$(10) + "Shadows flicker on the north wall. "

1020 RETURN

2000 IF C = 0 THEN PRINT C1$ ELSE PRINT "You can't go that way. "

2010 RETURN

2100 IF C = 0 THEN PRINT C1$: RETURN

2110 PRINT "You walk out of the cave into the sunlight"

2115 PRINT "and discover that there's a real world out there!"

2120 PRINT "You have been liberated from the world of illusion!":
PRINT

2130 PRINT "*** YOU HAVE WON *** "

2140 END
```

The "parser" (if it can be called that) is *extremely* primitive and
will probably produce quite bizarre responses to unanticipated
commands, but at least it responds correctly to the anticipated
ones!

-- Eric

2446. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 19:44:24 UTC
From: Chris Young <ng@yoursinclair.co.uk>
Message-ID: <40E1D4A8.MD-1.4.17.ng@yoursinclair.co.uk>
Source record: 15352
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

On Tue, 29 Jun 2004 03:05:09 +0000 (UTC) da kidz on comp.sys.sinclair were rappin'
to MC Adam Thornton:

> How about 128 bytes of RAM? I already have one of those. It needs 4K
> of ROM, though.

I have a 500 byte one, which also isn't for any of the listed
platforms.
(http://www.unsatisfactorysoftware.co.uk/software/casio/haylp!.html
in case anybody is remotely interested)

Chris

--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactorysoftware.co.uk |
| Your Sinclair: A Celebration |
+- http://www.yoursinclair.co.uk -----------+

DISCLAIMER: I may be making all this stuff up again.

2447. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 19:51:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95179736F1548slorcomcastnet@130.133.1.4>
Source record: 15353

Despite all prevention efforts, gary@tsnc.net (Gary Cude) wrote in
news:4d64c9e2.0406290915.548a7679@posting.google.com:

> I'm looking for the DDT and/or BUG/65 manuals. If you find the
> Action! manual and happen to see these others (also by OSS), please
> let me know. Short of finding the manuals, could someone post a
> quick-reference of commands and syntax for either/both of these
> debuggers?
>

I have the original manual for my MAC/65 with DDT cartridge. I imagine I
could make you a copy of the DDT pages. Drop me a line if that will help.

--
Slor

2448. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 20:19:27 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <40e1c7e9.11442343@news.individual.net>
Source record: 15354
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Gene Wirchenko <genew@mail.ocis.net> wrote:

> Paul Allen Panks <panks@sdf.lonestar.org> wrote:
>
> >"The 1st Annual 1 to 2K Classic Text Adventure Competition"
> >
> >Website: http://panks.freeshell.org/advcomp.html
> >
> >Is it possible to write a text adventure in under 2K of RAM? Some people
> >have tried, and some have succeeded.
>
> 2K for what? Source code, executable, executable plus data?

The brain of the organiser.

Richard

2449. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 20:19:28 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <40e1c847.11536375@news.individual.net>
Source record: 15355
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"RootShell" <RootShell@Netcabo.pt> wrote:

[Learn to bloody snip, will you? At least you didn't top-post - well
done for that.]
>
> "Chris Cowley" <forename.surname@invalid.grok.co.uk> escreveu na mensagem
> news:85p2e0hrql2840do6160a02stlh0u22q0e@4ax.com...
> > [rec.games.int-fiction removed -- I think that newsgroup is intented for
> > discussing games that actually exist!]
>
> For what i know ot the *raif* (rec.games.int-fiction) they are referring to
> source code.

r.a.i-f is rec._arts_.int-fiction. That is not the same group as
rec._games_.int-fiction. raif is for discussing the creation of the
games; rgif is for discussion on playing them.

Richard

2450. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 21:06:26 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cbslkhckd1@chessie.cirr.com>
Source record: 15356
Cross-posted to: comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.apple2,comp.sys.sinclair,comp.sys.atari.8bit,alt.lang.basic,comp.lang.basic.misc

Yes, all will be available for download on my website, with pictures.

The 2K limit can be for either the source code or exe format (EXE,ELF,PRG,BIN,OBJ,etc.). So you can have an 8K source, so long as it reduces to no more than 2.9K EXE,ELF,PRG,BIN,OBJ,etc.

Here's an example 8k adventure to get everyone started:

```
5 REM The Melarkian - By Paul Panks (dunric@yahoo.com)
6 CLEAR:CLS
10 DATA "You are","in a forest","in a grassy plain","in the
village","inside a tavern"
20 DATA "inside the church","near the village well","by the mountains","on
a branch atop the forest"
30 DATA "in a small clearing","in a meadow by a pond","on a dusty
shore","by the lake"
40 DATA "inside a small hut","within a dark cave"
50 DATA lantern,oil,book,sword,chainmail,shield,helmet,cloak,ring,orb
51 DATA
rope,scroll,werewolf,villager,goblin,hobbit,barbarian,vampire,dragon
52 DATA go,get,take,drop,wield,unwield,wear,remove,light,use,examine,kill
53 DATA climb,0,2,0,0,0,0,1,4,3,0,0,0,0,0,0,2,0,0,2,5,0,0,0,0
54 DATA 4,8,6,9,0,0,7,0,26,5,0,0,0,6,0,0,0,0,5,13,0,0,0,0,11,0,5,0,0,0
55 DATA
26,0,0,0,0,0,0,9,0,12,0,0,0,0,11,0,0,0,8,24,18,23,0,0,15,0,0,26,0,0
56 DATA
0,14,0,16,0,0,17,0,15,0,0,0,0,16,0,0,0,0,19,0,20,13,0,0,0,18,0,0,0,0
57 DATA 0,0,0,18,0,0,0,0,22,0,0,20,0,0,0,21,0,0,0,0,13,0,0,0,13,0,25,0,0,0
58 DATA 0,0,0,24,0,0,0,10,14,6,0,0,"You can't do that.","You aren't strong
enough!","You don't see that here.","Nothing happens."
59 DATA "You landed a solid blow!","You missed...","It died. Hooray!","You
died...","The End","Congratulations!","What?"
60 DATA 5,7,6,4,3,3,3,2,12,13,12,12,2,8,8,8,15,10,2,2,9,14,2,2,2,3
61 DIM D$(15),N$(25),V$(13),M(26,6),R$(11),W(26),L(25),P$(25):FOR X=1 TO
15:READ D$(X):NEXT:FOR X=7 TO 25:READ N$(X):NEXT
62 FOR X=1 TO 13:READ V$(X):NEXT:FOR X=1 TO 26:FOR Y=1 TO 6:READ
M(X,Y):NEXT Y:NEXT X
63 FOR X=1 TO 11:READ R$(X):NEXT:FOR X=1 TO 26:READ W(X):NEXT
64 P$(7)="a brass lantern.":P$(8)="a flask of oil.":P$(9)="an ancient
book.":P$(10)="a metal sword.":P$(11)="a fine suit of chainlinked armor."
65 P$(12)="an iron shield, with a gryphon on the front.":P$(13)="a brass
helmet, stained in blood.":P$(14)="a magical elven cloak."
66 P$(15)="a ring of protection. It glows softly.":P$(16)="a mysterious
```

```
white orb. It glows from within!":P$(17)="a coil of rope about 10 feet in
length."
67 P$(18)="a tattered, old scroll.":P$(20)="a simple peasant of the
village.":P$(21)="a menacing goblin with dark eyes."
68 P$(22)="a strange looking creature with furry feet.":P$(23)="an evil
barbarian. He looks mean.":P$(24)="a blood-thirsty vampire. Watch out!"
69 P$(19)="a werewolf with fiery eyes. He growls at you!":P$(25)="an evil
dragon with tough scales and powerful claws! Look out!"
70 CLS : PRINT "The Melarkian": PRINT "By: Paul Panks": PRINT : PRINT
"'Can you find the magical orb"
71 PRINT "and defeat the dragon?'": PRINT:DATA
1,3,22,12,22,17,10,22,22,17,3,17,14,2,13,22,12,16,17:FOR X=7 TO 25:READ
L(X):NEXT
72
R=1:LT=0:H=100:E=0:G=25:N$(1)="north":N$(2)="south":N$(3)="east":N$(4)="west":N$(5)="up":N
$(6)="down"
75 PRINT D$(1);" ";D$(W(R));".":GOSUB 260:PRINT"Exits: < ";:FOR X=1 TO
6:IF M(R,X)>0 THEN PRINT N$(X);" ";
77 NEXT:PRINT">":FOR X=7 TO 25:IF L(X)=R THEN PRINT N$(X)
78 NEXT:RANDOMIZE TIMER:I=INT(RND*50)+1:IF I=12 THEN PRINT"You see clouds
gathering in the distance."
79 IF I=13 THEN PRINT"A steady rain pelts the ground."
80 IF I=14 THEN PRINT"A cool wind blows from the southeast."
81 IF I=15 THEN PRINT"Lightning flashes across the sky, scarring it
across."
85 A$="":N$="":V$="":V=0:N=0:XL$="":INPUT">",A$:XL$=A$:Z=0:FOR X=1 TO
LEN(A$):IF MID$(A$,X,1)=" " THEN V$=LEFT$(A$,X-1):Z=X
86 NEXT:N$=MID$(A$,Z+1,Z+25):IF XL$="quit" OR XL$="look" OR XL$="l" OR
XL$="lk" THEN GOTO 220
87 IF XL$="i" OR A$="inv" OR XL$="inventory" THEN GOTO 145
88 IF XL$="help" THEN GOTO 112
89 IF XL$="score" THEN GOTO 114
90 V=0:FOR X=1 TO 12:IF V$=V$(X) THEN V=X:X=13
91 NEXT:GOSUB 250:IF V=0 THEN F=11:GOTO 500
92 N=0:FOR X=1 TO 25:IF N$=N$(X) THEN N=X:X=26
93 NEXT:GOSUB 250:IF N=0 OR N<7 AND V<>1 THEN F=1:GOTO 500
94 IF N>18 THEN IF V<>11 AND V<>12 THEN F=1:GOTO 500
95 ON V GOTO 96,100,100,102,104,106,108,110,115,117,122,124
96 IF M(R,N)=0 THEN PRINT"You can't go that way.":GOTO 85
97 IF R=14 AND L(19)=R AND N=1 THEN PRINT"The werewolf blocks your
path!":PRINT"It growls,'You may not enter, human!'":GOTO 85
98 IF R=16 AND L(24)=R AND N=1 THEN PRINT"The vampire steps in
front!":PRINT"He barks,'The sacred tomb is not yours!'":GOTO 85
99 Z=R:R=M(R,N):GOSUB 225:GOTO 75
100 IF N>6 AND L(N)=R THEN L(N)=101:PRINT"Taken.":GOTO 85
101 F=3:GOTO 500
102 IF N>6 AND L(N)=101 THEN L(N)=R:PRINT"Dropped.":GOTO 85
103 F=1:GOTO 500
104 IF N>6 THEN IF N=10 AND L(N)=101 THEN L(N)=105:PRINT"Wielded.":GOTO 85
105 F=1:GOTO 500
```

```
106 IF N>6 THEN IF N=10 AND L(N)=105 THEN L(N)=101:PRINT"Unwielded.":GOTO
85
107 F=1:GOTO 500
108 IF N>6 AND N>10 AND N<15 THEN IF L(N)=101 THEN
L(N)=205:PRINT"Worn.":GOTO 85
109 F=1:GOTO 500
110 IF N>6 AND N>10 AND N<15 THEN IF L(N)=205 THEN
L(N)=101:PRINT"Removed.":GOTO 85
111 F=1:GOTO 500
112 PRINT"Example: use lantern":PRINT:PRINT"Verbs:
go,get,take,drop,wield,unwield,wear,remove,examine,light,use,kill"
113 PRINT"
inventory,look,score,quit.":PRINT:PRINT"dunric@yahoo.com":GOTO 85
114 PRINT"You have";E;"experience and";H;"hit points.":PRINT"You
carry";G;"gold coins.":GOTO 85
115 IF N>6 THEN IF N=7 THEN IF L(7)=101 OR L(7)=R THEN IF L(8)=101 OR
L(8)=R THEN IF LT=0 THEN LT=1:PRINT"Click!":PRINT"The lantern is now
aglow.":GOTO 85
116 F=4:GOTO 500
117 IF N>6 THEN IF N=7 THEN GOTO 115
118 IF N>6 THEN IF N>6 AND N<17 THEN F=4:GOTO 500
119 IF N>6 THEN IF N=17 AND R=20 THEN R=21:PRINT"(use rope)":PRINT"You
climb up the tree...":GOTO 75
120 IF N>6 THEN IF N=17 AND R=21 THEN R=20:PRINT"(use rope)":PRINT"You
climb down the tree...":GOTO 75
121 F=4:GOTO 500
122 IF N>6 THEN IF L(N)=R OR L(N)=101 OR L(N)=105 OR L(N)=205 THEN PRINT
N$(N);": ";P$(N):GOTO 85
123 F=1:GOTO 500
124 IF N>6 THEN IF N>18 AND L(N)=R THEN GOTO 126
125 F=1:GOTO 500
126 RANDOMIZE TIMER:MH=INT(RND*250)+1:GOSUB 200:WD=2:IF L(10)=105 THEN
WD=8
127 RANDOMIZE TIMER:I=INT(RND*10)+1:PRINT">":PRINT"You attack:":IF I<5 OR
I>9 AND L(10)<>105 THEN PRINT R$(6)
128 IF I>4 AND I<10 THEN PRINT R$(5):DT=WD*4+I:MH=MH-DT
129 IF I>9 THEN IF L(10)=105 THEN PRINT"Your dagger glows!":PRINT"A BOLT
of lightning STRIKES":PRINT"at ";N$(N);"!!":DT=DM*8+I*2:MH=MH-DT
130 PRINT:IF MH<1 THEN PRINT R$(7):L(N)=998:GOTO 140
131 PRINT">":DT=0:RANDOMIZE TIMER:I=INT(RND*10)+1:PRINT"< More..> ***
Press any key ***"
132 A$=INKEY$:IF A$="" THEN GOTO 132
133 PRINT:IF I<5 OR I>9 THEN PRINT "The ";N$(N);" missed you."
134 IF I>4 AND I<10 THEN PRINT "The ";N$(N);" hit you very
hard!!":DT=AC:IF AC<35 THEN DT=DT-I
135 IF I=8 AND N=24 THEN PRINT "The ";N$(N);" sinks his teeth into your
neck!!":PRINT"You are drained of blood!!!":H=H-100
136 IF I=8 AND N=19 THEN PRINT "The ";N$(N);" lunges at you!":PRINT"It
bites you very hard!!":H=H-75
137 IF I=8 AND N=25 THEN PRINT "The ";N$(N);" breathes fire on
```

```
you!!":PRINT ">>>>>>>>>>>>>>> FIREBALL!!!":PRINT"You are engulfed by the
flames!!!":H=H-250
138 IF DT>0 THEN H=H-DT
139 IF H<1 THEN PRINT R$(8):PRINT:PRINT R$(9):GOTO 210
140 IF MH<1 THEN GOTO 142
141 GOTO 127
142 PRINT"You gained";I;"experience and";DT+I;"gold
coins.":G=G+DT+I:E=E+I:IF I>6 THEN H=H+100:PRINT"You gained a level!"
143 IF N=25 AND L(N)=998 THEN PRINT R$(10):PRINT:GOTO 215
144 GOTO 85
145 I=0:PRINT"You are carrying:":FOR X=7 TO 18:IF L(X)=101 THEN PRINT "
";N$(X):I=1
146 IF L(X)=105 THEN PRINT " ";N$(X);" (wielded)":I=1
147 IF L(X)=205 THEN PRINT " ";N$(X);" (worn)":I=1
148 NEXT:IF I=0 THEN PRINT "Alas, you are empty handed."
149 GOTO 85
200 AC=0:FOR X=7 TO 25:IF L(X)=205 THEN AC=AC+X
201 NEXT:IF AC=0 THEN AC=1
202 RETURN
210 PRINT:PRINT"Play again (Y/N)?"
211 A$=INKEY$:IF A$="" THEN GOTO 211
212 IF A$="y" OR A$="Y" THEN RUN
213 IF A$="n" OR A$="N" THEN CLS:PRINT"Thanks for playing!":END
214 GOTO 211
215 PRINT"The dead dragon lay at your feet. Your sword is now soaked"
216 PRINT"in blood, but you don't care. You've slayed the dragon haunting"
217 PRINT"the countryside. Time for a beer, and some well deserved
rest...":PRINT:PRINT R$(9):GOTO 210
220 IF XL$="quit" THEN CLS:PRINT"Thanks for playing!":END
221 IF XL$="look" OR XL$="l" OR XL$="lk" THEN IF R=21 THEN PRINT"Looking
down, you see the following:":PRINT D$(1);" ";D$(13):PRINT"Exits: < north
>":GOTO 85
222 GOTO 75
225 IF L(7)=101 AND L(8)=101 THEN IF LT=0 THEN PRINT"You need to light the
lantern...":PRINT"(Stopped...)":R=Z
226 IF LT=0 OR L(7)<>R AND L(7)<>101 THEN IF Z=4 AND N=2 THEN PRINT"It's
too dark to move ";N$(N);"!":PRINT"You need a source of light plus
fuel...":R=Z
227 RETURN
250 IF XL$="n" OR XL$="north" THEN N=1:V=1
251 IF XL$="s" OR XL$="south" THEN N=2:V=1
252 IF XL$="e" OR XL$="east" THEN N=3:V=1
253 IF XL$="w" OR XL$="west" THEN N=4:V=1
254 IF XL$="u" OR XL$="up" THEN N=5:V=1
255 IF XL$="d" OR XL$="down" THEN N=6:V=1
256 RETURN
260 IF R=20 THEN PRINT"There is a tree here. Use rope to climb up."
261 RETURN
500 IF F=0 THEN F=11
501 PRINT R$(F):GOTO 85
```

You can also find The Melarkian at:

http://panks.freeshell.org/melark.zip

Sincerely,

Paul Allen Panks
dunric@gmail.com

Oldbitcollector <jeff@nospam.net>
wrote: > On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
>>Please submit your 1 to 2K adventure games to me, source code format only.
>>The competition officially begins on June 28, 2004, and runs through
>>September 29, 2004. I will post all submissions, regardless of when they
>>were submitted, and then review them and post grades on this page on
>>October 7th. Good luck! =)
>>

> This sounds like fun.. I feel a little foolish for asking this, but
> will someone give me the block size for 2k?

> I've had an idea for an adventure game that might get
> disqualified, but I'm going to do it anyway. <smirk>

> I assume that you will release all of them for download
> on your website?

> Oldbitcollector
>

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2451. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 22:28:43 UTC
From: jack <abc@def.it>
Message-ID: <v6r3e0df5p9msskmhp6ouj0ipk0ldp9ak6@4ax.com>
Source record: 15357

On Mon, 28 Jun 2004 22:22:54 GMT, shawnjefferson@shaw.caREMOVEPLS
(Shawn Jefferson) wrote:

>jack <abc@def.it>:
>
>>2) Getting a boot menu with APE
>>If I set the hard disk (obviously without dos files) to d1:, when I
>>turn on the computer I get a boot error. I'm running the trial
>>version.
>
>There is an option in APE, called PC-Mirror (S in DOS version). Setting
>D1: as a PC mirror drive will give you a boot menu where you can run
>executables directly from the hard drive of your PC.

Thanks Shawn, it works perfectly now. It was my silly mistake to think
it would work with drive images too.

Gianfranco

2452. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 22:36:20 UTC
From: jack <abc@def.it>
Message-ID: <v8r3e09ag3absd8t3hnnjtvu98thpk0vvm@4ax.com>
Source record: 15358

On Tue, 29 Jun 2004 17:51:41 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>> 1) MyPicoDos:
>> -created a hard disk image (65535), then prepared the disk (mydos "O"
>> option, then "I"nitialize. The hard disk works properly (i.e. boots up
>> with mydos if I write the dos files to it, etc.)
>> -ran Mypdos.com from mydos. Wrote the files to the hard disk
>> (mypdos.sys, if I'm not wrong).
>> When I try to boot up, I get a "boot error".

>Hmm,
>for MypicoDOS always try the normal/slow version when running it on a
>harddisk. Next, if you have written Mypicodos (PicoDOS.SYS) to
>disk/harddisk, there is no need to have a DOS on this disk also (so,
>delete DOS.SYS and DUP.SYS and if nescessary, write the PicoDOS.SYS file
>again). THe DOS is only required to create the Picodos.SYS file. Last
>not least set your harddisk partition to drive 1 to boot it and make
>sure, that no other drive (floppy disk, harddisk, etc.) already uses
>that drive spec. If it still does not work, then you might have a
>problem with your harddisk interface or the harddisk (read the docs
>again on how to setup a harddisk partition and make it bootable; maybe
>you should also read the Mydos docs again to setup the HD
>properly)... -Andreas.

Andreas,

I don't have the dos.sys and dup.sys on the _virtual_ hard disk (I'm
using APE trial). I just wrote them to check if everything was ok.
With dos.sys and dup.sys, the hard disk boots flawlessly. When I write
Picodos, I get an annoying "boot error".

As I wrote in my previous msg, I created the disk, prepared it with
mydos (option O) and initialized it (option I).

I still don't understand where I'm going wrong, unfortunately.

Thanks,
gianfranco

2453. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 23:03:33 UTC
From: Ally <kittycrisis@ifrance.com>
Message-ID: <Xns9518A199580Dkitzapoogmxcouk@62.153.159.134>
Source record: 15279
Cross-posted to: comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.apple2,comp.sys.sinclair,comp.sys.atari.8bit,alt.lang.basic,comp.lang.basic.misc

Paul Allen Panks <panks@sdf.lonestar.org> wrote in
news:cbslkhckd1@chessie.cirr.com:

> Yes, all will be available for download on my website, with
> pictures.
>
> The 2K limit can be for either the source code or exe format
> (EXE,ELF,PRG,BIN,OBJ,etc.). So you can have an 8K source, so
> long as it reduces to no more than 2.9K
> EXE,ELF,PRG,BIN,OBJ,etc.

2.9K? So it's actually an "under 3K" Text Adventure Competition,
rather than "1-2K" - right?

me
--
kitzapoo {at} gmx {dot} co {dot} uk

2454. Re: 24 Hour Sale @ Atarimax on 8-bit Flash Multicarts

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 23:18:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10e6igtmig6p510@corp.supernews.com>
Source record: 15392
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:uYmBc.511$hY5.158@newssvr31.news.prodigy.com...
> I made too many. :)
>
> So I've marked down 5 packs of 1mbit and 8mbit flash cartridge for today
only.
>
> http://www.atarimax.com/flashcart/documentation/
>
> Steve

Steve,

Will you be selling and marking down Atari 5200 Multicarts in the future?
$140+ seems a little high, compared to your very reasonable 8-bit carts.

Would be cool if there was a way to program the 5200 carts using a Atari
800!

I might order up a few more 8MBit carts from ya! I already bought 2 1MBit
and 2 8MBits.

Tim

2455. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-29 23:30:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040629193007.19157.00000904@mb-m06.aol.com>
Source record: 15359

> I'm looking for the DDT and/or BUG/65 manuals. If you find the Action!
manual and happen to see these others (also by OSS), please let me know. <

I don't know if it will help, but DDT was also distributed by ANTIC "APX" with
docs on the back of the disk. That might be easier to find. I also recall
that some versions of OSA+ and/or Dos XL had the Bug 65 manual in them.
Larry

2456. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 00:00:34 UTC
From: Chris Cowley <forename.surname@invalid.grok.co.uk>
Message-ID: <6204e0dugiolm5ob0s24qnqnnb80hcva0h@4ax.com>
Source record: 15360
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

On Tue, 29 Jun 2004 21:06:26 +0000 (UTC), Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

>Yes, all will be available for download on my website, with pictures.
>
>The 2K limit can be for either the source code or exe format
>(EXE,ELF,PRG,BIN,OBJ,etc.). So you can have an 8K source, so long as it
>reduces to no more than 2.9K EXE,ELF,PRG,BIN,OBJ,etc.

I don't understand. Is the limit 2KB or 2.9KB? There's quite a
difference.

[Newsgroups trimmed -- I think it's a rather bad form to add groups
halfway through a discussion without telling anyone, especially when the
groups you've added don't appear to have any great relevance]
--
Chris Cowley

2457. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 00:14:07 UTC
From: TheSecretInside@hotmail.com
Message-ID: <a3d54a14.0406291614.4601d6a9@posting.google.com>
Source record: 15361
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

> September 29, 2004. I will post all submissions, regardless of when they
> were submitted, and then review them and post grades on this page on
> October 7th. Good luck! =)
>
> Sincerely,
>
> Paul Allen Panks
> dunric@gmail.com

Are you to be the only arbiter of good taste in 1-2K games then?

2458. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 00:14:27 UTC
From: TheSecretInside@hotmail.com
Message-ID: <a3d54a14.0406291614.1db8afbf@posting.google.com>
Source record: 15362
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

> September 29, 2004. I will post all submissions, regardless of when they
> were submitted, and then review them and post grades on this page on
> October 7th. Good luck! =)
>
> Sincerely,
>
> Paul Allen Panks
> dunric@gmail.com

Are you to be the only arbiter of good taste in 1-2K games then?

2459. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 00:47:58 UTC
From: secretspam@ihatespam.net
Message-ID: <40ec0d4c.5304562@news.charter.net>
Source record: 15363

There is nothing wrong inherrently wrong with the Action manual. It
is a language reference manual, with just a sprinkle of programming
concpets, structured or otherwise. As a reference manual it is short
and to the point. It is not a learn programming book really.

On Tue, 29 Jun 2004 15:24:14 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>Dave Dezinski wrote:
>
>> Can anyone tell me where I can get a complete copy of the OSS Action!
>> manual? I haven't had any luck searching the net and it appears as
>> though none of the remaining Atari vendors sell Action! any longer.
>>
>> Thanks,
>> Dave
>
>FWIW: The Action! manual was pretty bad. You'd be better off just
>getting the Action! PD runtime package to find out keywords and looking
>at a few programming examples. You might want to search for the Action!
>tutorial that is floating around.
>
>Even with the manual I couldn't figure out what was going on with the
>cartridge until I took a C programming class and got the skinny on
>structured programming and reusable subroutines.

2460. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 00:53:00 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40e20df5.9786310@news>
Source record: 15364

gary@tsnc.net (Gary Cude):
>I'm looking for the DDT and/or BUG/65 manuals. If you find the
>Action! manual and happen to see these others (also by OSS), please
>let me know. Short of finding the manuals, could someone post a
>quick-reference of commands and syntax for either/both of these
>debuggers?

Here's some information that might help:
http://www.mixinc.net/atari/proginfo.htm

Shawn Jefferson
(fix reply to for email)

2461. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 01:18:18 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <uxoEc.18261$w07.6955@newsread2.news.pas.earthlink.net>
Source record: 15365

SgtSilicon wrote:
> There is nothing wrong inherrently wrong with the Action manual. It
> is a language reference manual, with just a sprinkle of programming
> concpets, structured or otherwise. As a reference manual it is short
> and to the point. It is not a learn programming book really.

There are errors in the description of interfacing/parameter passing to machine language subroutines. A reference and example with an error. I guess since the parameter passing refers to "How Action! passes parameters" it is wrong for everything, just people don't know it.

The text is terse to the point of being useless in many spots. IIRC something like "You can write stand alone programs if you don't call any routines in the cartridge" which is the text on the topic in its entirety. Great news, but they don't tell you how to do it or give a single example. It is a pointless reference without an example.

Understand that I did learn how to do all this. Problem is I had to learn it by using a debugger on code snippets it produced and tracing crashes.

2462. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 01:40:58 UTC
From: kheffington <kheffington@hotmail.com>
Message-ID: <KSoEc.18666655$Of.3099276@news.easynews.com>
Source record: 15366

Gary Cude wrote:
> I'm looking for the DDT and/or BUG/65 manuals. If you find the
> Action! manual and happen to see these others (also by OSS), please
> let me know. Short of finding the manuals, could someone post a
> quick-reference of commands and syntax for either/both of these
> debuggers?
>
> kheffington <kheffington@hotmail.com> wrote in message
news:<T36Ec.7647380$iA2.866146@news.easynews.com>...
>
>>Dave Dezinski wrote:
>>
>>>Can anyone tell me where I can get a complete copy of the OSS Action!
>>>manual? I haven't had any luck searching the net and it appears as
>>>though none of the remaining Atari vendors sell Action! any longer.
>>>
>>>Thanks,
>>>Dave
>>
>>
>>Don't know if they have the manual online but check here some info
>>
>>http://retrobits.net/action.html

Here is the MAC 65 manual online disk version

http://www.mixinc.net/atari/mac65.htm

and here is the manual in PDF format Cartridge version

http://www.future-net.pl/~10vg3b/scorch/filez/mac65_manual.pdf

2463. 6502 Windows Based Simulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 02:12:18 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <kqGdnaF7f_zFv3_dRVn-ug@bresnan.com>
Source record: 15367
Cross-posted to: alt.comp.freeware,comp.sys.atari.8bit,comp.sys.cbm

http://home.pacbell.net/michal_k/6502.html

"Integrated macro assembler, simulator and debugger for 650x microprocessor
family.
Lets you write, test and run 6502/65c02 programs."

--

Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/debate (charged political discussion)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2464. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 02:20:02 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cbt80i$e4b$1@chessie.cirr.com>
Source record: 15368
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

The reviews are completely subjective, although I'd imagine if others wish
to review the submitted games, they may do so as well.

2K is for the source code, and 2.9K can be the total EXE, BIN, OBJ, PRG,
etc binary file format version of the source code (BASIC, C/C++, Fortran
and Assembly Language).

Sincerely,

Paul Allen Panks
dunric@gmail.com

In rec.arts.int-fiction NObodyNOWHERE <TheSecretInside@hotmail.com> wrote:
>> September 29, 2004. I will post all submissions, regardless of when they
>> were submitted, and then review them and post grades on this page on
>> October 7th. Good luck! =)
>>
>> Sincerely,
>>
>> Paul Allen Panks
>> dunric@gmail.com

> Are you to be the only arbiter of good taste in 1-2K games then?

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2465. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 02:30:50 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cbt8ko$e6c$1@chessie.cirr.com>
Source record: 15369
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Ammended Competition guidelines are listed below:

Is it possible to write a text adventure in under 2K of RAM? Some people have tried, and some have succeeded.

I would like to officially announce the formation of The 1st Annual 1 to 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++, Fortran and Assembly language submissions for 1 to 2K text adventures written for the following computing platforms: Commodore 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe, Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Bally Astrocade, Atari 2600 VCS, DEC Rainbow, Compucolor I/II, Altair 8800, Amstrad, Amiga, Linux, Mac and Windows/DOS.

Please submit your 1 to 2K adventure games to me. The 2K size can be either the source coce, or the EXE, BIN, OBJ, PRG, ELF or other self-contained, self-running binary. So you can thus have, say, a 8K source code listing, so long as the binary format doesn't exceed 2.9KB of size. You may also crunch the binary down with a compressing program such as UPX or Winzip. The competition officially begins on June 28, 2004, and runs through September 29, 2004. I will post all submissions, regardless of when they were submitted, and then review them and post grades on this page on October 7th. Good luck! =)

I will also be accepting user reviews of competition games, which will also be posted on this website.

To help get you started, see my 8KB adventure game, in BASIC, called The Melarkian.

New competition systems: Atari 2600 VCS, DEC Rainbow, Compucolor I/II, and Commodore Amiga.

Updated size requirements: 1-2K for source code, 2.9K for binary format of the same source code game (can be Winzipped or UPXed).

Maximum binary file size should not exceed 2,999 bytes zipped or UPXed. Maximum source code file size should not exceed 2,560 bytes (give or take a few 100 bytes). Absolute maximum is 2,816 bytes for source.

Sincerely,

Paul Allen Panks
dunric@gmail.com

In comp.sys.cbm Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

> The reviews are completely subjective, although I'd imagine if others wish
> to review the submitted games, they may do so as well.

> 2K is for the source code, and 2.9K can be the total EXE, BIN, OBJ, PRG,
> etc binary file format version of the source code (BASIC, C/C++, Fortran
> and Assembly Language).

> Sincerely,

> Paul Allen Panks
> dunric@gmail.com

> In rec.arts.int-fiction NObodyNOWHERE <TheSecretInside@hotmail.com> wrote:
>>> September 29, 2004. I will post all submissions, regardless of when they
>>> were submitted, and then review them and post grades on this page on
>>> October 7th. Good luck! =)
>>>
>>> Sincerely,
>>>
>>> Paul Allen Panks
>>> dunric@gmail.com

>> Are you to be the only arbiter of good taste in 1-2K games then?

> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2466. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 03:23:21 UTC
From: secretspam@ihatespam.net
Message-ID: <40e4317c.14567718@news.charter.net>
Source record: 15370

I wasn't aware (or have forgotten) the param passing issues you
mention. I used the manual and made quite a few programs which
functioned, but only in one did I call an ML routine.

Anyway, what I meant about the manual is that it's just a terse
reference manual on the language and not much more. It is okay as a
reference and completely inadequate as a learn how to use it to prgram
type book.

On Wed, 30 Jun 2004 01:18:18 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>SgtSilicon wrote:
>> There is nothing wrong inherrently wrong with the Action manual. It
>> is a language reference manual, with just a sprinkle of programming
>> concpets, structured or otherwise. As a reference manual it is short
>> and to the point. It is not a learn programming book really.
>
>There are errors in the description of interfacing/parameter passing to
>machine language subroutines. A reference and example with an error. I
>guess since the parameter passing refers to "How Action! passes
>parameters" it is wrong for everything, just people don't know it.
>
>The text is terse to the point of being useless in many spots. IIRC
>something like "You can write stand alone programs if you don't call any
>routines in the cartridge" which is the text on the topic in its
>entirety. Great news, but they don't tell you how to do it or give a
>single example. It is a pointless reference without an example.
>
>Understand that I did learn how to do all this. Problem is I had to
>learn it by using a debugger on code snippets it produced and tracing
>crashes.
>

2467. SDX

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 03:44:33 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <BGqEc.3958$X03.3077@newssvr16.news.prodigy.com>
Source record: 15371

Anyone have an SDX for sale or trade?

Steve

2468. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 08:01:09 UTC
From: Valjean <Valjean@no.mail.thanks>
Message-ID: <9ruEc.20040$k4.400158@news1.nokia.com>
Source record: 15372
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

> So you can thus have, say, a 8K
> source code listing, so long as the binary format doesn't exceed 2.9KB of
> size.

> Maximum binary file size should not exceed 2,999 bytes zipped or UPXed.
> Maximum source code file size should not exceed 2,560 bytes (give or take
> a few 100 bytes). Absolute maximum is 2,816 bytes for source.
>
> Sincerely,
>
> Paul Allen Panks

Sorry - may just be me, but I don't understand the limits at all - I can
have 8K
source if it gives a 2.9K exe but the max source code size is 2560?

Also - can I have data external to the executable - read from disc so it
isn't in RAM?

mind you - seeing as I'm using windows and it sticks all sorts in RAM i may
be struggling

V

2469. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 08:23:02 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cbtt96$5kj$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15373

>> Oh yes, and support for autobooting "parallel port" devices
>> for the XL series is also missing, due to lack of documentation.

> The PBI device routines are documented/known enough, so that there are PBI
> floppy drives (KARIN MAXI is such one) and PBI hard drives (several IDE
> interfaces, actually, at least two, for XL/XE).

Well, if you've the source for a good documentation, I'd be grateful.

So long,
Thomas

2470. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 10:18:33 UTC
From: Matthias Reichl <usenet-200406@hias.horus.com>
Message-ID: <slrnce54rp.17d.usenet-200406@camel.hias.horus.com>
Source record: 15374

On Mon, 28 Jun 2004 19:19:03 GMT, jack wrote:
> 1) MyPicoDos:
> -created a hard disk image (65535), then prepared the disk (mydos "O"
> option, then "I"nitialize. The hard disk works properly (i.e. boots up
> with mydos if I write the dos files to it, etc.)
> -ran Mypdos.com from mydos. Wrote the files to the hard disk
> (mypdos.sys, if I'm not wrong).
> When I try to boot up, I get a "boot error".

This is really strange. You could try the latest development
snapshot of MyPicoDos:
http://www.horus.com/~hias/atari/mypdos40-test3.zip

If this version fails, too, could you please send me your image
by email so that I can analyze what's going wrong? Maybe there's
still a problem in combination with APE or so.

BTW: Which Mydos version did you use? Was there enough room
left on the image for MyPicoDos? Version 3.0 of MyPicoDos
didn't warn you if writing PICODOS.SYS failed (this is fixed
in the new snapshot), maybe that was the problem.

so long,

Hias

2471. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 10:35:53 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cbu529$hd1$1@chessie.cirr.com>
Source record: 15375
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Yes, although the total source file cannot exceed 2,816 bytes. THe binayr file, zipped or UPXed, cannot exceed 2,999 bytes. External data files are ok.

As a test, I tried to write a Bally BASIC adventure game today:

```
1 CLEAR;GOSUB200;A=1;PRINT"BALLYVENTURE
2 @(1)=0;@(2)=0;@(3)=0;@(4)=0;@(5)=0;@(6)=0;P=150
3 PRINT;PRINT"YOU ARE:";IF A=1 @(2)=2;PRINT"IN A TAVERN
4 IF A=2 @(1)=1;@(2)=6;@(3)=3;PRINT"BY A WELL
5 IF A=3 @(1)=4;@(4)=2;PRINT"IN A CHURCH
6 IF A=4 @(2)=3;@(3)=5;PRINT"AT THE ALTAR
7 IF A=5 @(4)=4;PRINT"IN STORAGE
8 IF A=6 @(1)=2;@(2)=12;@(3)=7;@(4)=10;PRINT"NEAR A VILLAGE
9 IF A=7 @(5)=8;@(3)=11;@(4)=6;PRINT"BY A TREE
10 IF A=8 @(3)=9;@(6)=7;PRINT"UP THE TREE
11 IF A=9 @(4)=8;PRINT"IN A HUT
12 IF A=10 @(3)=6;PRINT"AT A MOUNTAIN
13 IF A=11 @(2)=13;@(4)=7;PRINT"IN A MEADOW
14 IF A=12 @(1)=6;@(2)=15;PRINT"IN A FOREST
15 IF A=13 @(1)=11;@(3)=14;PRINT"AT A CLEARING
16 IF A=14 @(4)=13;PRINT"BY A LAKE
17 IF A=15 @(1)=12;@(2)=16;PRINT"ON A BRIDGE
18 IF A=16 @(1)=15;@(4)=17;PRINT"BY A CASTLE
19 IF A=17 @(1)=18;@(3)=16;@(4)=19;PRINT"IN A HALLWAY
20 IF A=18 @(2)=17;PRINT"IN A BEDROOM
21 IF A=19 @(3)=17;PRINT"BY THE THRONE
22 PRINT;PRINT"YOU SEE:";PRINT;C=0;Z=A;GOSUB100
24 PRINT"@ COMMAND
25 PRINT"1 GO 2 GET 3 DROP 4 USE 5 ATTACK 6 INVENTORY
26 PRINT"7 LOOK 8 EXAMINE 9 QUIT
30 PRINT;PRINT"SELECT
35 C=0;Y=0;INPUT C;Y=C;IF C>9 GOTO30
36 IF C=9 GOTO209
37 IF C=1 GOTO45
38 IF C=2 GOTO55
39 IF C=3 GOTO55
40 IF C=4 GOTO55
41 IF C=5 GOTO77
42 IF C=6 GOTO100
43 IF C=7 GOTO2
44 GOTO100
45 PRINT"@ WHERE?
46 PRINT"1 NORTH 2 SOUTH 3 EAST 4 WEST 5 UP 6 DOWN
```

```
52 C=0;INPUT C;IF C=0 GOTO210
53 IF @(C)=0 GOTO210
54 A=@(C);GOTO2
55 PRINT"@ WHAT?
56 Z=0;PRINT"0 NOTHING"
57 IF S=A PRINT"1 SWORD";Z=1
58 IF M=A PRINT"2 ARMOR";Z=2
59 IF H=A PRINT"3 HELMET";Z=3
60 IF K=A PRINT"4 CLOAK";Z=4
61 C=0;PRINT"SELECT";INPUT C
62 IF C>0 GOTO64
63 IF C=0 GOTO2
64 IF Z=0 GOTO210
65 Q=101;IF Y=3 Q=A
66 IF Y=4 GOTO72
67 IF Z=1 S=Q
68 IF Z=2 M=Q
69 IF Z=3 H=Q
70 IF Z=4 K=Q
71 GOTO210
72 IF Z=1 S=105
73 IF Z=2 M=205
74 IF Z=3 H=205
75 IF Z=4 K=205
76 GOTO210
77 Z=0;IF E=A Z=1
78 IF W=A Z=2
79 IF D=A Z=3
80 IF V=A Z=4
81 IF Z=0 PRINT"NOT HERE";GOTO2
82 T=RND(250);I=RND(10)
83 PRINT;PRINT"@ YOU";U=2;IF S>A U=8
84 IF I<5 PRINT"MISSED"
85 IF I=5 PRINT"HIT IT";T=T-Ux2
86 IF I=6 PRINT"SLICED IT";T=T-Ux4
87 IF I>6 PRINT"WERE DODGED
88 IF T<1 PRINT"KILLED IT";GOTO202
89 PRINT"@ THEY";U=8
90 IF M=205 U=U-3
91 IF H=205 U=U-2
92 IF K=205 U=U-1
93 I=RND(10);IF I<5 PRINT"MISSED"
94 IF I=5 PRINT"STRUCK YOU";P=P-Ux2
95 IF I=6 PRINT"SLICED YOU";P=P-Ux4
96 IF I>6 PRINT"WERE DODGED
97 IF P<1 PRINT"DEFEATED YOU";GOTO208
98 PRINT;PRINT"@ HIT A KEY @";INPUT C;GOTO 83
100 IF C=6 A=101;B=105;O=205
101 IF C=0 A=Z
102 IF E=A PRINT"HOBBIT, ODD CREATURE
```

```
103 IF W=A PRINT"WEREWOLF, HAS FIERY EYES
104 IF D=A PRINT"DRAGON, HAS TOUGH SCALES
105 IF V=A PRINT"VAMPIRE, A BLOODY FIEND
106 IF S=>A PRINT"SWORD
107 IF M=>A PRINT"PLATEMAIL
108 IF H=>A PRINT"BRASS HELMET
109 IF K=>A PRINT"ELVEN CLOAK
110 IF S=101 S=B
111 IF M=101 M=O
112 IF H=101 H=O
113 IF K=101 K=O
114 RETURN
200 E=9;W=16;D=14;V=19;S=5;M=18;H=1;K=9;RETURN
202 IF E=A E=99
203 IF W=A W=99
204 IF D=A D=99
205 IF V=A V=99;GOTO207
206 GOTO2
207 PRINT"VAMPIRE DIED!
208 PRINT;PRINT"GAME OVER";STOP
210 IF C=0 PRINT"SORRY"
211 IF Z=A PRINT"HOW?"
212 IF Z=0 PRINT"SORRY"
213 PRINT"OK";GOTO 2
```

It almost fits into Bally BASIC, but not quite. Obviously, modifications need to be made for it to work under Bally BASIC's 1,800 bytes of program space.

This shows how much optimization is really necessary. I'd imagine the above program needs at least 50% optimization to fit under Bally BASIC (current 3200 bytes vs. goal of 1600 bytes).

Sincerely,

Paul Allen Panks
dunric@gmail.com

2472. ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 11:12:53 UTC
From: koelman28@zonnet.nl
Message-ID: <d684d53d.0406300312.589d576b@posting.google.com>
Source record: 15376
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
1000 LET c$=CHR$ 13: DIM r$(10,4
): LET a$="You are in a room."+c
$+"You see"+c$+"north: an open d
oor"+c$+"south: an open door"+c$
+"a book about timetravela timet
ravelmachine": DIM p$(10,99): RE
STORE 10: FOR f=1 TO 10: READ p$
(f),r$(f): NEXT f: DATA a$( TO 3
5)+" locked door"+a$(67 TO 90),"
///0",a$( TO 46)+a$(67 TO 90),"0
.//",a$( TO 67)+"a key","05//",a
$( TO 67)+a$(91 TO ),"440/",p$(4
),"30//",a$( TO 55)+" locked doo
r"+c$+"a key","2/02",p$(3),"0111
",p$(4),"1000","You broke timetr
avelrules!","","You found an exi
t","": LET p=1: FOR t=1 TO 8: CL
S : PRINT p$(t)''t-(t>4)*5;":00"
: INPUT r$(9): FOR x=1 TO 4: LET
t=t+(CODE r$(t,x)-47)*(r$(9,1)=
"NSUR"(x)): NEXT x: LET t=t-1: N
EXT t: PRINT p$(t)
```

2473. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 12:10:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cbuak0ecm1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15377
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Hi,

> Yes, although the total source file cannot exceed 2,816 bytes. THe binayr
> file, zipped or UPXed, cannot exceed 2,999 bytes. External data files are
> ok.

Are you sure that these are useful limits? I mean, I'd place all the
test, all the room linkages (doors), possibly even graphics in external
data files. The "source code" would be just a simple text parser, possibly
even with its parsing rules encoded in external files. Maybe you'd even
get a "scott adams" adventure in 2K this way.

So long,
Thomas

2474. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 12:23:31 UTC
From: Alistair Hutton <huttona@NAESPAMdcs.gla.ac.uk>
Message-ID: <cbubc3$a3r$1@singer.cent.gla.ac.uk>
Source record: 15378
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Allen Panks wrote:
> Yes, although the total source file cannot exceed 2,816 bytes. THe binayr
> file, zipped or UPXed, cannot exceed 2,999 bytes. External data files are
> ok.
>

So, I write a 1K parser, primative but doable. A 1k database program,
not lookig for miracles just a simple database program. Then I provide a
1 megabyte external datafile which actually contains the adventure?
That's crazy mad.

--
Alistair Hutton

2475. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 12:43:05 UTC
From: Lister <fromthenet@blueyonder.co.uk>
Message-ID: <u7d5e0hjm3lu3etme981vs49fhun5lsi8u@4ax.com>
Source record: 15379
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
The time, 30 Jun 2004 12:10:40 GMT , The place, comp.sys.sinclair .
Thomas Richter <thor@cleopatra.math.tu-berlin.de> chose this moment to
say the following

>
>So long,
^^^^^^^^^^

That's Douglas Adams, not Scott

--
Hokey Pokey
---------------------------
Third leg in, third leg out
In, out, in, out, shake it all about
```

2476. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 13:20:42 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cbugiugkk1@nemesis.news.tpi.pl>
Source record: 15381

```
>> The PBI device routines are documented/known enough, so that there
>> are PBI floppy drives (KARIN MAXI is such one) and PBI hard drives
>> (several IDE interfaces, actually, at least two, for XL/XE).
>
> Well, if you've the source for a good documentation, I'd be grateful.

What do you want to know about them?

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org
```

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

2477. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 13:44:32 UTC
From: DI Gunther Schmidl <gschmidl@xxx.gmx.at>
Message-ID: <1088600983.421946@news.liwest.at>
Source record: 15380
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
Rich wrote:
> Why only 1 to 2k? No good adventure with a decent story can be made
> in that small a memory print. Why not say 48 - 64k At least then
> there can be a story line.

Here's a perfectly fine game with a brilliant story line:

10?"BAT ATTACKS!":INPUT A$:IF A$="KILL BAT"THEN GOTO20
15?"DOESN'T WORK!":GOTO10
20?"YOU WIN!"

-- Gunther
```

2478. Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 14:47:55 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040630163644.2253.0@mbox.troja.mff.cuni.cz>
Source record: 15382

I want to connect a rgb monitor to an Atari 800 XE, but it has not a rgb output and it has not rgb signal anywhere inside. It has (F)BAS and sychro only. There is chroma signal in the computer inside.

I was searching for some schematics of rgb adapter on the Internet but I have not found any.

Does someone know about some? It is not a problem of Atari computer only. I want any adapter which can make rgb from (F)BAS, synchro and chroma. All color TV contain circuit which do it.

My monitor can be set to right frequencies, there is no problem here.

I must remark I have European (!!! PAL !!!) Atari computer version.

tnx

S.D.Q.

2479. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 15:12:41 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <2kg3j1F1p7h5U1@uni-berlin.de>
Source record: 15383
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Alistair Hutton wrote:
> Paul Allen Panks wrote:
>
>> Yes, although the total source file cannot exceed 2,816 bytes. THe
>> binayr file, zipped or UPXed, cannot exceed 2,999 bytes. External data
>> files are ok.
>
> So, I write a 1K parser, primative but doable. A 1k database program,
> not lookig for miracles just a simple database program. Then I provide a
> 1 megabyte external datafile which actually contains the adventure?
> That's crazy mad.

Nonono, what you do is write a Brainfuck interpreter
<http://en.wikipedia.org/wiki/Brainfuck> inside 2K on your platform of
choice, then write a complete Z-Machine implementation in Brainfuck and
supply that as an "external data file". Then write your 1 megabyte
adventure in Inform.

And if you can pull that off, you deserve to win the competition.

2480. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 15:38:33 UTC
From: Peter Watson <paw77@N_O_hotmail_S_P_A_M.com>
Message-ID: <Z7BEc.71689$sj4.1013@news-server.bigpond.net.au>
Source record: 15384
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
If you're serious, I'd be interested in seeing it!
--
Peter Watson
-- Write to MSDOS disks on the Apple IIgs?
-- Impossible! ;-)

"Johan Koelman" <koelman28@zonnet.nl> wrote in message
news:d684d53d.0406290613.580e6888@posting.google.com...
> Paul Allen Panks <panks@sdf.lonestar.org> wrote in message
news:<cbqllh$60f$1@chessie.cirr.com>...
> > "The 1st Annual 1 to 2K Classic Text Adventure Competition"
> >
> > Website: http://panks.freeshell.org/advcomp.html
> >
> > Is it possible to write a text adventure in under 2K of RAM? Some people
> > have tried, and some have succeeded.
> >
> > I would like to officially announce the formation of The 1st Annual 1 to
> > 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
> > Fortran and Assembly language submissions for 1 to 2K text adventures
> > written for the following computing platforms: Commodore
> > 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple
II/IIe,
> > Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and
> > Windows/DOS.
> >
> > Please submit your 1 to 2K adventure games to me, source code format
only.
> > The competition officially begins on June 28, 2004, and runs through
> > September 29, 2004. I will post all submissions, regardless of when they
> > were submitted, and then review them and post grades on this page on
> > October 7th. Good luck! =)
> >
> > Sincerely,
> >
> > Paul Allen Panks
> > dunric@gmail.com
> >
> > -- panks@sdf.lonestar.org
> > SDF Public Access UNIX System - http://sdf.lonestar.org
>
>
>
```

> I have a textadventure as a BASIC ONELINER.
> 1 line of code defining the data and playing the textadventure.

2481. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 15:49:28 UTC
From: Peter Watson <paw77@N_O_hotmail_S_P_A_M.com>
Message-ID: <ciBEc.71695$sj4.22593@news-server.bigpond.net.au>
Source record: 15385
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
I don't recognise the BASIC - what machine is it written for? Also, am I
right in saying that it is self-modifying code?
--
Peter Watson
-- Write to MSDOS disks on the Apple IIgs?
-- Impossible! ;-)

"Johan Koelman" <koelman28@zonnet.nl> wrote in message
news:d684d53d.0406300312.589d576b@posting.google.com...
> 1000 LET c$=CHR$ 13: DIM r$(10,4
> ): LET a$="You are in a room."+c
> $+"You see"+c$+"north: an open d
> oor"+c$+"south: an open door"+c$
> +"a book about timetravela timet
> ravelmachine": DIM p$(10,99): RE
> STORE 10: FOR f=1 TO 10: READ p$
> (f),r$(f): NEXT f: DATA a$( TO 3
> 5)+" locked door"+a$(67 TO 90),"
> ///0",a$( TO 46)+a$(67 TO 90),"0
> .//",a$( TO 67)+"a key","05//",a
> $( TO 67)+a$(91 TO ),"440/",p$(4
> ),"30//",a$( TO 55)+" locked doo
> r"+c$+"a key","2/02",p$(3),"0111
> ",p$(4),"1000","You broke timetr
> avelrules!","","You found an exi
> t","": LET p=1: FOR t=1 TO 8: CL
> S : PRINT p$(t)''t-(t>4)*5;":00"
> : INPUT r$(9): FOR x=1 TO 4: LET
> t=t+(CODE r$(t,x)-47)*(r$(9,1)=
> "NSUR"(x)): NEXT x: LET t=t-1: N
> EXT t: PRINT p$(t)
```

2482. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 16:04:54 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <gio4e0h0lnm94don7dlsk6kr7afet8p7lc@4ax.com>
Source record: 15386
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Chris Cowley <forename.surname@invalid.grok.co.uk> wrote:

>On Tue, 29 Jun 2004 02:54:41 +0000 (UTC), Paul Allen Panks
><panks@sdf.lonestar.org> wrote:
>
>>I would like to officially announce the formation of The 1st Annual 1 to
>>2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
>>Fortran and Assembly language submissions for 1 to 2K text adventures
>
>Sounds like fun. I think I might have a go at a game for the Spectrum.
>My creative writing skills aren't really up to much though!
>
>Like Gene Wirchenko, I'd also like to know whether the 2K limit is on
>the source or the binary. I personally think it would make sense for the
>limit to be on the size of the binary for submissions intended to be
>compiled/assembled, and on the source for interpreted submissions, with
>any dynamically-allocated space used for variables or temporary storage
>not included in the limit (it would start to get annoyingly difficult to
>police variable usage when you're at the mercy of platform-specific
>garbage collection, etc -- and this is supposed to be fun, right?).

Agreed.

>[rec.games.int-fiction removed -- I think that newsgroup is intented for
>discussing games that actually exist!]

You do not want to flirt?

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2483. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 16:04:54 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <2kg6kpF1vnl8U1@uni-berlin.de>
Source record: 15387
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In news:ciBEc.71695$sj4.22593@news-server.bigpond.net.au,
Peter Watson <paw77@N_O_hotmail_S_P_A_M.com> typed:

> I don't recognise the BASIC - what machine is it written for? Also,
> am I right in saying that it is self-modifying code?

It's Sinclair BASIC (really!), and no it's not :-)

D.

2484. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 16:16:00 UTC
From: Chris Cowley <forename.surname@invalid.grok.co.uk>
Message-ID: <18p5e09cr8jkifnpp6c8717m65rm0ep08j@4ax.com>
Source record: 15388
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

On Wed, 30 Jun 2004 15:49:28 GMT, "Peter Watson"
<paw77@N_O_hotmail_S_P_A_M.com> wrote:

>I don't recognise the BASIC - what machine is it written for? Also, am I
>right in saying that it is self-modifying code?

It's Sinclair BASIC (http://www.worldofspectrum.org/sinclairbasic/), for
the Sinclair ZX Spectrum (USA: Timex-Sinclair 2068) and no, it isn't
self-modifying.

The most significant "unusual" thing about the BASIC syntax is that,
instead of MID$,LEFT$ and RIGHT$, you would use A$(x TO y), A$(TO x),
or A$(x TO) where x and y are character positions within A$.

[Followups set to comp.sys.sinclair]
--
Chris Cowley

2485. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 19:28:31 UTC
From: jack <abc@def.it>
Message-ID: <1v46e0t5q9hlbi3nmh5rtv6lo1oafatggn@4ax.com>
Source record: 15389

On Wed, 30 Jun 2004 12:18:33 +0200, Matthias Reichl
<usenet-200406@hias.horus.com> wrote:

>On Mon, 28 Jun 2004 19:19:03 GMT, jack wrote:
>> 1) MyPicoDos:
>> -created a hard disk image (65535), then prepared the disk (mydos "O"
>> option, then "I"nitialize. The hard disk works properly (i.e. boots up
>> with mydos if I write the dos files to it, etc.)
>> -ran Mypdos.com from mydos. Wrote the files to the hard disk
>> (mypdos.sys, if I'm not wrong).
>> When I try to boot up, I get a "boot error".
>
>This is really strange. You could try the latest development
>snapshot of MyPicoDos:
>http://www.horus.com/~hias/atari/mypdos40-test3.zip
>
>If this version fails, too, could you please send me your image
>by email so that I can analyze what's going wrong? Maybe there's
>still a problem in combination with APE or so.

Hias,

version 4 works perfectly! Thanks for your support!

Are you the programmer of mypicodos?

gianfranco

2486. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 19:35:13 UTC
From: jack <abc@def.it>
Message-ID: <t856e0138dcpijaf1uitpt7ahb2312fjaq@4ax.com>
Source record: 15390

On Wed, 30 Jun 2004 16:47:55 +0200, Vladimir Tichy
<vtic7620@mbox.troja.mff.cuni.cz> wrote:

>I want to connect a rgb monitor to an Atari 800 XE, but it has not a rgb
>output and it has not rgb signal anywhere inside. It has (F)BAS and sychro
>only. There is chroma signal in the computer inside.
>
>I was searching for some schematics of rgb adapter on the Internet but I
>have not found any.
>
>Does someone know about some? It is not a problem of Atari computer only.
>I want any adapter which can make rgb from (F)BAS, synchro and chroma. All
>color TV contain circuit which do it.

I know this is _not_ the kind of suggestion you were expecting, but...
why don't you simply buy an Atari with monitor output?

You can find an 800XL on ebay for around 10 euros, then you build an
rgb cable in 15 minutes and you're ready to go...

ciao
gianfranco

2487. Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 22:47:51 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <%hIEc.3911$NX4.312@newsfe1-win>
Source record: 15391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

Hi all.

My landlord has finally severed the 20-year emotional bond with his old computer stuff.

The ST 1040 went into the bin and was collected :-O
I'm sorry, I was too late to grab it!
Yes I know, outrageous wasn't it.
I'll can tell you where he works so we can all point at him and sternly frown as he enters and leaves the building! :-)

Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
Disk itself has sector errors and the RTC Lithium cell will need replacing, but the rest of it is probably okay.
If you can get hold of a spare SCSI disk and cell, then you're in business.

I was just in time to grab a bin liner full of ST games.
Mint condition boxes and manuals.

Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.

Buy/collect these items now or they die...

Anybody want any of these?

Cambridge UK area - surely there must be plenty of my fellow nostalgic nerds of a certain age round here?

Cheers, K.

PS. I'm still outraged about that ST! I wanted to do some hardware hacks on it, and he new it!
Maybe he wanted it to have a decent burial rather than have it hang around here in pieces?
After all, most guys would want a dead ex-partner buried rather than resurrected Frankenstein style or butchered and hanging around in vats of formaldehyde. If you disagree, please get some therapy...

2488. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-06-30 23:45:52 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <p4k6e0pg2mebkcv22893lbk1g3eku571f9@4ax.com>
Source record: 15393

On Wed, 30 Jun 2004 19:35:13 GMT, jack <abc@def.it> wrote:

>I know this is _not_ the kind of suggestion you were expecting, but...
>why don't you simply buy an Atari with monitor output?
>
>You can find an 800XL on ebay for around 10 euros, then you build an
>rgb cable in 15 minutes and you're ready to go...

I thought the 800xe had monitor output, isn't it just a 130xe with
64k?

kvn

2489. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 01:55:08 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40e36dd9.46081155@news>
Source record: 15394

jack <abc@def.it>:

>I know this is _not_ the kind of suggestion you were expecting, but...
>why don't you simply buy an Atari with monitor output?
>
>You can find an 800XL on ebay for around 10 euros, then you build an
>rgb cable in 15 minutes and you're ready to go...

There is no Atari 8-bit with RGB out. You got composite video, RF and
Chroma-luma (s-video). Some models were missing the Chroma signal at the
monitor jack, and some models didn't have the monitor jack at all.

Shawn Jefferson
(fix reply to for email)

2490. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 02:22:49 UTC
From: Paul Drallos <pdrallos@tir.com>
Message-ID: <2rmdnSmFj7oU6H7dRVn-vw@comcast.com>
Source record: 15395
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
Dunny wrote:
> In news:ciBEc.71695$sj4.22593@news-server.bigpond.net.au,
> Peter Watson <paw77@N_O_hotmail_S_P_A_M.com> typed:
>
>
>>I don't recognise the BASIC - what machine is it written for? Also,
>>am I right in saying that it is self-modifying code?
>
>
> It's Sinclair BASIC (really!), and no it's not :-)
>
> D.
>
>
>
Would that be ZX, Spectrum, or QL?
```

2491. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 03:28:20 UTC
From: adam@fsf.net
Message-ID: <cc00ckgte2@news.fsf.net>
Source record: 15396
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In article <cbuak0ecm1@mamenchi.zrz.TU-Berlin.DE>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>Hi,
>
>> Yes, although the total source file cannot exceed 2,816 bytes. THe binayr
>> file, zipped or UPXed, cannot exceed 2,999 bytes. External data files are
>> ok.
>
>Are you sure that these are useful limits? I mean, I'd place all the
>test, all the room linkages (doors), possibly even graphics in external
>data files. The "source code" would be just a simple text parser, possibly
>even with its parsing rules encoded in external files. Maybe you'd even
>get a "scott adams" adventure in 2K this way.

Scott Adams games actually only need a few dozen bytes of RAM. Most of
the game (16K in the classical games) is ROM.

I've been semi-seriously thinking about an Atari 2600 port of
Adventureland, since we already have the text display engine from
Fellowship of the Ring (which is the _Dark Mage_ engine with
additional enhancements by Thomas Jentzsch, although _Dark Mage_ in turn
borrows from _Stellar Track_). Sure, you'd need a bankswitched cart,
and you'd need a better input scheme than the joystick menus of _Dark
Mage_ and descendents, but I think it might be possible even without
additional RAM. Of course with some of the address space mapped to
additional RAM (like the Supercharger or some later, uh, M-Networks(?)
games) it wouldn't even be that big of a challenge.

Adam

Adam

2492. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 04:30:46 UTC
From: secretspam@ihatespam.net
Message-ID: <40e59333.4839265@news.charter.net>
Source record: 15247

Unfortunately I have the spine bound type. The loose leaf would be
easier to scan. I might have the binding cut off and holes drilled
but I have so much on my plate I don't know when.

On Wed, 30 Jun 2004 12:08:38 -0400, gfa <lp@mint.org> wrote:

>in article 40e4317c.14567718@news.charter.net, SgtSilicon wrote on 6/29/04
>11:23 PM:
>
>> I wasn't aware (or have forgotten) the param passing issues you
>> mention. I used the manual and made quite a few programs which
>> functioned, but only in one did I call an ML routine.
>>
>> Anyway, what I meant about the manual is that it's just a terse
>> reference manual on the language and not much more. It is okay as a
>> reference and completely inadequate as a learn how to use it to prgram
>> type book.
>
>I agree and I would still like to have it in it's entirely. The errors in
>it can also be corrected.

2493. FA: Atari XE cartridges! Joust Jungle Hunt Donkey Kong Jr RARE!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 04:47:56 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10e75rsndm5fd1d@corp.supernews.com>
Source record: 15248

I have here a nice set of Atari classics converted to the XE case style!
Great for collectors!

Check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8115470183

Tim

2494. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 05:37:21 UTC
From: Chris <Chris.Murray@blueyonder.co.uk>
Message-ID: <40E3A311.8040605@blueyonder.co.uk>
Source record: 15249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

I better get therapy then. ;P

I am interested, but I cant' collect. I live in Wolverhampton. However,
I would pay postage. ST games interest me, and so does the hard-drive if
sector errors can be repaired?

Chris

kryten_droid wrote:
> Hi all.
>
> My landlord has finally severed the 20-year emotional bond with his old
> computer stuff.
>
> The ST 1040 went into the bin and was collected :-O
> I'm sorry, I was too late to grab it!
> Yes I know, outrageous wasn't it.
> I'll can tell you where he works so we can all point at him and sternly
> frown as he enters and leaves the building! :-)
>
> Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
> Disk itself has sector errors and the RTC Lithium cell will need replacing,
> but the rest of it is probably okay.
> If you can get hold of a spare SCSI disk and cell, then you're in business.
>
> I was just in time to grab a bin liner full of ST games.
> Mint condition boxes and manuals.
>
> Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an
> Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.
>
> Buy/collect these items now or they die...
>
> Anybody want any of these?
>
> Cambridge UK area - surely there must be plenty of my fellow nostalgic nerds
> of a certain age round here?
>
> Cheers, K.
>
> PS. I'm still outraged about that ST! I wanted to do some hardware hacks on
> it, and he new it!
> Maybe he wanted it to have a decent burial rather than have it hang around
> here in pieces?

> After all, most guys would want a dead ex-partner buried rather than
> resurrected Frankenstein style or butchered and hanging around in vats of
> formaldehyde. If you disagree, please get some therapy...
>
>

2495. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 06:15:40 UTC
From: koelman28@zonnet.nl
Message-ID: <d684d53d.0406302215.4738e7b9@posting.google.com>
Source record: 15250
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Chris Cowley <forename.surname@invalid.grok.co.uk> wrote in message
news:<18p5e09cr8jkifnpp6c8717m65rm0ep08j@4ax.com>...
> On Wed, 30 Jun 2004 15:49:28 GMT, "Peter Watson"
> <paw77@N_O_hotmail_S_P_A_M.com> wrote:
>
> >I don't recognise the BASIC - what machine is it written for? Also, am I
> >right in saying that it is self-modifying code?
>
> It's Sinclair BASIC (http://www.worldofspectrum.org/sinclairbasic/), for
> the Sinclair ZX Spectrum (USA: Timex-Sinclair 2068) and no, it isn't
> self-modifying.
>
> The most significant "unusual" thing about the BASIC syntax is that,
> instead of MID$,LEFT$ and RIGHT$, you would use A$(x TO y), A$(TO x),
> or A$(x TO) where x and y are character positions within A$.
>
> [Followups set to comp.sys.sinclair]

The INPUT R$(9) is there to prevent an empty string being INPUTed.
With DIM R$(10,4) Sinclair BASIC defines always an array of 4 bytes
for every array entry, so even if you type nothing in the INPUT the
length of R$(9) will be 4 bytes and making it possible to test the
first left byte of R$(9) by
reading it (i.e LET A$=R$(9,1))

2496. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 06:41:03 UTC
From: tayles@mailandnews.com
Message-ID: <b26aa754.0406302241.37b71ba2@posting.google.com>
Source record: 15251
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Allen Panks <panks@sdf.lonestar.org> wrote in message
news:<cbqllh$60f$1@chessie.cirr.com>...
> "The 1st Annual 1 to 2K Classic Text Adventure Competition"
>
> Website: http://panks.freeshell.org/advcomp.html
>
> Is it possible to write a text adventure in under 2K of RAM? Some people
> have tried, and some have succeeded.
>
> I would like to officially announce the formation of The 1st Annual 1 to
> 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++,
> Fortran and Assembly language submissions for 1 to 2K text adventures
> written for the following computing platforms: Commodore
> 64/128/+4/Vic-20/PET, TI 99/4A, IBM PC/PCJr, Atari 400/800, Apple II/IIe,
> Sinclair, TRS-80, Color Computer, Acorn, Tomy Tutor, Linux, Mac and
> Windows/DOS.
>

My listing of Tayles' Four Location Frolic is on its way to you
shortly. If I've got time I'll send you my bottom-of-a-well based
adventure too.

Russ

2497. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 06:59:03 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <2khr1gF2k46fU1@uni-berlin.de>
Source record: 15252
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In news:2rmdnSmFj7oU6H7dRVn-vw@comcast.com,
Paul Drallos <pdrallos@tir.com> typed:

> Dunny wrote:

>> In news:ciBEc.71695$sj4.22593@news-server.bigpond.net.au,
>> Peter Watson <paw77@N_O_hotmail_S_P_A_M.com> typed:

>>> I don't recognise the BASIC - what machine is it written for? Also,
>>> am I right in saying that it is self-modifying code?

>> It's Sinclair BASIC (really!), and no it's not :-)

> Would that be ZX, Spectrum, or QL?

To the best of my knowledge, the QL didn't run Sinclair BASIC, and Sinclair never produced a "ZX". That only really leaves the ZX Spectrum, or the ZX81. The fact that it's a one line multistatement program rules out the ZX81.

D.

2498. Any new demoscene stuff lately?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 07:01:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <0FOEc.19842$Fo4.264630@typhoon.sonic.net>
Source record: 15253

I have noticed any mention of demoscene stuff here on c.s.a.8 lately.
(And not reading Polish, I don't often visit the kinds of sites that
talk about it :))

Any cool new demos for the Atari 8-bit?

-bill!
(moving into a 3bd apartment 10mins away from work tomorrow, meaning he has
room and probably /time/ for his Atari 8bit and video game hobby :))

2499. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 07:04:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <GHOEc.19843$Fo4.264509@typhoon.sonic.net>
Source record: 15254

SgtSilicon <secretspam@ihatespam.net> wrote:
> There is nothing wrong inherrently wrong with the Action manual. It
> is a language reference manual, with just a sprinkle of programming
> concpets, structured or otherwise. As a reference manual it is short
> and to the point. It is not a learn programming book really.

Folks like Rick here on c.s.a.8 were my programming book for Action!

I think it's a great reference, but I agree, learning some C and Pascal
really helped me understand Action! :^) (And vice-versa!)

Thx Rick, and everyone else from ~10yrs ago ;) (DAYAMN!)

-bill!

2500. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 07:27:52 UTC
From: Daniel Weston <daniel@weston5618.freeserve.co.uk>
Message-ID: <cc0ear$6rb$1@newsg4.svr.pol.co.uk>
Source record: 15255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

Any chance of The XL/Atom stuff/ Cannot collect, but would pay pastage and
then money for your time and trouble.

Regards

Daniel
"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:%hIEc.3911$NX4.312@newsfe1-win...
> Hi all.
>
> My landlord has finally severed the 20-year emotional bond with his old
> computer stuff.
>
> The ST 1040 went into the bin and was collected :-O
> I'm sorry, I was too late to grab it!
> Yes I know, outrageous wasn't it.
> I'll can tell you where he works so we can all point at him and sternly
> frown as he enters and leaves the building! :-)
>
> Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
> Disk itself has sector errors and the RTC Lithium cell will need
replacing,
> but the rest of it is probably okay.
> If you can get hold of a spare SCSI disk and cell, then you're in
business.
>
> I was just in time to grab a bin liner full of ST games.
> Mint condition boxes and manuals.
>
> Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an
> Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.
>
> Buy/collect these items now or they die...
>
> Anybody want any of these?
>
> Cambridge UK area - surely there must be plenty of my fellow nostalgic
nerds
> of a certain age round here?
>
> Cheers, K.
>
> PS. I'm still outraged about that ST! I wanted to do some hardware hacks
on

> it, and he new it!
> Maybe he wanted it to have a decent burial rather than have it hang around
> here in pieces?
> After all, most guys would want a dead ex-partner buried rather than
> resurrected Frankenstein style or butchered and hanging around in vats of
> formaldehyde. If you disagree, please get some therapy...
>
>

2501. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 08:13:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cc0h44$p2b$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15256

Hi,

>>> The PBI device routines are documented/known enough, so that there
>>> are PBI floppy drives (KARIN MAXI is such one) and PBI hard drives
>>> (several IDE interfaces, actually, at least two, for XL/XE).
>>
>> Well, if you've the source for a good documentation, I'd be grateful.

> What do you want to know about them?

Oh my. Lots and lots of. So, what do we have:

i) There's mapping for additional hardware on the PBPort for the math pack
area. How does that look like?
ii) PBPort allows you to hook in at several places into the Os. At the
hardware level, at SIO level (yes, there's a special SIO replacement) and
at CIO level. There also seems to be some minimalistic SIO/CIO interface
for PBPort. How do I hook into at these levels?
iii) PBPort allows you to mount device handlers besides the traditional
HATABS method. They also allow reservation of user memory. How does that
work, and how do I mount a handler this way?
iv) The XL models seem to use some special SIO commands to mount new handlers
at startup. How are they supposed to work?
v) The CIO seems to be able to mount new devices by itself if it doesn't find
them in HATABS. How does that work?

Ok, enough for now, I would say.

So long,
Thomas

2502. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 09:09:46 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40e3d4d8@news.inet.com.pl>
Source record: 15257

Shawn Jefferson wrote:

>
> There is no Atari 8-bit with RGB out. You got composite video, RF and
> Chroma-luma (s-video). Some models were missing the Chroma signal at the
> monitor jack, and some models didn't have the monitor jack at all.
>

Which models did have complete Chroma/Luma aka Y/C aka S-Video available
on the connector?

2503. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 09:53:54 UTC
From: Matthias Reichl <usenet-200407@hias.horus.com>
Message-ID: <slrnce7npi.20l.usenet-200407@camel.hias.horus.com>
Source record: 15258

On Wed, 30 Jun 2004 19:28:31 GMT, jack wrote:
> version 4 works perfectly! Thanks for your support!

Ah, that's fine!

> Are you the programmer of mypicodos?

Yes. In case you run into some troubles or if you have any suggestions,
just drop me a line.

so long,

Hias

2504. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 13:09:46 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040701145952.2ADF.0@mbox.troja.mff.cuni.cz>
Source record: 15259

On Thu, 1 Jul 2004, Shawn Jefferson wrote:

> jack <abc@def.it>:
>
> >I know this is _not_ the kind of suggestion you were expecting, but...
> >why don't you simply buy an Atari with monitor output?
> >
> >You can find an 800XL on ebay for around 10 euros, then you build an
> >rgb cable in 15 minutes and you're ready to go...
>
> There is no Atari 8-bit with RGB out. You got composite video, RF and
> Chroma-luma (s-video). Some models were missing the Chroma signal at the
> monitor jack, and some models didn't have the monitor jack at all.
>

Ya, but how to build an interface for changing chroma/luma to rgb does
nobody know? (I know it is a trivial question for TV developers, but I
need it for an Atari and that is why I ask here).

Remark: I think that all XE/XL models must have a chroma/luma signal at
the GTIA output. If somebody has an Atari without monitor output jack or
there is some signal missing on it, it must be possible to connect the
jack or the signal.

2505. FA: Spartados X Cart, Teleprompter Cart, boxed peripherals & more starting @ $0.01

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 18:43:35 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <rXYEc.31263$eH1.14848481@newssvr28.news.prodigy.com>
Source record: 15260

Sparatados X Cart w/ 4.22 ROM
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106103734

UR Atari CGI Teleprompter Cartridge
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106121767

Atari 1050 Disk Drive w/ Happy 1050 Upgrade
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106117718

More Items, boxed printers, touch tablet complete, sio2pc universal adapters:
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

2506. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 18:58:13 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <40e3f2ed.3531796@news.individual.net>
Source record: 15261
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Dunny" <paul.dunn4@ntlworld.com> wrote:

> In news:2rmdnSmFj7oU6H7dRVn-vw@comcast.com,
> Paul Drallos <pdrallos@tir.com> typed:
>
> > Dunny wrote:
>
> >> It's Sinclair BASIC (really!), and no it's not :-)
>
> > Would that be ZX, Spectrum, or QL?
>
> To the best of my knowledge, the QL didn't run Sinclair BASIC,

Yes, it did, or at least some variation on it; I have the manual in
front of me. I even believe that the program in question would run on
the QL, but I can't be sure.

Richard

2507. Re: How to create a boot-menu? (again...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 19:50:53 UTC
From: jack <abc@def.it>
Message-ID: <2lq8e0h28p1329fagoq6u27tdgjq63j05v@4ax.com>
Source record: 15262

On Thu, 1 Jul 2004 11:53:54 +0200, Matthias Reichl
<usenet-200407@hias.horus.com> wrote:

>> version 4 works perfectly! Thanks for your support!
>
>Ah, that's fine!
>
>> Are you the programmer of mypicodos?
>
>Yes. In case you run into some troubles or if you have any suggestions,
>just drop me a line.

Sure. And if you need some kind of beta-tester for this and other
products, please let me know... :-) And thanks for developing free
software like that one.

Gianfranco

2508. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 20:05:07 UTC
From: Paul Drallos <pdrallos@tir.com>
Message-ID: <faqdnZEvKsIc83ndRVn_iw@comcast.com>
Source record: 15263
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Dunny wrote:

>
> To the best of my knowledge, the QL didn't run Sinclair BASIC, and Sinclair
> never produced a "ZX". That only really leaves the ZX Spectrum, or the ZX81. The
> fact that it's a one line multistatement program rules out the ZX81.
>

The QL ran something called QDOS, which was essentially BASIC. But
one way it differed from the ZX and Spectrum series was
that the BASIC keywords were manually typed instead of entered
by single-strokes (on the ZX and Spectrums).

I don't recall which of the BASICS (if any or all) allowed
multiple statement lines. I'd have to dig out my manuals
but I agree that it probably rules out the ZX80/81 series.

2509. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 20:11:33 UTC
From: Julián Albo <JULIANALBO@terra.es>
Message-ID: <2kj9flF313lcU1@uni-berlin.de>
Source record: 15264
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Drallos wrote:

> The QL ran something called QDOS, which was essentially BASIC.

If I remember correctly, Qdos is the operating system and the Basic is
called Superbasic.

--
Salu2

2510. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 20:38:33 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <40e475ec.7037531@news.individual.net>
Source record: 15265
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Drallos <pdrallos@tir.com> wrote:

> I don't recall which of the BASICS (if any or all) allowed
> multiple statement lines.

Both QL and Speccy did. I never had a ZX8?, so I can't tell about them.

Richard

2511. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 20:47:22 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <2kjbidF306skU1@uni-berlin.de>
Source record: 15266
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In news:40e3f2ed.3531796@news.individual.net,
Richard Bos <rlb@hoekstra-uitgeverij.nl> typed:

>> To the best of my knowledge, the QL didn't run Sinclair BASIC,

> Yes, it did, or at least some variation on it; I have the manual in
> front of me. I even believe that the program in question would run on
> the QL, but I can't be sure.

As was mentioned earlier, the QL didn't run Sinclair BASIC - it ran Superbasic.
However, having not used Superbasic, I can't say if this particular program will
run on the QL. I *do* know the author though, and can quite categorically state
that he wrote it on a ZX Spectrum.

D.

2512. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 20:51:46 UTC
From: Peter de Vroomen <retepv@[onzin]>
Message-ID: <10e8ub49vivu94a@corp.supernews.com>
Source record: 15267
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
> +"a book about timetravela timet
> ravelmachine": DIM p$(10,99): RE

Nobody mentioned the typo yet? "a book about timetravela timetravelmachine".

Luckily the Spectrum has loads of memory!

:)

PeterV

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.707 / Virus Database: 463 - Release Date: 15-6-2004
```

2513. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 21:22:03 UTC
From: Philip Ludlam <nospam@philipnet.com>
Message-ID: <1e9adbc74c.philip@philipnet.com>
Source record: 15268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

On 30 Jun, in message <%hIEc.3911$NX4.312@newsfe1-win>
"kryten_droid" <kryten_droid@ntlworld.com> wrote:

[snip: ST being binned]

>Maybe he wanted it to have a decent burial rather than have it hang around
>here in pieces?
>After all, most guys would want a dead ex-partner buried rather than
>resurrected Frankenstein style or butchered and hanging around in vats of
>formaldehyde.

Now there's a thought :-) ...

Yours,

Phil L.
--
Illyira: Your kind has pulled this domain apart. Each of you has snatched
a tiny piece of it. Even those with the mightiest hordes are paupers.
Spike: The one who dies with the most toys wins.
Angel - Time Bomb (Season 5, Episode 19).
http://www.philipnet.com | http://director.sourceforge.net
The From address is valid, but anything >32k is deleted by the server

2514. Re: Spartados X Cart, Teleprompter Cart, boxed peripherals & more starting @ $0.01

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-01 23:30:25 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <l81Fc.807$W6.452@fe2.texas.rr.com>
Source record: 15269

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:rXYEc.31263$eH1.14848481@newssvr28.news.prodigy.com...
> Sparatados X Cart w/ 4.22 ROM
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106103734
>
> UR Atari CGI Teleprompter Cartridge
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106121767
>
> Atari 1050 Disk Drive w/ Happy 1050 Upgrade
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106117718
>
> More Items, boxed printers, touch tablet complete, sio2pc universal
adapters:
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

I was looking for the modem and looks like you listed the touchtablet twice.
Maybe not too late to fix it.
Mo

2515. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 00:01:30 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <gm49e0po3596p55h4b6fandjumvq947mv7@4ax.com>
Source record: 15270
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Dunny" <paul.dunn4@ntlworld.com> wrote:

>In news:40e3f2ed.3531796@news.individual.net,
>Richard Bos <rlb@hoekstra-uitgeverij.nl> typed:
>
>>> To the best of my knowledge, the QL didn't run Sinclair BASIC,
>
>> Yes, it did, or at least some variation on it; I have the manual in
>> front of me. I even believe that the program in question would run on
>> the QL, but I can't be sure.
>
>As was mentioned earlier, the QL didn't run Sinclair BASIC - it ran Superbasic.
>However, having not used Superbasic, I can't say if this particular program will
>run on the QL. I *do* know the author though, and can quite categorically state
>that he wrote it on a ZX Spectrum.

Could you please convert to a more general dialect? What is
CODE()? And is that really a variable in a DATA statement?

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2516. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 00:08:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407011704360.31552-100000@onyx.spiritone.com>
Source record: 15272
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2517. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 00:13:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407011711000.31552-100000@onyx.spiritone.com>
Source record: 15273
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2518. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 00:29:53 UTC
From: Chris Cowley <forename.surname@invalid.grok.co.uk>
Message-ID: <1ca9e050j549i22gjrtbt5d9ml54ia7hn2@4ax.com>
Source record: 15271
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

On Thu, 01 Jul 2004 17:01:30 -0700, Gene Wirchenko <genew@mail.ocis.net>
wrote:

>"Dunny" <paul.dunn4@ntlworld.com> wrote:
>
>>In news:40e3f2ed.3531796@news.individual.net,
>>Richard Bos <rlb@hoekstra-uitgeverij.nl> typed:
>>
>>>> To the best of my knowledge, the QL didn't run Sinclair BASIC,
>>
>>> Yes, it did, or at least some variation on it; I have the manual in
>>> front of me. I even believe that the program in question would run on
>>> the QL, but I can't be sure.
>>
>>As was mentioned earlier, the QL didn't run Sinclair BASIC - it ran Superbasic.
>>However, having not used Superbasic, I can't say if this particular program will
>>run on the QL. I *do* know the author though, and can quite categorically state
>>that he wrote it on a ZX Spectrum.
>
> Could you please convert to a more general dialect? What is
>CODE()? And is that really a variable in a DATA statement?

CODE() is pretty-much the Sinclair BASIC equivalent of ASC(). It returns
the numeric character code of the first character in the supplied string
parameter. For the most part, the values returned coincide with ASCII
for characters in the range 0 to 127, the ZX Spectrum has it's own
peculiar set of extended characters in the range the 128 to 255.

And yes, those are references to previously-defined variables in the
DATA statement.

It's a clever bit of work by Mr.Koelman and no mistake!
--
Chris Cowley

2519. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 01:26:37 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40e4b82f.749764@news>
Source record: 15274

silverdr <silverdr@inet.remove.it.pl>:
>Shawn Jefferson wrote:
>
>>
>> There is no Atari 8-bit with RGB out. You got composite video, RF and
>> Chroma-luma (s-video). Some models were missing the Chroma signal at the
>> monitor jack, and some models didn't have the monitor jack at all.
>>
>
>Which models did have complete Chroma/Luma aka Y/C aka S-Video available
>on the connector?

As far as I know these are the models that have chroma-luma available at
the monitor connector:

800
some late model 800XLs
XE series (some European 65XEs, 130XEs, 800XEs)

Most of the XLs either didn't have chroma connected at the montior jack (an
easy fix with a resistor and length of wire), or didn't have a monitor jack
at all (North American 600XLs). The XEGS didn't have a monitor jack, but
had two RCA jacks for composite video + audio.

Shawn Jefferson
(fix reply to for email)

2520. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 02:39:39 UTC
From: secretspam@ihatespam.net
Message-ID: <40e5cad0.38940093@news.charter.net>
Source record: 15275

If when I do, I'll announce it here.

On Thu, 01 Jul 2004 16:11:27 -0400, gfa <lp@mint.org> wrote:

>in article 40e59333.4839265@news.charter.net, SgtSilicon wrote on 7/1/04
>12:30 AM:
>
>> Unfortunately I have the spine bound type. The loose leaf would be
>> easier to scan. I might have the binding cut off and holes drilled
>> but I have so much on my plate I don't know when.
>
>Oh, I know that feeling all to well. ;-)

2521. The <3K Adventure Game

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 04:22:05 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cc2ntd$a6k$1@chessie.cirr.com>
Source record: 15276
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.sinclair,alt.lang.basic,comp.lang.basic.misc

http://panks.freeshell.org/text.bas

Actually 2,814 bytes, small enough to fit into an unexpanded Vic-20.

For the Vic/64:

A few changes need to be made (it was written under QBasic), including
removing the RANDOMIZE TIMER statement in line 52. CLS should also be
changed to PRINT CHR$(147).

For other computers:

CLEAR or CLS for clearing the screen, and perhaps some changes to the RND
functions. But with a few modifications it should work under most BASICs.

See below:

```
1 DATA
99,99,99,99,99,99,9,16,14,19,5,18,1,9,"NORTH","SOUTH","EAST","WEST","UP","DOWN","HOBBIT","
WEREWOLF","DRAGON","VAMPIRE","SWORD","PLATEMAIL","HELMET","CLOAK"
2 DATA
0,2,0,0,0,0,1,6,3,0,0,0,4,0,0,2,0,0,0,3,5,0,0,0,0,0,0,4,0,0,2,12,7,10,0,0,0,0,11,6,8,0,0,0
,9,0,0,7,0,0,0,8,0,0,0,0,6,0,0,0,0,13,0,7,0,0,6,15,0,0,0,0,11,0,14,0,0,0,0,0,0,13,0,0,12,1
6,0,0,0,0,15,0,0,17,0,0,18,0,16,19,0,0,0,17,0,0,0,0,0,0,17,0,0,0
3 DATA"IN A TAVERN","BY A WELL","IN A CHURCH","AT AN ALTAR","IN
STORAGE","NEAR A VILLAGE","BY A TREE","UP THE TREE","IN A HUT","AT A
MOUNTAIN","IN A MEADOW","IN A FOREST","AT A CLEARING","BY A LAKE","ON A
BRIDGE","BY A CASTLE","IN A HALLWAY","IN A ROOM"
4 DATA"BY A
THRONE","GO","GET","DROP","USE","EXAMINE","LOOK","KILL","INVENTORY","QUIT","HELP","ODD
CREATURE","HAS FIERY EYES","HAS TOUGH SCALES","A BLOOD FIEND","BLOOD
SWORD","IRON PLATEMAIL","BRASS HELMET","ELVEN CLOAK"
5 DIM L(25),O$(25),M(25,15),D$(25),DE$(25),VB$(25):FOR X=1 TO 14:READ
L(X):NEXT:FOR X=1 TO 14:READ O$(X):NEXT:FOR X=1 TO 19:FOR Y=1 TO 6:READ
M(X,Y):NEXT Y:NEXT X:S$="SLICED":M$="MISSED"
6 FOR X=1 TO 19:READ D$(X):NEXT:FOR X=1 TO 10:READ VB$(X):NEXT:FOR X=7 TO
14:READ DE$(X):NEXT:CLS:P=125:R=1:?"B-VENTURE":?:?"'CAN YOU SLAY THE
VAMPIRE?'":?
7 ?"YOU ARE ";D$(R):?"< ";:FOR X=1 TO 6:IF M(R,X)>0 then?O$(X);" ";
8 NEXT:?">":FOR X=7 TO 14:IF L(X)=R then?O$(X);"."
9 NEXT
10
V=0:N=0:Z=0:A$="":XL$="":N$="":V$="":INPUT">",A$:A$=UCASE$(A$):XL$=A$:FOR
X=1 TO LEN(A$):IF MID$(A$,X,1)=" " THEN V$=LEFT$(A$,X-1):Z=X
11 NEXT:N$=MID$(XL$,Z+1,X):GOSUB 51:FOR X=1 TO 10:IF VB$(X)=V$ THEN V=X
```

```
12 NEXT:FOR X=1 TO 14:IF O$(X)=N$ THEN N=X
13 NEXT:ON V GOTO 15,18,20,22,24,7,26,43,48,53
14 GOTO 23
15 IF M(R,N)=0 THEN 23
16 IF R=16 AND N=4 AND L(8)=R then?"IT GROWLS,'LEAVE, NOW!'":GOTO 10
17 R=M(R,N):GOTO 7
18 IF N<11 OR L(N)<>R THEN 23
19 L(N)=101:GOTO 22
20 IF N<11 OR L(N)<100 THEN 23
21 L(N)=R
22 ?"OK.":GOTO 10
23 ?"HOW?":GOTO 10
24 IF L(N)<>R AND L(N)<100 THEN 23
25 ?O$(N);":";DE$(N):GOTO 10
26 IF L(N)<>R OR N<7 OR N>10 THEN 23
27 GOSUB 52:T=INT(RND*250)+1
28 GOSUB 52:?">YOU ";:U=2:IF L(11)>99 THEN U=8
29 IF I<5 OR I>6 then?M$
30 IF I=5 then?"HIT IT":T=T-U*2
31 IF I=6 then?S$;" IT":T=T-U*4
32 IF T<1 then?"KILLED IT":P=P+99:GOTO 45
33 ?">THEY ";:U=8
34 IF L(12)>99 THEN U=U-3
35 IF L(13)>99 THEN U=U-2
36 IF L(14)>99 THEN U=U-1
37 GOSUB 52:IF I<5 OR I>6 then?M$
38 IF I=5 then?"HIT YOU":P=P-U*2
39 IF I=6 then?S$;" YOU":P=P-U*4
40 IF P<1 then?"ENDED YOU":GOTO 48
41 ?"@ HIT A KEY @":GOSUB 49:GOTO 28
43 FOR X=7 TO 14:IF L(X)>100 then?" ";O$(X)
44 NEXT:GOTO 10
45 L(N)=99:IF N=10 THEN 47
46 GOTO 10
47 ?"YOU WON!"
48 ?:?"@ GAME OVER @":END
49 A$=INKEY$:IF A$="" THEN 49
51 IF V$="" THEN V$=N$
52 RANDOMIZE TIMER:I=INT(RND*8)+1:RETURN
53 FOR X=1 TO 10:?VB$(X);" ";:NEXT:?:GOTO 10
```

Sincerely,

Paul Allen Panks
dunric@gmail.com

--

panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2522. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 05:56:30 UTC
From: koelman28@zonnet.nl
Message-ID: <d684d53d.0407012156.5d756e1d@posting.google.com>
Source record: 15277
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Peter de Vroomen" <retepv@[onzin]retepv.demon.nl> wrote in message
news:<10e8ub49vivu94a@corp.supernews.com>...
> > +"a book about timetravela timet
> > ravelmachine": DIM p$(10,99): RE
>
> Nobody mentioned the typo yet? "a book about timetravela timetravelmachine".
>
> Luckily the Spectrum has loads of memory!
>
> :)
>
> PeterV
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.707 / Virus Database: 463 - Release Date: 15-6-2004

It 's no typo. It is data. On 1 screen you get the text
You see A BOOK ABOUT TIMETRAVEL
and on an other screen you get the text
you see A TIMETRAVELMACHINE.

You could change the data to A BOOK ABOUT TIMETRAVELMACHINE
and make the sentence YOU SEE A as standard and point to A BOOK ABOUT
TIMETRAVEL on the first screen and to TIMETRAVELMACHINE on the second
screen, but you would only gain app. 10 bytes.
(BTW in the dutch version the data is optimized and more text added)
(It should be placed at the dutch HCC-Sinclair webpages, but still not
there...)

2523. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 06:26:26 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <fiv9e0dblecrbq0kunj00ifdranr3eo23s@4ax.com>
Source record: 15278
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Chris Cowley <forename.surname@invalid.grok.co.uk> wrote:

>On Thu, 01 Jul 2004 17:01:30 -0700, Gene Wirchenko <genew@mail.ocis.net>
>wrote:

[snip]

>> Could you please convert to a more general dialect? What is
>>CODE()? And is that really a variable in a DATA statement?
>
>CODE() is pretty-much the Sinclair BASIC equivalent of ASC(). It returns
>the numeric character code of the first character in the supplied string
>parameter. For the most part, the values returned coincide with ASCII
>for characters in the range 0 to 127, the ZX Spectrum has it's own
>peculiar set of extended characters in the range the 128 to 255.
>
>And yes, those are references to previously-defined variables in the
>DATA statement.
>
>It's a clever bit of work by Mr.Koelman and no mistake!

Truly. I converted it to GW-BASIC, and it took some doing.
There were interesting differences between the BASICs. I did not
totally clean up the code. There is still the modification of a
FOR-loop variable.

Here is my conversion:

```
10 OPTION BASE 1
20 DIM P$(10)
30 DIM R$(10)
40 C$=CHR$(13)
50 A$="You are in a room."+C$+"You see"+C$+"north: an open
door"+C$+"south: an open door"+C$+"a book about timetravela
timetravelmachine"
60 ' 000000000000000000 0 0000000 0 0000000000000000000 0
0000000000000000000 0 00000000000000000000000000000001111111111
70 ' 000000000111111111 1 2222222 2 2233333333334444444 4
4455555555556666666 6 667777777777888888888999999999900000000000
80 ' 123456789012345678 9 0123456 7 8901234567890123456 7
8901234567890123456 7 890123456789012345678901234567890123456789
90 P$(1)=LEFT$(A$,35)+" locked door"+MID$(A$,67,24)
100 R$(1)="///0"
110 P$(2)=LEFT$(A$,46)+MID$(A$,67,24)
120 R$(2)="0.//"
```

```
130 P$(3)=LEFT$(A$,67)+"a key"
140 R$(3)="05//"
150 P$(4)=LEFT$(A$,67)+MID$(A$,91)
160 R$(4)="440/"
170 P$(5)=P$(4)
180 R$(5)="30//"
190 P$(6)=LEFT$(A$,55)+" locked door"+C$+"a key"
200 R$(6)="2/02"
210 P$(7)=P$(3)
220 R$(7)="0111"
230 P$(8)=P$(4)
240 R$(8)="1000"
250 P$(9)="You broke timetravelrules!"
260 R$(9)="////"
270 P$(10)="You found an exit"
280 R$(10)="////"
290 FOR T=1 TO 8
300 CLS
310 PRINT P$(T),,T-(T>4)*5;":00"
320 INPUT A$
330 FOR X=1 TO 4
340 T=T+(ASC(MID$(R$(T),X,1))-47)*-(LEFT$(A$,1)=MID$("NSUR",X,1))
350 NEXT X
360 T=T-1
370 NEXT T
380 PRINT P$(T)
```

The commands are N, S, U, and R. Only the first character is used, and only upper case is recognised.

The solution to the game is

H
I
D
D
E
N

B
Y

S
P
O
I
L
E
R

S
P

A
C
E

T
O

P
R
O
T
E
C
T

Y
O
U

and is R, N, N, U, S, U, N, N.

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2524. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 11:41:55 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <10eaifkdajb7d51@corp.supernews.com>
Source record: 15280
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Heya Johan.

Johan Koelman wrote in message ...
>"Peter de Vroomen" <retepv@[onzin]retepv.demon.nl> wrote in message
news:<10e8ub49vivu94a@corp.supernews.com>...

>(BTW in the dutch version the data is optimized and more text added)
>(It should be placed at the dutch HCC-Sinclair webpages, but still not
>there...)

If it runs in an emulator (have not tried it yet, must find out which one)
I am interested too in the dutch version!
www.nostalgia8.org

Greetz, Katzy (aka javri)

2525. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 12:21:30 UTC
From: Peter Watson <paw77@N_O_hotmail_S_P_A_M.com>
Message-ID: <ercFc.75219$sj4.71739@news-server.bigpond.net.au>
Source record: 15281
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Chris Cowley" <forename.surname@invalid.grok.co.uk> wrote in message
news:1ca9e050j549i22gjrtbt5d9ml54ia7hn2@4ax.com...
> And yes, those are references to previously-defined variables in the
> DATA statement.

Ahh, that explains why (in an earlier post) I thought it might have been
self-modifying code. By the standards of most BASIC interpreters, it *IS*
self-modifying!

:-)

--
Peter Watson
-- Write to MSDOS disks on the Apple IIgs?
-- Impossible! ;-)

2526. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 12:59:53 UTC
From: Paul Drallos <pdrallos@tir.com>
Message-ID: <I5adnX2k8Z3OwXjdRVn-hQ@comcast.com>
Source record: 15282
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Dunny wrote:

> As was mentioned earlier, the QL didn't run Sinclair BASIC - it ran Superbasic.
> However, having not used Superbasic, I can't say if this particular program will
> run on the QL.

The QL's SuperBasic was sort of an enhanced Basic with several new features.
SuperBasic did not require line numbers but it would accept them. It also
allowed calling subroutines and other 'objects' by name instead of line number.
It had a LOT of new features which I can't recall now.

I had a ZX-81, a Spectrum, and two QLs. I retyped several of my ZX and
Spectrum Basic programs into the QL and they would usually run, except for
graphics.

>I *do* know the author though, and can quite categorically state
> that he wrote it on a ZX Spectrum.

You should have said this in the first place.

2527. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 15:10:32 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <40e575a1.12481640@news.individual.net>
Source record: 15283
Cross-posted to: rec.arts.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Drallos <pdrallos@tir.com> wrote:

> Dunny wrote:
>
> > As was mentioned earlier, the QL didn't run Sinclair BASIC - it ran Superbasic.

Same difference. Basically (NPI), SuperBASIC is Sinclair Basic on
steroids. All the statements in the program in question are in
SuperBASIC; from reading the manual it _seems_ that they should all work
in exactly the same way as on the Speccy, but I can't be sure until I
find the beast itself and get it working.

> > However, having not used Superbasic, I can't say if this particular program will
> > run on the QL.
>
> The QL's SuperBasic was sort of an enhanced Basic with several new features.
> SuperBasic did not require line numbers but it would accept them.

A SuperBASIC program consists of a sequence of SuperBASIC
/statements/, where each statement is preceded by a /line number/.

That's a direct quote from the QL manual, "Concepts", page 39.

Just as on the Spectrum, a line entered without a number was processed
as a direct command.

> allowed calling subroutines and other 'objects' by name instead of line number.

So did the Spectrum; the way both the QL and the Spectrum handle this is
by making the parameter of GOTO and GOSUB an expression rather than a
constant line number. All you have to do is LET takeroutine=2000, and
then you could GOSUB takeroutine.
What the QL also had, however, and what you're probably thinking of, was
defined functions and procedures, with parameters. That wasn't available
on the Spectrum.

> It had a LOT of new features which I can't recall now.

Two output channels, extended graphics, (somewhat) better sound,
built-in network and microdrives reachable from Basic, direct machine
code calls _with_ parameters, proper looping and selection statements,
automatic data type coercion (which can be both a blessing and a curse),
"natural" string comparison, and quite a bit more.

> >I *do* know the author though, and can quite categorically state
> > that he wrote it on a ZX Spectrum.
>

> You should have said this in the first place.

With hindsight, it was obvious from the formatting. It looks exactly as it does when you type it into a Speccy.

Richard

2528. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 15:14:25 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cc40uc$h5j$1@nemesis.news.tpi.pl>
Source record: 15285

First, in fact there are two separate things there:

1) "minimalistic" routines that allow a "normal" (SIO or CIO type) OS device to be initialized and work.

2) routines that handle some quite complicated device, which loads own system elements; these are able to (less or more) dynamically handle it.

I have an impression, that the second stuff has been prepared for some sophisticated expansion card, that never came out. In our circumstances all this is really useless, because such a device (as far as I call tell) cannot coexist with normal DOS, contrary the device must provide all the DOS routines in a way, that is not completely clear for me at the moment.

However, this doesn't render useless the devices and routines dedicated to the first type mentioned (standard SIO and CIO).

> i) There's mapping for additional hardware on the PBPort for the math
> pack area. How does that look like?

$D803 - PDVMARK1 - fixed value $80
$D805 - PDIOR - an entry point to the main PIO routine (block I/O level, i.e. SIO), that f.e. reads or writes a sector on the harddisk etc.
$D808 - PDVINIT - an entry point to the main PIO initialization routine, called at reset (both warm and cold).
$D80b - PDVMARK2 - fixed value $91

Values that apply for the character device level:

$D80d - PDVOPV - CIO OPEN vector for the device
$D80f - PDVCLV - CIO CLOSE vector
$D811 - PDVGBV - CIO GET BYTE vector
$D813 - PDVPBV - CIO PUT BYTE vector
$D815 - PDVSTV - CIO STATUS vector
$D817 - PDVSPV - CIO SPECIAL vector

Obviously, when you're preparing a block device (e.g. a hard drive), you don't define CIO vectors.

Honestly, I cannot tell you more about initialization ATM, because I am now unable to find the appropriate book, that contains the RESET routine listing (and specifically, DEVINIT). The book should be somewhere here, but I cannot find it.

> ii) PBPort allows you to hook in at several places into the Os. At the
> hardware level, at SIO level (yes, there's a special SIO replacement)
> and
> at CIO level. There also seems to be some minimalistic SIO/CIO

> interface
> for PBPort. How do I hook into at these levels?

There are two hardware registers predefined for the PBI devices:

$D1FF - PDVINT - read only - PBI device interrupt mask. If a PBI device requests an IRQ, it should clear its (definition for "its" below) bit in this register. The bit should be automatically reset once the OS interrupt service routines read the register.

PDVINT is optional, if a device does not generate interrupts, the OS will not care.

$D1FF - PDVREG - write only - PBI device register. This register enables and disables the devices.

Only one bit of this register can be set at a time. This means, that there can be up to 8 separate SIO/CIO devices attached to the bus.

When a bit is set, the corresponding device should disable the math-pack, and enable own ROM in this area AND its specific hardware registers on area $D100-$D1FE ($D1FF is reserved, see above).

The device shold not rely on the particular PDVREG bit, that it is attached to. The bits should be assigned in the order the devices are attached, i.e. if you have a PBI floppy only, it should get bit 0, if you have PBI hard drive only, it should get the bit 0, but if you connect both, one of the devices should get bit 1 and it must still work.

> iii) PBPort allows you to mount device handlers besides the
> traditional HATABS method. They also allow reservation of user
> memory. How does that work, and how do I mount a handler this way?

I don't see any possibility of reserving user memory here. The routines just provide some way to load position independent code, that is stored at the address pointed to by MEMLO, and then MEMLO is raised.

> iv) The XL models seem to use some special SIO commands to mount new
> handlers at startup. How are they supposed to work?

This command is for the aforementioned card and is of no use with current devices.

> v) The CIO seems to be able to mount new devices by itself if it
> doesn't find them in HATABS. How does that work?

I can tell you as much as you probably guess: when the CIO does not find the HATABS entry, it calls the same rotine, that is called at startup, and is supposed to load system components (device drivers) from the PBI bus.

The loading is done with specially defined SIO/PIO command issued to the PBI bus.

The device is supposed to answer and actually provide a (position independent) code of a driver, and then the OS initializes it.

This actually means, that you can attach new devices at runtime and there is no need to reset the machine to get the device initialized. However, notice that it only applies to the character devices (CIO), and not to the block devices (SIO). Block devices are only initialized at startup.

However, I must say, that this is useless with current software, and especially with current DOS and binary file format, which is not relocatable. In the situation, when this is the program, that decides where to load itself, and not the OS, where to load the program, any memory allocation techniques make no sense.

The XL OS designers made marvellous work, this is a trurly professional 8-bit OS. However, most of this effort has been wasted by introducing a very primitive DOS and the $FFFF exec files.

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

2529. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 15:45:16 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <2kle7rF3o98oU1@uni-berlin.de>
Source record: 15284
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In news:10eaifkdajb7d51@corp.supernews.com,
Katzy <katzy@noname.at.all> typed:

> If it runs in an emulator (have not tried it yet, must find out
> which one) I am interested too in the dutch version!
> www.nostalgia8.org

The program as posted here should load straight into BASin - you can get that at

http://homepage.ntlworld.com/paul.dunn4/BASin_r10a.exe [1]

BASin is something else - it's kind of an emulator, and kind of an IDE for Sinclair BASIC (48k, no sound atm, very much a work in progress) with the nice things you get from modern programming suites, such as debugging tools and code helpers etc. The program is probably easy enough to enter into an emulator [2][3] but BASin makes code entry trivial due to the non-keyword layout of the keyboard... And I'd recommend BASin anyway :-) [3]

I think I've blown my own trumpet enough now[4].

D.

[1] Plug Tax in the post.
[2] I'd recommend SPIN, of course[1]
[3] Mostly cos I wrote it.
[4] You *know* what goes here.

2530. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 17:21:44 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <IQgFc.92$AM.66@newsfe1-win>
Source record: 15286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

```
Philip Ludlam wrote:
> [snip: ST being binned]
>
>> Maybe he wanted it to have a decent burial rather than have it hang
>> around here in pieces?
>> After all, most guys would want a dead ex-partner buried rather than
>> resurrected Frankenstein style or butchered and hanging around in
>> vats of formaldehyde.
>
> Now there's a thought :-) ...
>
> Yours,
>
> Phil L.

Are you planing on selling a Damien Hurst style exhibit to The Tate Gallery
eh?
```

2531. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 17:23:11 UTC
From: Nele Abels <muell.2.neleabels@spamgourmet.com>
Message-ID: <40E599FF.3070502@spamgourmet.com>
Source record: 15287
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Adam Thornton schrieb:
[...]
> Scott Adams games actually only need a few dozen bytes of RAM. Most of the game
> (16K in the classical games) is ROM.

Huh? What do you mean with that? The original Scott Adams games which I ran on my original TRS-80 Model I required 16KB of RAM. Are you perhaps talking about game cartridges for the CoCo? The games originally came on tape. The interpreter itself takes only couple of KB, the databases normally are about 12KB lare.

Nele
--
Homepeage: http://nele.abels.bei.t-online.de/neleprivat
ATTENTION! The above email address is a garbage can for spam.
You will find my true email-address at my homepage.

2532. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 19:54:45 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cc4envaro1@nemesis.news.tpi.pl>
Source record: 15288

Correcting myself:

> $D803 - PDVMARK1 - fixed value $80
> $D805 - PDIOR - an entry point to the main PIO routine (block I/O
> level, i.e. SIO), that f.e. reads or writes a sector on the harddisk
> etc.
> $D808 - PDVINIT - an entry point to the main PIO initialization
> routine, called at reset (both warm and cold).
> $D80b - PDVMARK2 - fixed value $91

In fact, the $D808 contains a jump to the PDVINT, i.e. to the PBI interrupt service routine. The real address of the initialization routine (PDVINIT) is $D819.

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

2533. Percom Block Reader/Writer

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 20:45:02 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40e5c94f$0$147$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15289

Howdy folks

If you wanna check out the Percom Block on some drives, lemme know, I"ve written a Percom Block Reader/Writer.

CU Mathy van Nisselroy

PS I can no longer update my site, so it's not up there.

2534. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 20:51:21 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <kv3be09rcqnbdcans19cs9tbp715e5u5lv@4ax.com>
Source record: 15290
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Peter Watson" <paw77@N_O_hotmail_S_P_A_M.com> wrote:

>"Chris Cowley" <forename.surname@invalid.grok.co.uk> wrote in message
>news:1ca9e050j549i22gjrtbt5d9ml54ia7hn2@4ax.com...
>> And yes, those are references to previously-defined variables in the
>> DATA statement.
>
>Ahh, that explains why (in an earlier post) I thought it might have been
>self-modifying code. By the standards of most BASIC interpreters, it *IS*
>self-modifying!

No, it is not. I made *very* sure to check this point.

The data is read ONCE and never modified. Using variables in the
DATA statements just allows the program source to take less space.
The RESTORE statement is not needed (unless there is a peculiarity in
that BASIC requiring it). The line number is wrong for the RESTORE.

The initialisation of P is not needed either.

The T FOR loop would have been better implemented as a WHILE or
equivalent.

The key to understanding the program is that T is modified by
only one iteration of X and that R$ contains a set of *offsets* for
determining the next state/room. The next state is the current one
plus the ASCII value of the appropriate R$ character minus 47. When
this exceeds eight, the T FOR loop is exited, and the game is over
(win or loss).

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2535. more then one screen

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 21:06:38 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40e5cebf$0$152$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15291

Howdy folks

I've found a nice tft monitor that I am considering to buy (Joytech 7 inch TFT). But my question is:

Can I hook two monitors to an Atari computer at the same time?
Maybe via a powered splitter?

That way, I could use one monitor for my self and the other (joytech) for the visitors if I want to demonstrate software at a fair.

CU Mathy van Nisselroy

2536. Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 21:10:09 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40e5cf31$0$155$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15292

Howdy folks

Has anybody ever tried to get a laserprinter (possibly one that does color) to work with our beloved Atari 8 bit computer?

My Canon BJC4200 Color Inkjet is go thrue it's cartridges like there is no tomorrow.

CU Mathy van Nisselroy

PS the Canon BJC's speak Epson, do Laser printers have that feature too? Or are they Mac or PC only?

2537. Diagnosing XF551 mech

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 21:19:59 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40e5d180$0$147$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15293

Howdy folks

A couple of years ago, I put the mech of my second XF551 (bad connector blues on the PCB) into my mini tower and hooked it up to my BlackBox and FloppyBoard. It worked fine up till a month or two ago. It doesn't seem to be able to read any data from a floppy. I have verified that the floppy is good and have used disk head cleaner fluid in the heads. No change. I've also used the TaskMaster (sector editor inside the BlackBox/Floppyboard) to read sector 720 (to see if the problem was in the first sectors only or in all). It can't read that one either.

I do have a multimeter, but don't have (the knowledge to use) a scope.

What can I do to correctly diagnose the mech?

CU Mathy van Nisselroy

2538. More Percom Block stuff

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 21:23:23 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40e5d24c$0$155$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 15294

Howdy folks

Can anybody confirm that 1.2 meg's use density number 6? (as mentioned on Jindroush's site)

BTW if you have an odd drive (read: not a 1050, not a XF551, not connected to a FloppyBoard, not a dual drive conversion (by CSS) 720kB drive.) could you please inform me if you find any odd Percom Block configurations?

CU Mathy van Nisselroy

2539. Re: ONELINER TEXTADVENTURE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 21:45:09 UTC
From: Katzy <katzy@noname.at.all>
Message-ID: <10eblpgjc9cevcf@corp.supernews.com>
Source record: 15295
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Heya Dunny.

Dunny wrote in message <2kle7rF3o98oU1@uni-berlin.de>...
>In news:10eaifkdajb7d51@corp.supernews.com,
>Katzy <katzy@noname.at.all> typed:
>
>> If it runs in an emulator (have not tried it yet, must find out
>> which one) I am interested too in the dutch version!
>> www.nostalgia8.org
>
>The program as posted here should load straight into BASin - you can get
that at
>
>http://homepage.ntlworld.com/paul.dunn4/BASin_r10a.exe [1]
>

Yesss, great, it works (finally)!!!

Thanks.

Greetz, Katzy.

2540. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 22:04:42 UTC
From: Stuart Winsor <stuartwinsor@argonet.co.uk>
Message-ID: <4cc8635275stuartwinsor@argonet.co.uk>
Source record: 15296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

In article <IQgFc.92$AM.66@newsfe1-win>,
kryten_droid <kryten_droid@ntlworld.com> wrote:
> Philip Ludlam wrote:
> > [snip: ST being binned]
> >
> >> Maybe he wanted it to have a decent burial rather than have it hang
> >> around here in pieces?
> >> After all, most guys would want a dead ex-partner buried rather than
> >> resurrected Frankenstein style or butchered and hanging around in
> >> vats of formaldehyde.
> >
> > Now there's a thought :-) ...
> >
> > Yours,
> >
> > Phil L.

> Are you planing on selling a Damien Hurst style exhibit to The Tate
> Gallery eh?

How much do you think they'd give for an Atari with some sort of
"artistic" treatment?

:-)

--

```
__ __ __ __ __ ___ ___________________________________________
|__||__)/ __/ \|\ ||_ | /
| || \\__/\__/| \||__ | /...Internet access for all Acorn RISC machines
____________________________/ stuartwinsor@argonet.co.uk
```

101 uses for a Pentium: No2 - A greenhouse heater.

2541. Adventure Competition Update

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 22:25:38 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cc4nd2hlr1@chessie.cirr.com>
Source record: 15234
Cross-posted to: rec.arts.int-fiction,alt.lang.basic,comp.lang.basic.misc,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.apple2,comp.sys.atari.8bit,alt.lang.asm

Three days into the "1 to 2K Classic Text Adventure Competition", we have 3 entries submitted (1 of them mine, of course). The competition website can be found below.

==========
The 1 to 2k Classic Text Adventure Competition
==========

http://panks.freeshell.org/advcomp.html

==========
From my website
==========

"Is it possible to write a text adventure in under 2K of RAM? Some people have tried, and some have succeeded."

I would like to officially announce the formation of The 1st Annual 1 to 2K Classic Text Adventure Competition. I will be accepting BASIC, C/C++, Fortran, Assembly language, and TADS submissions for 1 to 2K text adventures written for the following computing platforms:

Commodore 64/128/+4/Vic-20/PET
Texas Instruments 99/4A
IBM PC/PCJr
Atari 400/800
Apple II/IIe
Sinclair ZX80/ZX81/Spectrum/128/QL/+
TRS-80 I/II/III
Color Computer 1/2/3
Acorn
Tomy Tutor
Bally Astrocade
Atari 2600 VCS
DEC Rainbow
Compucolor I/II
Altair 8800
Amstrad CPC/464
Commodore Amiga
Linux
Macintosh (including Classic Mac)
Windows/DOS.

Please submit your 1 to 2K adventure games to me. The 2K size can be either the source code, or the EXE, BIN, OBJ, PRG, ELF or other self-contained, self-running binary. So you can thus have, say, an 8K source code listing, so long as the binary format doesn't exceed 2.9KB of size.

You may also crunch the binary down with a compressing program such as UPX or Winzip. The competition officially begins on June 28, 2004, and runs through September 29, 2004. I will post all submissions, regardless of when they were submitted, and then review them and post grades on my page on October 7th. Good luck! =)

==========
The "Rules Are Guidelines"
==========

Maximum binary file size should not exceed 2,999 bytes zipped or UPXed. Maximum source code file size should not exceed 2,560 bytes (give or take a few 100 bytes). Absolute maximum is 2,816 bytes for source.

I will also be accepting user reviews of competition games, which will also be posted on this website.

==========
Some general tips to help you get started
==========

Dark Mage (4K) fit into the limited memory of the Atari 2600 VCS. There are also the 2K Adventures by Fredrik Ramsberg and Johan Berntsson, providing a good basis for how to fit a text adventure into under 2K of RAM. And if Bally Astrocade owners need inspiration, check out Cavern Quest by Bruce Jaeger.

Certain programming languages, such as Bally BASIC and Spectravision Compumate (Atari 2600 BASIC) require special considerations for lack of string variables. Other integer-based BASICs, such as Palo Alto Tiny BASIC, require even more consideration when writing text adventures. It is possible, however, to write text adventures using integer-based BASICs with creative use of simple menus (and even joysticks, in the case of the Atari 2600's Dark Mage and Bally BASIC's Cavern Quest) to simulate traditional verb/noun user input.

Another consideration when writing: Does your system use/need RAM expansion? If so, in the case of the Sinclair ZX80/ZX81 or Commodore Vic-20, what changes need to be made to the game's source code? Also ask the question of which language is best suited for the memory limitations of your machine? Will Assembly Language do a better job, in more efficient code? Or will C/C++, Fortran or BASIC do the job just as well?

Finally, when starting on a new adventure game, ask yourself what 2K can achieve, and what modifications need to be made for the proposed game to work under the aforementioned RAM. In the case of Bally BASIC, there are exactly 1,760 bytes of RAM available. Is that enough to write your game? If not,

should Z80 assembly language work better for your Bally adventure game? How about on the Apple? Do you choose integer BASIC, Applesoft BASIC, C/C++, Fortran or assembly language? What will do the best job for the game you intend to author? These questions all should be asked before sitting down to write the first line of code for your adventure game.

=========
Story Ideas
=========

Need an idea for an adventure game? Look around your environment. Or choose from popular culture, especially movies, folk stories and books. Is the old "castle beyond the forest" still cool enough to build a game around? How about humorous stories, such as the search for the Golden Cat? Does the Golden Cat meow? Is it a prized artifact from a lost civilization? Only you can decide such a story! A good, basic storyline need not be complicated, either. You might place the player in a spaceship or on Jupiter. How about sending the player out of the Solar System in search of the meaning of life? Or how about a game centered into the human brain, like a synapse moving about the neural pathways within the visual cortex?

Perhaps you could also write events in the past, such as the Alamo, Tombstone or Gettysburgh (to name a few). Another game scenerio could be the player entering a "tunnel of light" after eating too much at Denny's (sort of like a mysticism event, like an Out-of-Body-Experience). And then there are also the stories about ghosts moving through walls, animal spirits roaming a lone hillside (such as the Nordic Wolves) and other strange things such as The Mothman and Big Foot. The potential storylines are very interesting, to say the least!

To help get you started, see my 8KB adventure game, in BASIC, called The Melarkian:

http://panks.freeshell.org/melark.zip

There is also "B-Venture", my own competition game submission, listed below:

http://panks.freeshell.org/bvent.zip

Sincerely,

Paul Allen Panks
dunric@gmail.com

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2542. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 22:32:11 UTC
From: adam@fsf.net
Message-ID: <cc4npb$fa7$1@news.fsf.net>
Source record: 15297
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

In article <40E599FF.3070502@spamgourmet.com>,
Nele Abels <nele.abels@t-online.de> wrote:
>Adam Thornton schrieb:
>[...]
> > Scott Adams games actually only need a few dozen bytes of RAM. Most
>of the game
> > (16K in the classical games) is ROM.
>
>Huh? What do you mean with that? The original Scott Adams games which I ran
>on my original TRS-80 Model I required 16KB of RAM. Are you perhaps talking
>about game cartridges for the CoCo? The games originally came on tape. The
>interpreter itself takes only couple of KB, the databases normally are about
>12KB lare.

That's what I mean: the actual volatile data in the game is very, very
small (look at Alan Cox's "ScottFree" interpreter, for instance).

In a design where you can map new ROM into the memory map--by a
cartridge, most commonly, then you only need a very small amount of RAM
to play the game. Obviously if you're loading the game from tape or
disk, you need somewhere for the nonvolatile data to go as well.

Adam

2543. Re: The 1st Annual 1-2K Text Adventure Competition

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-02 23:47:00 UTC
From: Gene Wirchenko <genew@mail.ocis.net>
Message-ID: <mgsbe0550ru1hediavcefu6de0m2ht3fv3@4ax.com>
Source record: 15298
Cross-posted to: rec.arts.int-fiction,rec.games.int-fiction,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Nele Abels <muell.2.neleabels@spamgourmet.com> wrote:

>Adam Thornton schrieb:
>[...]
> > Scott Adams games actually only need a few dozen bytes of RAM. Most of the game
> > (16K in the classical games) is ROM.
>
>Huh? What do you mean with that? The original Scott Adams games which I ran
>on my original TRS-80 Model I required 16KB of RAM. Are you perhaps talking
>about game cartridges for the CoCo? The games originally came on tape. The
>interpreter itself takes only couple of KB, the databases normally are about
>12KB lare.

The part that needs to be changeable is very little. Most is the
interpreter and the data tables. These do not change.

Sincerely,

Gene Wirchenko

Computerese Irregular Verb Conjugation:
I have preferences.
You have biases.
He/She has prejudices.

2544. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 01:42:50 UTC
From: kheffington <kheffington@hotmail.com>
Message-ID: <uaoFc.18905459$Of.3139065@news.easynews.com>
Source record: 15299

Music Shop Landgraaf wrote:
> Howdy folks
>
> Has anybody ever tried to get a laserprinter (possibly one that does color)
> to work with our beloved Atari 8 bit computer?
>
> My Canon BJC4200 Color Inkjet is go thrue it's cartridges like there is no
> tomorrow.
>
> CU Mathy van Nisselroy
>
> PS the Canon BJC's speak Epson, do Laser printers have that feature too? Or
> are they Mac or PC only?
>
>
>
>

Most laser printers do not use Epson control codes and would probably be
hard to get to work on an Atari. Most lasers use HP or Postscript.

You should be able to use an epson inkjet.

2545. FS: 128-in-1 MultiCart for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 02:59:32 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <oipFc.6154$QE2.5768@newssvr23.news.prodigy.com>
Source record: 15300
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://www.bidiots.com/detail.asp?id=3203
Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Attack of the Mutant Camels (XL)
Ballblazer
Barroom Baseball
Battlezone
Beamrider
Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 05192004)
Buried Bucks (XL Conversion)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Claim Jumper (XL Conversion)
Congo Bongo
Countermeasure
Crystal Castles (XL Conversion)
Decathalon
Defender
Demon Attack (XL Conversion)
Desmonds Dungeon (XL Conversion)
Diagnostic Cartridge v2.3
Diamond Mine (XL Conversion)
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Fast Eddie (XL Conversion)
Final Legacy
Frisky Tom

Frogger 2 - Threedeep!
Frogger
Galaxian
Gorf
Gremlins
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers
Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Cool (XL Conversion)
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis

Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid
Roadrunner
Robotron# 2084
Satans Hollow (XL Conversion)
Shamus (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate
Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Turmoil (XL Conversion)
Vanguard
Wizard Of Wor
Worm War I (XL Conversion)
Xari Arena
Xevious
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order. Mint!

Games on this Cartridge
A.E.
ANALOG Multicart (XL Conversion)
Archon (XL Conversion)
Asteroids
Astro Chase
Atlantis (XL Conversion)
Attack of the Mutant Camels (XL)
Ballblazer
Barroom Baseball
Battlezone
Beamrider

Berzerk
Black Belt
Blue Print
Boogie
Buck Rogers
Burgertime (Kenfused 05192004)
Buried Bucks (XL Conversion)
COSMI 2-in-1 (XL Conversion)
Captain Beeble (XL Conversion)
Caverns of Mars (XL Conversion)
Centipede
Chess (XL Conversion)
Choplifter
Claim Jumper (XL Conversion)
Congo Bongo
Countermeasure
Crystal Castles (XL Conversion)
Decathalon
Defender
Demon Attack (XL Conversion)
Desmonds Dungeon (XL Conversion)
Diagnostic Cartridge v2.3
Diamond Mine (XL Conversion)
DigDug
Donkey Kong (XL Conversion)
Donkey Kong Jr (XL Conversion)
Dreadnaught Factor
Fast Eddie (XL Conversion)
Final Legacy
Frisky Tom
Frogger 2 - Threedeep!
Frogger
Galaxian
Gorf
Gremlins
Gyruss
H.E.R.O.
James Bond 007
Jawbreaker (XL Conversion)
Joust
Jum's Pong
Jumpman Jr (XL Conversion)
Jungle Hunt
K-Razy Shoot-Out
K-Star Patrol (XL Conversion)
Kaboom
Kangaroo
Keystone Kapers
Looney Tunes Hotel
Mario Brothers

Meebzork
Megamania
Meteorites
Microgammon
Millipede
Miner 2049er
Mini-Golf
Missile Command
Montezumas Revenge
Moon Patrol
Mountain King
Mr Cool (XL Conversion)
Mr Do's Castle
Ms. Pac-Man
Pac-Man Jr
Pac-Man
Pastfinder (XL Conversion)
Pengo
Pete's Diagnostic Cartridge
Pitfall II# Lost Caverns
Pitfall
Pole Position
Popeye
Preppie (XL Conversion)
Q@Bert
Qix
Quest For Quintana Roo
Raster Music Tracker Demo
RealSports Football
RealSports Tennis
Realsports Baseball
Realsports Basketball
Realsports Soccer
Rescue On Fractulus
Return of the Jedi
River Raid
Roadrunner
Robotron# 2084
Satans Hollow (XL Conversion)
Shamus (XL Conversion)
Space Dungeon
Space Invaders
Space Shuttle
Spitfire
Sport Goofy
Star Raiders
Star Trek# SOS
Star Wars# Death Star Battle
Star Wars# The Arcade Game
Stargate

Super Breakout
Super Cobra
Super Pac-Man
Tapper (XL Conversion)
Tempest
The Last Starfighter
Track & Field
Turmoil (XL Conversion)
Vanguard
Wizard Of Wor
Worm War I (XL Conversion)
Xari Arena
Xevious
Zaxxon
Zenji
Zone Ranger
Payment accepted by PayPal, Western Union or Money Order.

http://www.bidiots.com/detail.asp?id=3203

2546. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 03:08:27 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <LqpFc.10898$jo3.5130@newssvr24.news.prodigy.com>
Source record: 15301
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Suck off fag!!!!!!!!!!!!

> Know what? You are a freakin idiot! Take your over priced Pirate
cartridge
> and stick it where the sun don't shine!!! Or lower the price like $100.
> Which ever you prefer..

2547. Re: 128-in-1 MultiCart for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 03:56:34 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <V-Gdndfxkt7os3vdRVn-hg@csinet.net>
Source record: 15303
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

WOW! now its a lot cheaper ....

act now its only $135!!

Give you $40 for it :)

VastFear

"Mr. Lee" <sega_man@msn.com> wrote in message
news:oipFc.6154$QE2.5768@newssvr23.news.prodigy.com...
>
>
> http://www.bidiots.com/detail.asp?id=3203
> Games on this Cartridge
> A.E.
> ANALOG Multicart (XL Conversion)
> Archon (XL Conversion)
> Asteroids
> Astro Chase
> Atlantis (XL Conversion)
> Attack of the Mutant Camels (XL)
> Ballblazer
> Barroom Baseball
> Battlezone
> Beamrider
> Berzerk
> Black Belt
> Blue Print
> Boogie
> Buck Rogers
> Burgertime (Kenfused 05192004)
> Buried Bucks (XL Conversion)
> COSMI 2-in-1 (XL Conversion)
> Captain Beeble (XL Conversion)
> Caverns of Mars (XL Conversion)
> Centipede
> Chess (XL Conversion)
> Choplifter
> Claim Jumper (XL Conversion)
> Congo Bongo
> Countermeasure
> Crystal Castles (XL Conversion)
> Decathalon
> Defender

> Demon Attack (XL Conversion)
> Desmonds Dungeon (XL Conversion)
> Diagnostic Cartridge v2.3
> Diamond Mine (XL Conversion)
> DigDug
> Donkey Kong (XL Conversion)
> Donkey Kong Jr (XL Conversion)
> Dreadnaught Factor
> Fast Eddie (XL Conversion)
> Final Legacy
> Frisky Tom
> Frogger 2 - Threedeep!
> Frogger
> Galaxian
> Gorf
> Gremlins
> Gyruss
> H.E.R.O.
> James Bond 007
> Jawbreaker (XL Conversion)
> Joust
> Jum's Pong
> Jumpman Jr (XL Conversion)
> Jungle Hunt
> K-Razy Shoot-Out
> K-Star Patrol (XL Conversion)
> Kaboom
> Kangaroo
> Keystone Kapers
> Looney Tunes Hotel
> Mario Brothers
> Meebzork
> Megamania
> Meteorites
> Microgammon
> Millipede
> Miner 2049er
> Mini-Golf
> Missile Command
> Montezumas Revenge
> Moon Patrol
> Mountain King
> Mr Cool (XL Conversion)
> Mr Do's Castle
> Ms. Pac-Man
> Pac-Man Jr
> Pac-Man
> Pastfinder (XL Conversion)
> Pengo
> Pete's Diagnostic Cartridge

> Pitfall II# Lost Caverns
> Pitfall
> Pole Position
> Popeye
> Preppie (XL Conversion)
> Q@Bert
> Qix
> Quest For Quintana Roo
> Raster Music Tracker Demo
> RealSports Football
> RealSports Tennis
> Realsports Baseball
> Realsports Basketball
> Realsports Soccer
> Rescue On Fractulus
> Return of the Jedi
> River Raid
> Roadrunner
> Robotron# 2084
> Satans Hollow (XL Conversion)
> Shamus (XL Conversion)
> Space Dungeon
> Space Invaders
> Space Shuttle
> Spitfire
> Sport Goofy
> Star Raiders
> Star Trek# SOS
> Star Wars# Death Star Battle
> Star Wars# The Arcade Game
> Stargate
> Super Breakout
> Super Cobra
> Super Pac-Man
> Tapper (XL Conversion)
> Tempest
> The Last Starfighter
> Track & Field
> Turmoil (XL Conversion)
> Vanguard
> Wizard Of Wor
> Worm War I (XL Conversion)
> Xari Arena
> Xevious
> Zaxxon
> Zenji
> Zone Ranger
> Payment accepted by PayPal, Western Union or Money Order. Mint!
>
>

> Games on this Cartridge
> A.E.
> ANALOG Multicart (XL Conversion)
> Archon (XL Conversion)
> Asteroids
> Astro Chase
> Atlantis (XL Conversion)
> Attack of the Mutant Camels (XL)
> Ballblazer
> Barroom Baseball
> Battlezone
> Beamrider
> Berzerk
> Black Belt
> Blue Print
> Boogie
> Buck Rogers
> Burgertime (Kenfused 05192004)
> Buried Bucks (XL Conversion)
> COSMI 2-in-1 (XL Conversion)
> Captain Beeble (XL Conversion)
> Caverns of Mars (XL Conversion)
> Centipede
> Chess (XL Conversion)
> Choplifter
> Claim Jumper (XL Conversion)
> Congo Bongo
> Countermeasure
> Crystal Castles (XL Conversion)
> Decathalon
> Defender
> Demon Attack (XL Conversion)
> Desmonds Dungeon (XL Conversion)
> Diagnostic Cartridge v2.3
> Diamond Mine (XL Conversion)
> DigDug
> Donkey Kong (XL Conversion)
> Donkey Kong Jr (XL Conversion)
> Dreadnaught Factor
> Fast Eddie (XL Conversion)
> Final Legacy
> Frisky Tom
> Frogger 2 - Threedeep!
> Frogger
> Galaxian
> Gorf
> Gremlins
> Gyruss
> H.E.R.O.
> James Bond 007

> Jawbreaker (XL Conversion)
> Joust
> Jum's Pong
> Jumpman Jr (XL Conversion)
> Jungle Hunt
> K-Razy Shoot-Out
> K-Star Patrol (XL Conversion)
> Kaboom
> Kangaroo
> Keystone Kapers
> Looney Tunes Hotel
> Mario Brothers
> Meebzork
> Megamania
> Meteorites
> Microgammon
> Millipede
> Miner 2049er
> Mini-Golf
> Missile Command
> Montezumas Revenge
> Moon Patrol
> Mountain King
> Mr Cool (XL Conversion)
> Mr Do's Castle
> Ms. Pac-Man
> Pac-Man Jr
> Pac-Man
> Pastfinder (XL Conversion)
> Pengo
> Pete's Diagnostic Cartridge
> Pitfall II# Lost Caverns
> Pitfall
> Pole Position
> Popeye
> Preppie (XL Conversion)
> Q@Bert
> Qix
> Quest For Quintana Roo
> Raster Music Tracker Demo
> RealSports Football
> RealSports Tennis
> Realsports Baseball
> Realsports Basketball
> Realsports Soccer
> Rescue On Fractulus
> Return of the Jedi
> River Raid
> Roadrunner
> Robotron# 2084

> Satans Hollow (XL Conversion)
> Shamus (XL Conversion)
> Space Dungeon
> Space Invaders
> Space Shuttle
> Spitfire
> Sport Goofy
> Star Raiders
> Star Trek# SOS
> Star Wars# Death Star Battle
> Star Wars# The Arcade Game
> Stargate
> Super Breakout
> Super Cobra
> Super Pac-Man
> Tapper (XL Conversion)
> Tempest
> The Last Starfighter
> Track & Field
> Turmoil (XL Conversion)
> Vanguard
> Wizard Of Wor
> Worm War I (XL Conversion)
> Xari Arena
> Xevious
> Zaxxon
> Zenji
> Zone Ranger
> Payment accepted by PayPal, Western Union or Money Order.
>
> http://www.bidiots.com/detail.asp?id=3203
>
>
>

2548. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 04:35:02 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <WHqFc.1$_X2.0@newsfe3-win.ntli.net>
Source record: 15302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

```
>> Are you planing on selling a Damien Hurst style exhibit to The Tate
>> Gallery eh?
>
> How much do you think they'd give for an Atari with some sort of
> "artistic" treatment?

Depends on the beholder's eye.
Judging from recent exhibits, one could put Damien Hurst on an unmade bed,
ram an old computer up his output port, chainsaw the lot into slices, and
give it a title like "Artist auto-sodomised by his own art".

If you're Tracy Emin, you might get 50 grand.

Most other people would get life without parole in a psychiatric hospital...
```

2549. Re: Diagnosing XF551 mech

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 06:00:48 UTC
From: Richard Anderson <randerson_rwc@comcast.net>
Message-ID: <QoGdndcWgLqj1nvdRVn-tA@comcast.com>
Source record: 15304

Have you tried to format a blank floppy with drive and do read/write tests
with that disk. If it works, you're most likely looking at an alignment or
spindle speed problem. If it doesn't work, then I usually try the drive on
another system/controller.

Richard

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:40e5d180$0$147$3a628fcd@reader2.nntp.hccnet.nl...
> Howdy folks
>
> A couple of years ago, I put the mech of my second XF551 (bad connector
> blues on the PCB) into my mini tower and hooked it up to my BlackBox and
> FloppyBoard. It worked fine up till a month or two ago. It doesn't seem to
> be able to read any data from a floppy. I have verified that the floppy is
> good and have used disk head cleaner fluid in the heads. No change. I've
> also used the TaskMaster (sector editor inside the BlackBox/Floppyboard) to
> read sector 720 (to see if the problem was in the first sectors only or in
> all). It can't read that one either.
>
> I do have a multimeter, but don't have (the knowledge to use) a scope.
>
> What can I do to correctly diagnose the mech?
>
> CU Mathy van Nisselroy
>
>
>

2550. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 07:16:58 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <10ecnhd724hev9a@corp.supernews.com>
Source record: 15305
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Mr. Lee wrote:
> Suck off fag!!!!!!!!!!!!

Well, this idiot has probably convinced just about everyone here not to buy from him... but since he has decided to keep annoying the newsgroup, I am ready to take things a step further.

Anyone know of some good links for reporting this sort of pirate copyright infringement activity? I'm not talking about FBI or local law enforcement, I'm talking about someone who will send a nice cease and desist letter and also potentially sue him for all of his profits. I really want to see this guy get the attention that he keeps asking for...

Suggestions? :-)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

2551. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 11:03:18 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040703070318.04176.00000674@mb-m26.aol.com>
Source record: 15306

> Has anybody ever tried to get a laserprinter (possibly one that does color)
to work with our beloved Atari 8 bit computer? <

This gets more difficult each year. I've done an extensive search for *new*
lasers that will work with the A8 and found *none*. It is now almost
impossible to even find one that will work with MS-Dos.
If you check back to lasers and Ink Jets manufactured in the early to mid
90's, you should find some that work with the A8. Lots has been written on
this subject -- check csa8 Google Groups archive.

But if you have access to W95/98/ME (and probably not XP) you can use APE quite
effectively to print with most any WinPrinter.

Another possibility is DosPrinter. Check out this link:
http://www.dsbglobal.com/dosprinter/

DosPrinter really works well! The one thing that would make it better is if
APE would add a CR/LF converter to the "PC-Mirror" facility.

Short of all that, get out the "rubber gloves" and keep on refilling those ink
cartridges! ;-)

Larry

2552. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 11:16:20 UTC
From: Kev <no@spamplz.kthx>
Message-ID: <Xns951B3FEE7CB2nospamplzkthx@65.24.7.150>
Source record: 15307
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

The Maverick <themaverick@volcano.net> wrote in
news:10ecnhd724hev9a@corp.supernews.com:

> Mr. Lee wrote:
>> Suck off fag!!!!!!!!!!!!
>
> Well, this idiot has probably convinced just about everyone here not
> to buy from him... but since he has decided to keep annoying the
> newsgroup, I am ready to take things a step further.

<snip>

> enforcement, I'm talking about someone who will send a nice cease and
> desist letter and also potentially sue him for all of his profits. I
> really want to see this guy get the attention that he keeps asking
> for...
>
> Suggestions? :-)

Well, I'm sure the usual auction sites don't take kindly to pirate
multicarts, so they won't be moving too hot on ebay. I dunno about that
"Bidiots" site tho. I'd be surprised if they allow pirate materials to
be sold on their site. (Speaking of Bidiots, who the hell would give
their web site such a condescending name?)

Activision prolly wouldn't like him selling some of those games on
there, and I know one or two of the ROMs on the cart were pulled due to
the copyright holders complaining.

2553. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 14:30:06 UTC
From: Pete Rittwage <nospam_peter@rittwage.com>
Message-ID: <i7-dnS_U3a9iX3vd4p2dnA@comcast.com>
Source record: 15308
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Also, Atari is still around and kicking in some form. Forward it to them...

"Kev" <no@spamplz.kthx> wrote in message
news:Xns951B3FEE7CB2nospamplzkthx@65.24.7.150...
> The Maverick <themaverick@volcano.net> wrote in
> news:10ecnhd724hev9a@corp.supernews.com:
>
> > Mr. Lee wrote:
> >> Suck off fag!!!!!!!!!!!!
> >
> > Well, this idiot has probably convinced just about everyone here not
> > to buy from him... but since he has decided to keep annoying the
> > newsgroup, I am ready to take things a step further.
>
> <snip>
>
> > enforcement, I'm talking about someone who will send a nice cease and
> > desist letter and also potentially sue him for all of his profits. I
> > really want to see this guy get the attention that he keeps asking
> > for...
> >
> > Suggestions? :-)
>
> Well, I'm sure the usual auction sites don't take kindly to pirate
> multicarts, so they won't be moving too hot on ebay. I dunno about that
> "Bidiots" site tho. I'd be surprised if they allow pirate materials to
> be sold on their site. (Speaking of Bidiots, who the hell would give
> their web site such a condescending name?)
>
> Activision prolly wouldn't like him selling some of those games on
> there, and I know one or two of the ROMs on the cart were pulled due to
> the copyright holders complaining.

2554. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 14:32:29 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <1szFc.31998$eH1.15248661@newssvr28.news.prodigy.com>
Source record: 15309
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

The Maverick wrote:

> Mr. Lee wrote:
>
>> Suck off fag!!!!!!!!!!!!
>
>
> Well, this idiot has probably convinced just about everyone here not to
> buy from him... but since he has decided to keep annoying the
> newsgroup, I am ready to take things a step further.

Looking at his auction it appears he finally sold it, so I doubt he will
be back.

Steve

2555. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 16:12:59 UTC
From: secretspam@ihatespam.net
Message-ID: <40eada7c.89861468@news.charter.net>
Source record: 15310

Hi. Some Laser printers speak Epson or maybe IBM proprinter, but the
print will not look as good usually as when a driver for the printers
true capabilities are used. Not sure about HP. I think some Okidata
lasers (LED actually) might be usable. I have an Okidata 10EX and it
has emulation modes and a parallel port.

On Fri, 2 Jul 2004 23:10:09 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>Has anybody ever tried to get a laserprinter (possibly one that does color)
>to work with our beloved Atari 8 bit computer?
>
>My Canon BJC4200 Color Inkjet is go thrue it's cartridges like there is no
>tomorrow.
>
>CU Mathy van Nisselroy
>
>PS the Canon BJC's speak Epson, do Laser printers have that feature too? Or
>are they Mac or PC only?
>
>
>

2556. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 18:33:43 UTC
From: Stuart Winsor <stuartwinsor@argonet.co.uk>
Message-ID: <4cc8d3db62stuartwinsor@argonet.co.uk>
Source record: 15312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

In article <WHqFc.1$_X2.0@newsfe3-win.ntli.net>,
kryten_droid <kryten_droid@ntlworld.com> wrote:
> >> Are you planing on selling a Damien Hurst style exhibit to The Tate
> >> Gallery eh?
> >
> > How much do you think they'd give for an Atari with some sort of
> > "artistic" treatment?

> Depends on the beholder's eye. Judging from recent exhibits, one could
> put Damien Hurst on an unmade bed, ram an old computer up his output
> port, chainsaw the lot into slices, and give it a title like "Artist
> auto-sodomised by his own art".

> If you're Tracy Emin, you might get 50 grand.

> Most other people would get life without parole in a psychiatric
> hospital...

ROTFL

But don't forget to put it in a tent :-)

Stuart

--

```
__ __ __ __ __ ___ _____________________________________________
|__||__)/ __/ \|\ ||_ | /
| || \\__/\__/| \||__ | /...Internet access for all Acorn RISC machines
____________________________/ stuartwinsor@argonet.co.uk
```

101 uses for a Pentium: No2 - A greenhouse heater.

2557. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-03 20:05:55 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <DkEFc.114$ii6.94@newsfe1-win.ntli.net>
Source record: 15311

"Vladimir Tichy" <vtic7620@mbox.troja.mff.cuni.cz> wrote in message
news:20040701145952.2ADF.0@mbox.troja.mff.cuni.cz...
> Ya, but how to build an interface for changing chroma/luma to rgb does
> nobody know? (I know it is a trivial question for TV developers, but I
> need it for an Atari and that is why I ask here).

Every colour TV has such a circuit inside!

The tuner extracts composite video off the RF tuner,
then splits it into luma and chroma (i.e. S-video),
then converts those into RGB to drive the colour guns.

Most decent TVs have S-video input and RGB,
cheaper TVs just have S-video.

I've never seen one with RGB input only, which would be the only situation
for duplicating the circuit.

Don't bother trying to send the RGB to a VGA monitor, these are unlikely to
be able to synchronise to TV frame rates.

> Remark: I think that all XE/XL models must have a chroma/luma signal at
> the GTIA output.

Yes they do. Atari forgot to connect chroma to the monitor socket in many XL
machines and didn't fix it until late versions.
Few monitors or TVs had luma/chroma input at the time, so it wasn't a
disaster.

> If somebody has an Atari without monitor output jack or
> there is some signal missing on it, it must be possible to connect the
> jack or the signal.

Yes, this is well documented on the web.
One wire, two solder joints, done.

I'm sure you asked these questions ages ago, and I said the same answers.

I made a simple cable to connect the Atari 800XL monitor socket to an
s-video socket and two phono sockets.
This drove my TV and hi-fi without problems, and you can improve the piccy
by tweaking the video circuit.
See http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

2558. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-04 02:26:29 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <pVJFc.234$3b.128@newsfe4-gui.ntli.net>
Source record: 15313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

"Stuart Winsor" <stuartwinsor@argonet.co.uk> wrote in message
news:4cc8d3db62stuartwinsor@argonet.co.uk...
> > If you're Tracy Emin, you might get 50 grand.
>
> > Most other people would get life without parole in a psychiatric
> > hospital...
>
> ROTFL
>
> But don't forget to put it in a tent :-)
>
> Stuart

Well, there was that American criminal who agreed that his executed body
could be frozen, sliced into 1mm thick sections and scanned for the 'visible
human' project.

Would a Damien Hurst salami pickle be a case of art imitating life (or more
correctly, death)?

Apparently the yanks had to wait a long time for the right subject.
They should have just advertised on a German cannibalism fetish site,
under the frozen food section.

2559. Re: 128-in-1 MultiCart for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-04 03:42:12 UTC
From: "Mr. Lee" <sega_man@msn.com>
Message-ID: <o0LFc.10662$YQ2.8624@newssvr22.news.prodigy.com>
Source record: 15314
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

> WOW! now its a lot cheaper .... Keep talking jackass!!!
>
> act now its only $135!!
>
> Give you $40 for it :)Piss on you!
>
> VastFear Dumbass name!

2560. Re: 128-in-1 MultiCart for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-04 06:45:49 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ef9sv7rh0i14c@corp.supernews.com>
Source record: 15315
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

lol

"Mr. Lee" <sega_man@msn.com> wrote in message
news:o0LFc.10662$YQ2.8624@newssvr22.news.prodigy.com...
> > WOW! now its a lot cheaper .... Keep talking jackass!!!
> >
> > act now its only $135!!
> >
> > Give you $40 for it :)Piss on you!
> >
> > VastFear Dumbass name!
>
>

2561. Porting game question?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-04 09:13:31 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <cc8hnr$6kc$2@chessie.cirr.com>
Source record: 15316

I am interested in porting B-Venture, a text adventure I wrote, to
the following classic systems:

Atari 2600 VCS
Atari 400/800
Apple II/IIe
Sinclair ZX80/81/Spectrum
Tandy Color Computer 1/2/3
Texas Instruments 99/4A
TRS-80 1/2/3

The version, as currently written, works on Windows/MSDOS and the
Commodore 64/128 and unexpanded Vic-20.

See:

http://panks.freeshell.org/bvent.html

Sincerely,

Paul Allen Panks
dunric@yahoo.com

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2562. Re: 128-in-1 MultiCart for Atari 5200 SuperSystem

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-04 18:00:08 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <IAXFc.18931433$Id.3125458@news.easynews.com>
Source record: 15317

Mr. Lee wrote:
>>WOW! now its a lot cheaper .... Keep talking jackass!!!
>>
>>act now its only $135!!
>>
>>Give you $40 for it :)Piss on you!
>>
>>VastFear Dumbass name!
>
>
>

[Headers set to comp.sys.atari.8bit]

You are not doing yourself any good with the attitude. While I don't
really think that $135 is to bad for the cart. I would never buy from
you because of the attitude shown here. You should just have ignored him.

2563. Re: Porting game question?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 00:27:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <hg1Gc.510$54.5510@typhoon.sonic.net>
Source record: 15318

Paul Allen Panks <panks@sdf.lonestar.org> wrote:
> I am interested in porting B-Venture, a text adventure I wrote, to
> the following classic systems:

Uh... what was the _question_ you eluded to in your subject line? :^)

> Atari 2600 VCS

Compared to all of the others, this will be the most difficult!

> Atari 400/800
> Apple II/IIe
> Sinclair ZX80/81/Spectrum
> Tandy Color Computer 1/2/3
> Texas Instruments 99/4A
> TRS-80 1/2/3

Good luck!

-bill!

2564. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 08:18:02 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccb2rq$6od$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15319

Hi Konrad,

> 1) "minimalistic" routines that allow a "normal" (SIO or CIO type) OS device
> to be initialized and work.

"normal" in the sense as it uses the regular CIO/SIO interface, yes. Not
normal in the sense that it doesn't get into the system by attachment to
the SIO chain, I suppose.

> 2) routines that handle some quite complicated device, which loads own
> system elements; these are able to (less or more) dynamically handle it.

> I have an impression, that the second stuff has been prepared for some
> sophisticated expansion card, that never came out. In our circumstances all
> this is really useless, because such a device (as far as I call tell) cannot
> coexist with normal DOS, contrary the device must provide all the DOS
> routines in a way, that is not completely clear for me at the moment.

Hmmm....

> However, this doesn't render useless the devices and routines dedicated to
> the first type mentioned (standard SIO and CIO).

>> i) There's mapping for additional hardware on the PBPort for the math
>> pack area. How does that look like?

> $D803 - PDVMARK1 - fixed value $80
> $D805 - PDIOR - an entry point to the main PIO routine (block I/O level,
> i.e. SIO), that f.e. reads or writes a sector on the harddisk etc.
> $D808 - PDVINIT - an entry point to the main PIO initialization routine,
> called at reset (both warm and cold).
> $D80b - PDVMARK2 - fixed value $91

The device is required to map its ROM into the Math pack area by pulling
the math pack disable line of the MMU. But on the reaction of what? I mean,
this mapping isn't permanently, so something has to trigger the device to
make its ROM appear there.

> Values that apply for the character device level:

> $D80d - PDVOPV - CIO OPEN vector for the device
> $D80f - PDVCLV - CIO CLOSE vector
> $D811 - PDVGBV - CIO GET BYTE vector
> $D813 - PDVPBV - CIO PUT BYTE vector
> $D815 - PDVSTV - CIO STATUS vector
> $D817 - PDVSPV - CIO SPECIAL vector

> Obviously, when you're preparing a block device (e.g. a hard drive), you
> don't define CIO vectors.

How does the Os decide whether this is a SIO or a CIO device?

> Honestly, I cannot tell you more about initialization ATM, because I am now
> unable to find the appropriate book, that contains the RESET routine listing
> (and specifically, DEVINIT). The book should be somewhere here, but I cannot
> find it.

Well, I've two books about that kind of nonsense, one is the "Atari Profibuch"
which approximately lists the same ROM interface as given above, but does not
describe how and when this mapping has to be activated. The second is the
"Atari Intern" by Data Becker, though this book is full of errors (obvious
and less obvious) and - as far as I believe - came to existence because the
authors disassembled the Os and tried to understand how it works (quite
unsuccessful in certain areas, though). In other words, I don't have any kind
of "official" document (e.g. "De Re Atari") for that stuff, and what I have
is highly inaccurate and unprecise.

>> ii) PBPort allows you to hook in at several places into the Os. At the
>> hardware level, at SIO level (yes, there's a special SIO replacement)
>> and
>> at CIO level. There also seems to be some minimalistic SIO/CIO
>> interface
>> for PBPort. How do I hook into at these levels?

> There are two hardware registers predefined for the PBI devices:

> $D1FF - PDVINT - read only - PBI device interrupt mask. If a PBI device
> requests an IRQ, it should clear its (definition for "its" below) bit in
> this register. The bit should be automatically reset once the OS interrupt
> service routines read the register.

> PDVINT is optional, if a device does not generate interrupts, the OS will
> not care.

> $D1FF - PDVREG - write only - PBI device register. This register enables and
> disables the devices.

> Only one bit of this register can be set at a time. This means, that there
> can be up to 8 separate SIO/CIO devices attached to the bus.

Does this also select the ROM mapping, or is this just the mapping of
the device into the IO-slot (i.e. the D1xx area?)

> When a bit is set, the corresponding device should disable the math-pack,
> and enable own ROM in this area AND its specific hardware registers on area
> $D100-$D1FE ($D1FF is reserved, see above).

Ah, I see.

> The device shold not rely on the particular PDVREG bit, that it is attached
> to. The bits should be assigned in the order the devices are attached, i.e.
> if you have a PBI floppy only, it should get bit 0, if you have PBI hard

> drive only, it should get the bit 0, but if you connect both, one of the
> devices should get bit 1 and it must still work.

Ok. When does this get activated? On bootstrap by SIO? How does SIO
decide whether or not to talk to a "parallel" device?

>> iii) PBPort allows you to mount device handlers besides the
>> traditional HATABS method. They also allow reservation of user
>> memory. How does that work, and how do I mount a handler this way?

> I don't see any possibility of reserving user memory here. The routines just
> provide some way to load position independent code, that is stored at the
> address pointed to by MEMLO, and then MEMLO is raised.

I see. So how does that work?

>> iv) The XL models seem to use some special SIO commands to mount new
>> handlers at startup. How are they supposed to work?

> This command is for the aforementioned card and is of no use with current
> devices.

Hmm. I see.

>> v) The CIO seems to be able to mount new devices by itself if it
>> doesn't find them in HATABS. How does that work?

> I can tell you as much as you probably guess: when the CIO does not find the
> HATABS entry, it calls the same rotine, that is called at startup, and is
> supposed to load system components (device drivers) from the PBI bus.

> The loading is done with specially defined SIO/PIO command issued to the PBI
> bus.

> The device is supposed to answer and actually provide a (position
> independent) code of a driver, and then the OS initializes it.

> This actually means, that you can attach new devices at runtime and there is
> no need to reset the machine to get the device initialized. However, notice
> that it only applies to the character devices (CIO), and not to the block
> devices (SIO). Block devices are only initialized at startup.

> However, I must say, that this is useless with current software, and
> especially with current DOS and binary file format, which is not
> relocatable.

In other words, not even smart extensions as "The Black Box" makes use
of this. What does it make use of? Just the "block device" interface,
aka "SIO"?

> In the situation, when this is the program, that decides where
> to load itself, and not the OS, where to load the program, any memory
> allocation techniques make no sense.

> The XL OS designers made marvellous work, this is a trurly professional
> 8-bit OS. However, most of this effort has been wasted by introducing a very
> primitive DOS and the $FFFF exec files.

"Wasted" is a nice word. I've been able to tweak a file management system
and a DUP command line into these "unnecessary" parts of the Os...

So long,
Thomas

2565. atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 09:30:57 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccb74h$a6o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15320

Hi,

and another release of the Atari++ emulator for windows and Linux
is ready for download at its usual URL:

http://www.math.tu-berlin.de/~thor/atari++/

This time, we're going for the 1.36. Basically, two important features
have been added. For one thing, emulation quality should have improved
quite noticably since I fixed two noteworthy bugs in the Antic emulation
concerning the timing. This means that, for example the "Numen" demo
will work fine now. Make sure that you select "XE" as emulated machine
and pick "4" as the number of "XE memory banks" in the MMU emulation
since the emulator threads memory expansions that go into the 0x4000
area as "XE type RAM banks".

Second, I implemented a native DirectX sound interface for the win32
platform. The SDL sound output utilized in previous releases had a
major latency problem not allowing game play and sound in sync, fixed
by the new sound frontend. For linux, this has never been a problem,
though, ALSA is the front-end of your choice.

Thus, happy gaming for all of you. I'm awaiting a couple of new ideas
for the next release then... (-;

So long,
Thomas

2566. Re: GMail, circa 1983 (VERY funny!)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 17:00:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0007ef07@fmlynet.org>
Source record: 15324

FamilyNet Newsgate

> From: Daniel Miller <NOSPAMdaclmi@sisna.com>
> On Sun, 20 Jun 2004 09:17:14 +0000 (UTC), Paul Allen Panks
> <panks@sdf.lonestar.org> wrote:
>> GMail, circa 1983 (a humorous story)
>>
>> login: dv16vjax
>> password: abc123
> Aren't you worried someone will steal your password? ;)
>> Thanks for loggin onto GMail! As of 11/03/1983, we are still in Beta
>> Testing! But APRANet will soon be upgraded to a 16-bit internet, which
>> should happen around the middle of June 1985.
>>
>> Gmail version 0.010 running on VAX VMS /66
> <stuff clipped>
>> Coming Soon! Check your GMail on your Atari 2600 VCS! Requires a Star
>> Raiders(tm) (Model #: CX2660) Video Game Cartridge and Video Touch Pad
>> (Model #: CX21). Check your local Sears for details!
> How could this possibly work? Those items didn't have input
> connections!

Wild! Yeh that must have been something in the works... being able to check mail on the 2600. Shame it never happened. Always wanted to run a BBS on the 2600. Just for the fun of it.. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2567. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 19:21:40 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0407051121.2d8e18b2@posting.google.com>
Source record: 15321

Have a look here: http://www.republika.pl/jsobola/schematy.htm
There are plenty of ROM images.

Frank

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<ccbi36$32j$1@reader10.wxs.nl>...
> Hi!
>
> Who can provide me a the STANDARD XF551 OS file to burn in a 2764 eprom?
>
> My XF551 seems to be dead, and I think it is this OS chip.
>
> Thanks,
> Marius

2568. Re: Atari 800 Boot Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 23:12:27 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cccng2$ib5$2@nemesis.news.tpi.pl>
Source record: 15322

```
>> 1) "minimalistic" routines that allow a "normal" (SIO or CIO type)
>> OS device to be initialized and work.
>
> "normal" in the sense as it uses the regular CIO/SIO interface, yes.
> Not normal in the sense that it doesn't get into the system by
> attachment to the SIO chain, I suppose.

I don't quite understand what do you mean by "SIO chain" :-)

> The device is required to map its ROM into the Math pack area by
> pulling
> the math pack disable line of the MMU. But on the reaction of what?

On reaction to set the corresponding bit of PDVREG ($D1FF).

>> Values that apply for the character device level:
>
>> $D80d - PDVOPV - CIO OPEN vector for the device
>> $D80f - PDVCLV - CIO CLOSE vector
>> $D811 - PDVGBV - CIO GET BYTE vector
>> $D813 - PDVPBV - CIO PUT BYTE vector
>> $D815 - PDVSTV - CIO STATUS vector
>> $D817 - PDVSPV - CIO SPECIAL vector
>
>> Obviously, when you're preparing a block device (e.g. a hard drive),
>> you don't define CIO vectors.
>
> How does the Os decide whether this is a SIO or a CIO device?

This is not the OS that decides, this is the device (via PDVINIT $D819,
called at every reset).

> Well, I've two books about that kind of nonsense,

Well, my books are apparently better. This is the OS listing with extensive
commentary, four books published in 1988-1989. These books have been proven
reliable since, errors are rare and easy to fix/verify (e.g. there are few
mistakes in the listing itself, like a label one line up or down to the real
position etc.).

I've successfully developed an IDE disk driver basing on these.

>> The device shold not rely on the particular PDVREG bit, that it is
>> attached to. The bits should be assigned in the order the devices
>> are attached, i.e. if you have a PBI floppy only, it should get bit
>> 0, if you have PBI hard drive only, it should get the bit 0, but if
>> you connect both, one of the devices should get bit 1 and it must
```

>> still work.
>
> Ok. When does this get activated?

When WHAT does get activated?

Bits in the PDVREG are assigned in hardware, so this "gets activated" on power-up. The software intialization is performed at OS startup (a call to $d819 at every reset). Then the bitmap representing successfully initialized devices is recorded for later use by SIO. The SIO, on every call (like "read sector"), examines this bitmap and tries to activate PIO devices first. Once activated, it gives the control out to the PDIOR ($d805). The PDIOR routine decides (basing on contents of the DCB), whether the call is intended for a PIO device or not. Two possible results:

1) If so, it handles it, and returns the status to SIO, which completes then.

2) If not, it signalizes it to the SIO, and the SIO does further attempts to activate subsequent PIO devices. When this completely fails, it falls back to the serial bus devices.

>> I don't see any possibility of reserving user memory here. The
>> routines just provide some way to load position independent code,
>> that is stored at the address pointed to by MEMLO, and then MEMLO is
>> raised.
>
> I see. So how does that work?

It sends the following command to the SIO/PIO bus:

$4f,$01,$40,$40,$ea,$02,$1e,$00,$04,$00

It looks like a DCB command for an RS-232 device. When the device responds positively, the OS receives some data (it is rather difficult to know, what data, because the command $40 is unknown otherwise), and then jumps via RUNADR.

Notice however, that this procedure isn't actually linked with PIO. A SIO device can be handled such way to, if it knows to respond. So the only routines strictly connected with PIO are these you call "minimalistic".

> In other words, not even smart extensions as "The Black Box" makes use
> of this. What does it make use of? Just the "block device" interface,
> aka "SIO"?

I suspect so. The "SIO" (in fact, PIO) is completely sufficient to handle a device like hard drive, RS-232 ports etc. At this level, that is.

> "Wasted" is a nice word. I've been able to tweak a file management
> system and a DUP command line into these "unnecessary" parts of the Os...

I don't doubt that you were "able" to do that, but you do not expect my applause for that, do you? :-)

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

2569. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-05 23:19:07 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LIlGc.6006$R36.4558@newsread2.news.pas.earthlink.net>
Source record: 15323

Marius Diepenhorst wrote:
> Thanks to Steven J. Tucker I have the rom file. Thanks.
>
> BUT NOW:
>
> My XF still doesn't work. Sometimes when I turn on the computer I hear the
> 'prrrrrrrrrrt' (device time out noise) from the atari, and sometimes I hear
> only a quick 'pfft' and the selftest comes up (when I boot with option
> down.)
>
> Who knows how this can be fixed?

I'd bet the SIO cable connector broke loose from the circuit board. You
can try to resolder it, but it is like trying to solder tin foil on a
cracker.

2570. Re: NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 01:23:51 UTC
From: Alan Hewston <pitfall_harry65@hotmail.com>
Message-ID: <10ejvoj868un34c@corp.supernews.com>
Source record: 15325
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Please make them CV.

ZG wrote:

> I'm getting ready to start on the next project, either Coleco or NES
> probably haven't decided yet.

Alan "Pitfall Harry" Hewston
reply to pitfall_harry65@NOSPAMhotmail.com

2571. The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 01:41:49 UTC
From: rise_paws@yahoo.co.uk
Message-ID: <c346dfad.0407051741.72d3c76a@posting.google.com>
Source record: 15326
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive Sinclair to mankind, the truly most advanced computer ever created by skilled English developers who are much more intelligent than Americans.

But there are heretics who don't accept the godlike status of the Sinclair Spectrum and use crap like the C64 or the ATARI 800.

Both these computers are utter crap and nothing compared to the godlike Spectrum !

Spectrum = King of computers, C64 and ATARI 800 = court jesters !

2572. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 02:32:18 UTC
From: Larry Anderson <larry@portcommodore.com>
Message-ID: <a80f27af3536be4d4eee1e3af1c0eb40@news.teranews.com>
Source record: 15327
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Patrick Kain wrote about the Sinclair Spectrum:
>
> ..."the truly most advanced computer ever created by
> skilled English developers"...

Well, Pat, that kinda sums it up right there in my opinion.

Joe C=

2573. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 02:42:11 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <o44ke09i9gbr8rcrepiidqr1uiom55b5bu@4ax.com>
Source record: 15328
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 5 Jul 2004 18:41:49 -0700, rise_paws@yahoo.co.uk (Patrick Kain)
wrote:

>The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
>Sinclair to mankind, the truly most advanced computer ever created by
>skilled English developers who are much more intelligent than
>Americans.
>
>But there are heretics who don't accept the godlike status of the
>Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
>Both these computers are utter crap and nothing compared to the
>godlike Spectrum !
>
>Spectrum = King of computers, C64 and ATARI 800 = court jesters !

In the USA, the only Sinclair computer that had any impact was called
the Timex Sinclair 1000 or something like that. It was little black
box with a flat keyboard and 16k of memory or something like that. It
was a horrible computer. One thing about it, it was cheap as hell,so
it helped alot of people get a computer who could not afford a
commodore 64, Atari 800, Apple IIe etc.. Aside from that I see
nothing so great about it.

Personally I prefer the Atari 8-bits (and started out on a Atari 400)
but looking back all the 8bit machines had their own charm and people
tend to think of the platform they used as kids as the one that was
head and shoulders above the others... when in reality the Atari ruled
LOL

kvn

2574. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 02:55:58 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040705225558.25527.00001185@mb-m29.aol.com>
Source record: 15329

>I'd bet the SIO cable connector broke loose from the circuit board... <

I've been fortunate and successsfully repaired a couple of these. (And I've also tossed a couple out!) If you have a 551 without rivets or machine screws holding the SIO jacks to the circuit board, then you'll definitely want to get some very small machine screws/nuts/washers and get those jacks clamped down. I like stainless steel. (I've also seen loose (Atari) rivets that didn't do squat.)

Have you tried a different cable and a different drive to rule out other parts? You might get lucky...

The SIO traces are *tiny* and close together, but they can be repaired. I've had the best luck using very small gage teflon sheathed jumper wire. I find a magnifying glass and a very small soldering tip are definitely helpful. I study the traces with good magnification and light and check point to point with a DVM/VOM. Good Luck!
-Larry

2575. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 03:38:38 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <29pGc.16666$qw1.4096@nwrddc01.gnilink.net>
Source record: 15330
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"|<evin" <nospam@nospam.com> wrote ...

> In the USA, the only Sinclair computer that had any impact was called
> the Timex Sinclair 1000 or something like that. It was little black
> box with a flat keyboard and 16k of memory or something like that.

It had 2 kb RAM. With the RAM pak that pluged into the expansion slot it had
16 kb RAM.

> It was a horrible computer.

I soon replaced mine with a real computer, a Commodore.

> One thing about it, it was cheap as hell

I paid $19.95 (US) for mine when K-Mart had them at a closeout price. Had to
pay twice that much for the RAM expansion pack when I found it was almost
useless with just the built-in RAM. The 32 column printer that was available
for it was a joke also.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2576. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 03:38:39 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <39pGc.16667$qw1.9461@nwrddc01.gnilink.net>
Source record: 15331
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Patrick Kain" <rise_paws@yahoo.co.uk> wrote ...

[Patrick's crazed delusions snipped]

You are truly a heretic Patrick. Should I forward a copy of your post to the
Church of England so they can send someone out to exorcise yo0ur poor
demented soul?

--
Best regards,

Sam Gillett

It looks like your gene
pool could use a filter!

2577. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 04:15:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1089087315@rtfm.mit.edu>
Source record: 15332
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2578. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 04:17:00 UTC
From: Rexxx <cbromley//@//cox.net>
Message-ID: <8JpGc.19990$Qj6.14959@fed1read05>
Source record: 15333
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Could I get some extra hooks and flys with that bait?

"Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message
news:c346dfad.0407051741.72d3c76a@posting.google.com...
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !

2579. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 09:07:15 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ccdpu9$a8m$1@reader13.wxs.nl>
Source record: 15334
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In the era of PC's with 64bit and up processors I guess all home computer users should unite. Besides that I'm using the atari 8bit computers since 1984 and I think exactly the same about my atari 8bit as you do about your Sinclair Spectrum. It's like having a child: you are always more proud at your own child.

I guess many homecomputers have their own good and bad things. When I'm honest I would love to have the sound chip of the commodore 64 in our atari 8bit computers, but then again the expand-possibilities of the atari 8bit are far better and the i/o ports are much faster too. It is very nice to see the atari 800xl and commodore 64 are both extremely powerful machines. There were the differences are the smallest, the fights between people are the biggest. And that's why atari users and commodore users hardly can't agree.

In the past I have used an Apple //c for serious stuff. I have to admit this 6502 based machine was much better for serious stuff as my atari 8bit computer is. Apple Works did a very good job. But for games i found it terrible.

In my opinion (and that is personal) the C64 and atari 800xl are the best 8bit homecomputers ever made and so they are sharing the FIRST PLACE. All others are far below.

I wish you very much luck with your Spectrum. It is not bad... but definately NOT the king :-) I'm sorry.

Marius.

"Patrick Kain" <rise_paws@yahoo.co.uk> schreef in bericht
news:c346dfad.0407051741.72d3c76a@posting.google.com...
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !

2580. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 11:27:04 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <dab732ca4c.planet14@localhost.local>
Source record: 15335
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <c346dfad.0407051741.72d3c76a@posting.google.com>
(Patrick Kain) wrote:
> The Sinclair Spectrum is truly a masterpiece,

I knew it.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2581. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 11:57:09 UTC
From: Alan Reed <areed65@falcon1.net>
Message-ID: <mswGc.596$Dz4.12695@eagle.america.net>
Source record: 15336
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:29pGc.16666$qw1.4096@nwrddc01.gnilink.net...
>
> I paid $19.95 (US) for mine when K-Mart had them at a closeout price. Had
to
> pay twice that much for the RAM expansion pack when I found it was almost
> useless with just the built-in RAM. The 32 column printer that was
available
> for it was a joke also.
>

I remember thinking they had a lot of nerve calling those things
"computers." One of my unfortunate friends had one so I tried to program
some things on it. What a joke.

2582. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 12:19:13 UTC
From: Jonathan Herr <dracosilver@wi.rr.com>
Message-ID: <5NwGc.7$vN3.2@twister.rdc-kc.rr.com>
Source record: 15337
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message
news:c346dfad.0407051741.72d3c76a@posting.google.com...
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !

Uh oh... I feel a flame war coming on...@.@ (runs for the nearest fire
estinguisher ~.~)

--

Visit my website located at: http://earth.prohosting.com/dsilver/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.714 / Virus Database: 470 - Release Date: 7/2/04

2583. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 12:24:31 UTC
From: Jonathan Herr <dracosilver@wi.rr.com>
Message-ID: <3SwGc.9$vN3.6@twister.rdc-kc.rr.com>
Source record: 15339
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ccdpu9$a8m$1@reader13.wxs.nl...
> In the era of PC's with 64bit and up processors I guess all home computer
> users should unite. Besides that I'm using the atari 8bit computers since
> 1984 and I think exactly the same about my atari 8bit as you do about your
> Sinclair Spectrum. It's like having a child: you are always more proud at
> your own child.
>
> I guess many homecomputers have their own good and bad things. When I'm
> honest I would love to have the sound chip of the commodore 64 in our
atari
> 8bit computers, but then again the expand-possibilities of the atari 8bit
> are far better and the i/o ports are much faster too. It is very nice to
see
> the atari 800xl and commodore 64 are both extremely powerful machines.
There
> were the differences are the smallest, the fights between people are the
> biggest. And that's why atari users and commodore users hardly can't
agree.
>
> In the past I have used an Apple //c for serious stuff. I have to admit
this
> 6502 based machine was much better for serious stuff as my atari 8bit
> computer is. Apple Works did a very good job. But for games i found it
> terrible.
>
> In my opinion (and that is personal) the C64 and atari 800xl are the best
> 8bit homecomputers ever made and so they are sharing the FIRST PLACE. All
> others are far below.
>
> I wish you very much luck with your Spectrum. It is not bad... but
> definately NOT the king :-) I'm sorry.
>
> Marius.
>
[snip]

I agree with Marius... all old computers (like 8 bit ones) are cool in their
own way... So i kinda 'embrace' and welcome a new old computer stuff i
get... [OT] Example: i just recently got a 'complete' mac system (macintosh
1k) with a harddrive (which is what i was wanting for my macs for a good
long while). [/OT] I know that may sound like blastphemy... but i like old
computers and am not limited to just one.

--

Visit my website located at: http://earth.prohosting.com/dsilver/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.714 / Virus Database: 470 - Release Date: 7/2/04

2584. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 13:21:50 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <20433dca4c.planet14@localhost.local>
Source record: 15338
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sam Gillett" wrote:
> "|<evin" wrote ...
>
> > In the USA, the only Sinclair computer that had any impact was called
> > the Timex Sinclair 1000 or something like that. It was little black
> > box with a flat keyboard and 16k of memory or something like that.
>
> It had 2 kb RAM. With the RAM pak that pluged into the expansion slot
> it had 16 kb RAM.
>
> > It was a horrible computer.
>
> I soon replaced mine with a real computer, a Commodore.

Even though the ZX81 family of computers, which the TS1000 is a part
predates the Spectrum, it is still better than C=64, as of course are the
Spectrum, SAM Coupe and other Sinclair (and related) computers are.

> > One thing about it, it was cheap as hell
>
> I paid $19.95 (US) for mine when K-Mart had them at a closeout price.
> Had to pay twice that much for the RAM expansion pack when I found it
> was almost useless with just the built-in RAM. The 32 column printer
> that was available for it was a joke also.

The fact you all bought the TS1000, shows how popular it was. The TS1000
can use normal printers to, and if the ZX printer was so bad why was
an interface made so that the C64 could use it. On sunday I gave my local
computer club a crossword, one of the clues involved the C64 most members
had not heard of it. Instead of getting the C64 you should have upgraded to
a TS1500 (like the TS1000 but better) or TS2068 (a speccy clone).

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2585. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 14:09:32 UTC
From: georgef <gefican@rogers.com>
Message-ID: <woyGc.591$tEP.537@news04.bloor.is.net.cable.rogers.com>
Source record: 15340
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Uhahahahahaha...... from George - Toronto.
============================
PS. Thnx for a very good joke... man.
(best car is Trabant...)

"Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message
news:c346dfad.0407051741.72d3c76a@posting.google.com...
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !
```

2586. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 14:27:50 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns951E9F74AA4C2stevefarrell1falsebi@217.32.252.50>
Source record: 15341
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Tue, 06 Jul 2004 12:19:13 GMT, as it happens),
somebody called "Jonathan Herr" <dracosilver@wi.rr.com> made the following
views known to all at comp.sys.sinclair

>
> Uh oh... I feel a flame war coming on...@.@ (runs for the nearest fire
> estinguisher ~.~)

The words 'blatantly obvious troll' don't even cover this boy. He's nothing
to do with us. Honestly.

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2587. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 15:04:32 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <E2bE5+DA+r6AFwZE@wearmouth.demon.co.uk>
Source record: 15342
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <woyGc.591$tEP.537@news04.bloor.is.net.cable.rogers.com>,
georgef <gefican@rogers.com> writes

>Uhahahahahaha..... from George - Toronto.
>============================
>PS. Thnx for a very good joke... man.
> (best car is Trabant...)
>
>
>"Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message

You're talking to CAPTAIN KIRK - ASS WIPER

Trolls can't resist a visit to anagram.com first.

Peace to all my 8-bit friends.

--
The ZX Spectrum - a real computer
http://www.wearmouth.demon.co.uk/gw03/gw03page.htm

2588. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 16:25:43 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <881d4eca4c.planet14@localhost.local>
Source record: 15343
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.oric

georgef wrote:
> Patrick Kain wrote:
> [snip]
> > Spectrum = King of computers, C64 and ATARI 800 = court jesters !
> Uhahahahahaha..... from George - Toronto.
[snip]
I found the court jesters quite good to, but the jester Oric was better,
alas poor Oric, I knew him well,a fellow of infinite jest.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2589. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 17:35:46 UTC
From: Jonathan Herr <dracosilver@wi.rr.com>
Message-ID: <goBGc.36$6t1.13@twister.rdc-kc.rr.com>
Source record: 15344
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Steve Farrell" <mr_holtz1980@obviouslyfalsepart.hotmail.com> wrote in
message >
> The words 'blatantly obvious troll' don't even cover this boy. He's
nothing
> to do with us. Honestly.
>
> Steve
> --
> 'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and
Bob

Hey it's funny to see how people take sides in these 'wars'... it shows how
divided us old skool computists are...

--

Visit my website located at: http://earth.prohosting.com/dsilver/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.714 / Virus Database: 470 - Release Date: 7/2/04

2590. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 17:54:30 UTC
From: drhirudo@mail.bg
Message-ID: <10573339.0407060954.31a1a5d4@posting.google.com>
Source record: 15345
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

rise_paws@yahoo.co.uk (Patrick Kain) wrote in message
news:<c346dfad.0407051741.72d3c76a@posting.google.com>...
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.

Yeah, that king spent all his days waiting tapes to load, eating goat meat at the time, so at the end he got ill by the king's disease (also called gout, podagra), making his movement hard and painful, got replaced and died in oblivion.

My 8-bit ages were mostly spent with Apple IIc (clone), which although bad for gaming was ok for computer work at the time. Yeah, it was lacking the turboloaders like JiffyDOS or ProLOGIC, but it still loaded fast and the disk writes were reliable. Not to mention the hundreds of serious aplications, the 3 free slots (I even had Z80 board for CPM, and the modem for calling local BBS).

IMHO the C64 is the best 8-bit computer (still), but look at the calendar - it's 2004th year, and this discussion is 15 years obsolete now. I think you will get better response to your bait, if you post something about PS2 vs XBOX vs GameCube for example, but then again who of these gamers read newsgroups. Next time look somewhere else, please.

P.S. The biggest 8-bit maniac I've ever seen had a whole library (taking one wall in his flat), filled with Sinclair tapes {coppied}). I don't even want to think how much time it took him to write and errorcheck all this tapes, but he was proud that he had so many titles.

--
http://drhirudo.hit.bg

2591. REQ: need the retro community help once again - chat rooms and message boards

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 18:01:49 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <2f4b7dc3bc2ce2aa171298de3a955618@news.teranews.com>
Source record: 15148
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

example: see sig.

i am collecing links that lead to or point to message boards, forums, and chat sites related and only related to retro computing. i tried doing a google search but a lot of sites are either down or defunct. i am trying to build a "road map" to other chat sites or message boards that are retro related. what i am requesting are links to chat sites, message boards, or forums that are still active (and with a retro computing or retro gaming theme; see my sig).

i would like to post them here: http://rtdos.com/chat and or http://rtdos.com/forum

and thanks everyone for helping me with my CPU & delphi / genie search...my retro themed website is starting to take shape.

TIA

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and every Sunday @ 1PM MDT (1900 GMT)

2592. Re: SDX

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 18:02:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40EAE930.7A0DDAED@students.uni-mainz.de>
Source record: 15346

Hmmm,
not the "real" SDX, but the SDX ROMs are available at the programmers
site (was it John Hardie or John Harris - I always mix them up)...
-Andreas.

Steven J Tucker schrieb:
>
> Anyone have an SDX for sale or trade?
>
> Steve

2593. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 18:18:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40EAECDE.33BCF420@students.uni-mainz.de>
Source record: 15149

Well,
only a standard XF551 OS ROM ?!? I have that, as well as some other XF
OS ROMs (standard XF551 OS ROM, two Hyper-XF OS ROMs, two Bob Woolley
patched XF OS ROMS; where two ROMs always means one ROM for 5,25" / 40
track and one ROM for 3,5" / 80 track drives)... greetings, Andreas.

P.S.: If interested, just e-mail me...

Marius Diepenhorst schrieb:
>
> Hi!
>
> Who can provide me a the STANDARD XF551 OS file to burn in a 2764 eprom?
>
> My XF551 seems to be dead, and I think it is this OS chip.
>
> Thanks,
> Marius

2594. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 18:24:36 UTC
From: Mike Lee <swift240@yahoo.co.uk>
Message-ID: <E7CGc.44228$HQ1.28786@fe2.news.blueyonder.co.uk>
Source record: 15150
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

I think you are full of shit, no wander the sewers are empty.

The ZX Spectrum was a good home computer in many ways BUT put it up against the Commodore 64 and you will soon find that the "beep" command from the ZX Spectrum was INFERIOR in every possible way compared to the Commodore 64 SID chip.

The ZX Spectrum was also INFERIOR in the graphics department compared to the Commodore 64 VIC chip.
The ZX Spectrum had NO built in Sprite availability but the Commodore 64 has.
The ZX Spectrum keyboard was NOT that good to start with. where as the Commodore 64 had a proper keyboard.

In fact the ZX Spectrum just can not compete with the Commodore 64 in a lot of areas.

The only thing I can in defence of teh ZX Spectrum was the education software that was spretty good.

But then again so does the Commodore have good education software.
Does the ZX Spectrum have a User port NO it dont, does it have a Serial port NO it dont.
Does it have a video port NO it dont (I am talking about the original ZX Spectrum 48k rubber keybaord model)

Does it have a 4k area for machine code purposes or other purposes, NO it dont.

And the TV display, well the ZX Spectrum was bad at the best of times but you switch on a Commodore 64 and you get a rock steady picture with good quality.

And as for the 8 colours that the ZX Spectrum had, the ideas dept had no f****** idea what so ever did they, where is the BROWN, where is the ORANGE, where is the LIGHT BLUE, where is the GREY1 and GREY2?

No sorry but the ZX Spectrum is good but NOT that good.

That lot is just for starters.

Mike......

http://uk.geocities.com/swift240/mikes_page_1.html

2595. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 18:28:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40EAEF4F.35848D8E@students.uni-mainz.de>
Source record: 15151

Hmmm,
with the original XF551 OS this might be one of the various OS bugs,
like:
- you changed the disk density (drive hangs up; try again!)
- you changed disk density and more: 90k => 360k thats a change from SS,
SD, FM => DS, DD, MFM (the same problem the other way around; the drive
completely crashes, switch off drive and back on again)...
- your disk has 2 index holes (quite uncommon)...
- on Chinon XF551 drives, when you put in the backside of a disk with
only 1 index hole, the drive never stops spinning (meaning, a Chinon
XF551 drive mechanic cannot read, write, format the backside of a disk;
a Mitsumi mechanic can at least read/write the backside of a formatted
disk)

Since I have two XF drives for many years now, it seems that the SIO
ports are not good connected; plugging and unplugging the SIO cables
very often will damage the SIO port connection to the pcb (normally an
XF551 drive has to SIO ports, my two XF drives now have only one working
SIO port each)... -Andreas.

Marius Diepenhorst schrieb:
>
> Thanks to Steven J. Tucker I have the rom file. Thanks.
>
> BUT NOW:
>
> My XF still doesn't work. Sometimes when I turn on the computer I hear the
> 'prrrrrrrrrrt' (device time out noise) from the atari, and sometimes I hear
> only a quick 'pfft' and the selftest comes up (when I boot with option
> down.)
>
> Who knows how this can be fixed?
> Thanks
> Marius
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
> news:ccbi36$32j$1@reader10.wxs.nl...
> > Hi!
> >
> > Who can provide me a the STANDARD XF551 OS file to burn in a 2764 eprom?
> >
> > My XF551 seems to be dead, and I think it is this OS chip.
> >
> > Thanks,
> > Marius

> >
> >

2596. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 19:08:11 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <da075dca4c.planet14@localhost.local>
Source record: 15147
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <10573339.0407060954.31a1a5d4@posting.google.com>
(Ventzislav Tzvetkov) wrote:
> Patrick Kain) wrote in message news:<c346dfad.0407051741.72d3c76a@posting.google.com>...
> > The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> > Sinclair to mankind, the truly most advanced computer ever created by
> > skilled English developers who are much more intelligent than
> > Americans.
>
> Yeah, that king spent all his days waiting tapes to load, eating goat
> meat at the time, so at the end he got ill by the king's disease (also
> called gout, podagra), making his movement hard and painful, got
> replaced and died in oblivion.

At least he did not use a commode but a real toilet unlike the peasants
of his day. You seem to be saying tapes take a long time to load, why
not use disk drives?

--
Tarquin Mills

ACCUS (Anglia Classic Computer Users Society)
http://www.speccyverse.me.uk/comp/accus/

2597. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 19:20:12 UTC
From: A936@hotmail.com
Message-ID: <1a3493d2.0407061120.5ed9c5ad@posting.google.com>
Source record: 15154
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Alan Reed" <areed65@falcon1.net> wrote in message
news:<mswGc.596$Dz4.12695@eagle.america.net>...

> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
> news:29pGc.16666$qw1.4096@nwrddc01.gnilink.net...

> > I paid $19.95 (US) for mine when K-Mart had them at a closeout price. Had
> to
> > pay twice that much for the RAM expansion pack when I found it was almost
> > useless with just the built-in RAM. The 32 column printer that was
> available
> > for it was a joke also.

> I remember thinking they had a lot of nerve calling those things
> "computers." One of my unfortunate friends had one so I tried to program
> some things on it. What a joke.

It was probably not directed at users such as yourself.
The ZX81/TS1000 was part of the hobbyist era of computing
which changed into the consumer-user era in 1983ish.
The hobbyist era was made up of academics, tinkerers and
want-to-be programmers. It was probably the last computer
that was sold in kit form so that tinkerers could have the
pleasure of putting it together themselves.

What was significant about the ZX81/TS1000 was that it
was reduced to just 4 ICs, making it very cheap and
accessible to a large audience of those who wanted a
computer but couldn't afford one. This made it into
the first computer to sell more than a million units
(yes, before the VIC-20). There was a time when
the TS1000 was outselling Commodore, Atari, Apple and
Tandy combined. In the 4 IC design, through
some clever hardware tricks the Z80 CPU was actually
responsible for drawing the display. Unfortunately this
meant that more than half the computation time was used
to draw the display, making it half as fast as you would
expect from its clock rate. A FAST mode was added where
the Z80 didn't draw the display (so you had a blank
screen) that doubled the computation speed of the computer.
Even in SLOW mode, the ZX81/TS1000 still had about the
same computational power as a C64, eg.

The display of the ZX81 was claimed as 32x24 text and
64x48 pixel resolution on the tin, but because the display

is drawn by the Z80 using a combination of software and hardware tricks, clever individuals took advantage of this to create software drivers that would generate a pseudo-hi res 256x192 display. It was pseudo-hi res because only 128 of the possible 256 bit patterns within a byte could be generated (which patterns were available was up to you). With small hw mods, you could have true hi-res capability.

It came bundled with a capable Basic and, of course, the same Z80 microprocessor used by the "real computers" with full Z80 bus expansion on the back, which made it attractive for the tinkerers.

There is a lot of cleverness in the ZX81/TS1000 design and this was what made it popular with the tinkerer crowd. Just about every hw addon imaginable was available, including disk systems with CP/M available. Someone interested in the consumer end of things probably wouldn't appreciate it much and would give up on it quickly. You shouldn't have bought one :-)

The focus of computer design changed particularly with the arrival of the C64. The C64 is clearly a game machine first and a computer enthusiast's machine second, and this pretty much describes the consumer-era of home computing that began in 1983ish.

Alvin

2598. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 19:39:04 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns951ED439EE0CEstevefarrell1falsebi@217.32.252.50>
Source record: 15155
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Tue, 06 Jul 2004 17:35:46 GMT, as it
happens), somebody called "Jonathan Herr" <dracosilver@wi.rr.com> made
the following views known to all at comp.sys.sinclair
>
> Hey it's funny to see how people take sides in these 'wars'... it
> shows how divided us old skool computists are...
>

Honestly, this kind of thread was funny in about 1995, but this is 2004,
and, really, trawling through page after page of 'The
Speccy/C64/Amstrad/Ataril/MSX/Oric/Apple IIc/Babbage Difference Engine was
crap!' holds about as much appeal as being forced to listen to an endlessly
looping tape of Westlife's version of 'Mandy' by Barry Manilow.

I just can't believe the stupidity of all the people who are rising to the
bait; I really can't. Let this thread die the undignified death it
deserves.

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2599. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 20:05:33 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <i0ule0pd9qa7dat4frf8amlrak5d0cnufk@4ax.com>
Source record: 15153
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On Tue, 06 Jul 2004 03:38:38 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>> It was a horrible computer.
>I soon replaced mine with a real computer, a Commodore.

Ah, replacing it with two machines.

--
pete [at] ï¿½ W H E N B A C K E D I N T O A C O R N E R . . .
horseshoe ï¿½ "such a waste of space, such a small turd hanging on tightly to
[hyphen] ï¿½ the arsehole of humanity, that he just isn't worth spending any
inn [dot] ï¿½ time on." - Copyright infringer Nick Humphries talking about me.
co [dot] ukï¿½

2600. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 20:26:42 UTC
From: zx81ab@progression.net
Message-ID: <9ef588c2.0407061226.fd7426a@posting.google.com>
Source record: 15156
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"georgef" <gefican@rogers.com> wrote in message
news:<woyGc.591$tEP.537@news04.bloor.is.net.cable.rogers.com>...
> Uhahahahahaha..... from George - Toronto.
> ============================
> PS. Thnx for a very good joke... man.
> (best car is Trabant...)
>
>
> "Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message
> news:c346dfad.0407051741.72d3c76a@posting.google.com...
> > The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> > Sinclair to mankind, the truly most advanced computer ever created by
> > skilled English developers who are much more intelligent than
> > Americans.
> >
> > But there are heretics who don't accept the godlike status of the
> > Sinclair Spectrum and use crap like the C64 or the ATARI 800.
> >
> > Both these computers are utter crap and nothing compared to the
> > godlike Spectrum !
> >
> > Spectrum = King of computers, C64 and ATARI 800 = court jesters !

I think the ZX81 was the best 8 bits computer because you had to make
most of your programs. Check out ZX-91 the newsletter made entierly
and only with a ZX81 at "http://www.zx-team.de/andre" then tell me if
you still think the the ZX81 or his cousin the Timex 1000 is a crap
computer. What I read so far is words words. Look up ZX-91, it is a
solid reality. ANDRE***

2601. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 21:13:58 UTC
From: "Pe@ceR" <peacer@pozitif.net>
Message-ID: <2l0j0lF76robU1@uni-berlin.de>
Source record: 15157
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.oric

according to www.googlefight.com (just go and check it)

Oric wins "ATARI 800" (in brackets please)
C64 wins "Sinclair Spectrum"
"Sinclair spectrum" wins Oric (unfortunately)

:)

"Tarquin Mills" <accus@nojunkmail.com>, haber iletisinde &#65533;unlar&#65533;
yazd&#65533;:881d4eca4c.planet14@localhost.local...
> georgef wrote:
> > Patrick Kain wrote:
> > [snip]
> > > Spectrum = King of computers, C64 and ATARI 800 = court jesters !
> > Uhahahahahaha..... from George - Toronto.
> [snip]
> I found the court jesters quite good to, but the jester Oric was better,
> alas poor Oric, I knew him well,a fellow of infinite jest.
>
> --
> Tarquin Mills
> Norwich Sinclair and Clones Show (ORSAM 2004)
> http://www.speccyverse.me.uk/orsam/
> http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2602. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 21:14:45 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <2l0j2rF7cbmrU1@uni-berlin.de>
Source record: 15158
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Tarquin Mills" <accus@nojunkmail.com> wrote in message
news:20433dca4c.planet14@localhost.local...
> Even though the ZX81 family of computers, which the TS1000 is a part
> predates the Spectrum, it is still better than C=64, as of course are the
> Spectrum, SAM Coupe and other Sinclair (and related) computers are.

You live in la la land if you truly believe that... The SAM coupe is nice (I have one), however if the C65 was released, it would have made it look very ordinary.

> The fact you all bought the TS1000, shows how popular it was. The TS1000
> can use normal printers to, and if the ZX printer was so bad why was
> an interface made so that the C64 could use it. On sunday I gave my local
> computer club a crossword, one of the clues involved the C64 most members
> had not heard of it.

Well you can't expect a cocker spaniel, a budgie and a ginger pussy to understand or know what a C64 is!

> Instead of getting the C64 you should have upgraded to a TS1500 (like the
> TS1000 but better) or TS2068 (a speccy clone).

Now that's an idea, I hate this overgrown calculator, but hey, lets buy another!

-Bill.

2603. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 22:16:08 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <339me05p6b6ahnjofmvso5hp7btvpngki4@4ax.com>
Source record: 15159
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Jul 2004 12:20:12 -0700, A936@hotmail.com (Alvin) wrote:

>here was a time when
>the TS1000 was outselling Commodore, Atari, Apple and
>Tandy combined.

Maybe in your country. In the US nothing outsold the Commodore 64 and
there were always more Atari's & Apple's then Sinclairs!!!

kvn

2604. TELBBS.COM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 23:10:42 UTC
From: Oldbitcollector <jeff@nospam.net>
Message-ID: <7bcme099jjpf5ks3dpm1sc3j7dvugvalun@4ax.com>
Source record: 15161

##
TELBBS.COM - 8Bit BBS Systems, Internet Connected

If you remember spending hours every week,
connected to your local BBS systems...

* * * We invite you to join us!

8bit BBS systems are back and better than ever!

http://www.telbbs.com features:

* Hardware plans for connecting your 8bit machine.

* Client & Server Software for connecting.

* 'Howto' Help Forums

* BBS Listings

All machine types are welcome!

##

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

2605. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-06 23:47:00 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <1a8576ca4c.planet14@localhost.local>
Source record: 15160
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <2l0j2rF7cbmrU1@uni-berlin.de>
"Bill Bertram" <ADSR6581_removethis_@aol.com> wrote:
> "Tarquin Mills" <accus@nojunkmail.com> wrote in message
> news:20433dca4c.planet14@localhost.local...
> > Even though the ZX81 family of computers, which the TS1000 is a part
> > predates the Spectrum, it is still better than C=64, as of course are the
> > Spectrum, SAM Coupe and other Sinclair (and related) computers are.
>
> You live in la la land if you truly believe that... The SAM coupe is
> nice (I have one), however if the C65 was released, it would have made
> it look very ordinary.

OK, prove the C64 is better than the ZX81 family, it will harder than you
think.

> > Instead of getting the C64 you should have upgraded to a TS1500 (like the
> > TS1000 but better) or TS2068 (a speccy clone).
>
> Now that's an idea, I hate this overgrown calculator, but hey, lets buy
> another!

I thought that was what Wintel users had been doing for the last
20 years ;-). Or you could upgrade the TS1000 or write better code.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2606. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 02:14:54 UTC
From: secretspam@ihatespam.net
Message-ID: <40ef5c4f.385240546@news.charter.net>
Source record: 15162

That's great news. Really like the emulator! How about hooking up a
real 1050 (or whatever drive) via APE/Pro/SIO2PC/whatever cable to the
PC, and letting the emulator use it in the Win32 version?

On 5 Jul 2004 09:30:57 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>and another release of the Atari++ emulator for windows and Linux
>is ready for download at its usual URL:
>
>http://www.math.tu-berlin.de/~thor/atari++/
>
>This time, we're going for the 1.36. Basically, two important features
>have been added. For one thing, emulation quality should have improved
>quite noticably since I fixed two noteworthy bugs in the Antic emulation
>concerning the timing. This means that, for example the "Numen" demo
>will work fine now. Make sure that you select "XE" as emulated machine
>and pick "4" as the number of "XE memory banks" in the MMU emulation
>since the emulator threads memory expansions that go into the 0x4000
>area as "XE type RAM banks".
>
>Second, I implemented a native DirectX sound interface for the win32
>platform. The SDL sound output utilized in previous releases had a
>major latency problem not allowing game play and sound in sync, fixed
>by the new sound frontend. For linux, this has never been a problem,
>though, ALSA is the front-end of your choice.
>
>Thus, happy gaming for all of you. I'm awaiting a couple of new ideas
>for the next release then... (-;
>
>So long,
> Thomas

2607. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 02:56:11 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <40eb65a6$0$43388$45beb828@newscene.com>
Source record: 15163
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

rise_paws@yahoo.co.uk (Patrick Kain) writes:

>The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
>Sinclair to mankind, the truly most advanced computer ever created by
>skilled English developers who are much more intelligent than
>Americans.

Dear me, is it that time of the year again, or did someone let the denizens
of comp.sys.sinclair out of the asylum?

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

2608. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 05:18:45 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <VILGc.31452$qw1.18860@nwrddc01.gnilink.net>
Source record: 15164
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Tarquin Mills" <accus@nojunkmail.com> wrote ...

> In message <10573339.0407060954.31a1a5d4@posting.google.com>
> (Ventzislav Tzvetkov) wrote:
>>
>> Yeah, that king spent all his days waiting tapes to load, eating goat
>> meat at the time, so at the end he got ill by the king's disease (also
>> called gout, podagra), making his movement hard and painful, got
>> replaced and died in oblivion.
>
> At least he did not use a commode but a real toilet unlike the peasants
> of his day.

Why should we take seriously someone who can not even spell Commodore
correctly?

> You seem to be saying tapes take a long time to load, why
> not use disk drives?

Most Commodore users do use disk drives. Tape users are peasants like you
Sprectum types! ;-)

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2609. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 05:18:47 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <XILGc.31454$qw1.3874@nwrddc01.gnilink.net>
Source record: 15165
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Cameron Kaiser" <ckaiser@floodgap.com> wrote ...

> rise_paws@yahoo.co.uk (Patrick Kain) writes:
>
> >The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> >Sinclair to mankind, the truly most advanced computer ever created by
> >skilled English developers who are much more intelligent than
> >Americans.
>
> Dear me, is it that time of the year again, or did someone let the denizens
> of comp.sys.sinclair out of the asylum?

If comp.sys.sinclair had a binary counterpart, it might be called
comp.loonybin.sinclair

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2610. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 05:18:48 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <YILGc.31455$qw1.28956@nwrddc01.gnilink.net>
Source record: 15166
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Tarquin Mills" <accus@nojunkmail.com> wrote ...

> Even though the ZX81 family of computers, which the TS1000 is a part
> predates the Spectrum, it is still better than C=64, as of course are the
> Spectrum, SAM Coupe and other Sinclair (and related) computers are.

If you want to compare the ZX81 to a Commodore, don't use the C64. Instead, compare the ZX81 to the VIC-20. Then the poor ZX81 might have a chance of winning... but I doubt it!

If you want to compare the original Spectrum to something, be fair about it. Compare it with the C128. If I remember correctly both were introduced in 1985.

Bringing the SAM Coupe into this discussion is simple insanity on your part. You only prove that Sinclair users are unable to tell the difference between apples and oranges.

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2611. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 06:33:39 UTC
From: A936@hotmail.com
Message-ID: <1a3493d2.0407062233.114bfb95@posting.google.com>
Source record: 15167
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"|<evin" <nospam@nospam.com> wrote in message
news:<339me05p6b6ahnjofmvso5hp7btvpngki4@4ax.com>...

> >here was a time when
> >the TS1000 was outselling Commodore, Atari, Apple and
> >Tandy combined.

> Maybe in your country. In the US nothing outsold the Commodore 64 and
> there were always more Atari's & Apple's then Sinclairs!!!

If your country is the US, I am talking about your country.
You may have been too young or involved in computing too
late to be aware of it, but I assure you I know what I am
talking about. In the period of time being referred to,
the C64 was very young and was still not selling as well as
the VIC-20.

Alvin

2612. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 08:32:52 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccgcfkikd1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15168

Hi,

> That's great news. Really like the emulator! How about hooking up a
> real 1050 (or whatever drive) via APE/Pro/SIO2PC/whatever cable to the
> PC, and letting the emulator use it in the Win32 version?

Well, well... Sure you know that this is a "no-problem" under Linux,
so possibly it's my chance in a lifetime to advertise Linux a bit? (-;

Ok, seriously, I'd need to consider this. It basically means that I've
to understand how low-level serial I/O works for the win32 platform.
Major problem here might be to get all the timing right; the basic
trick for the linux version is Hias' kernel interface (thus, a big
"thank you" to Matthias Reichl at this place), allowing the serial
driver to use all the possibilities a kernel module can have,
including decent timing. Possibly a modern machine might be fast
enough to do that in user space, and even under win32. Possibly,
as win32 is not a real-time Os either.

So long,
Thomas

2613. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 08:44:44 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccgd5sikd2@mamenchi.zrz.TU-Berlin.DE>
Source record: 15169
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hi Alvin,

> In the 4 IC design, through
> some clever hardware tricks the Z80 CPU was actually
> responsible for drawing the display.

That's actually not that uncommon for this area of computing.
For the reference, the Atari 2600 neither had a frame buffer.
It was the CPU who had to load a three-byte "line buffer" in
the "graphics chip", the TIA, to draw something to the screen.

Thus, it basically came with a little RAM, the CPU and the
TIA, which also generated the sound. The 2600 doesn't qualify
as home computer though, it's more like a game console.

Another "original" design without a frame buffer is possibly
the Odyssey II, sold by Magnavox in the states and as G7000
by Phillips in Europe. It's basically a four-chip design as
well, with one graphic/sound chip, a tiny bit of RAM and a micro
controller (all intel based). The graphics controller had no
frame buffer either, but was rather able to draw a grid/labyrinth
as background, and quite a number of "sprites" in foreground.
"Character graphics" was done by placing sprites in position.
That's of course more advanced than the 2600 or the Sinclair
design already, but ugly enough to qualify as "original" in
my view. (-;

So long,
Thomas

2614. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 09:36:03 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns951F6DFDCFEFstevefarrell1falsebi@217.32.252.50>
Source record: 15170
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Wed, 07 Jul 2004 05:18:45 GMT, as it
happens), somebody called "Sam Gillett"
<samgillettnospam@diespammermsn.com> made the following views known to
all at comp.sys.sinclair

>
> "Tarquin Mills" <accus@nojunkmail.com> wrote ...
>
>> In message <10573339.0407060954.31a1a5d4@posting.google.com>
>> (Ventzislav Tzvetkov) wrote:
>>>
>>> Yeah, that king spent all his days waiting tapes to load, eating
>>> goat meat at the time, so at the end he got ill by the king's
>>> disease (also called gout, podagra), making his movement hard and
>>> painful, got replaced and died in oblivion.
>>
>> At least he did not use a commode but a real toilet unlike the
>> peasants of his day.
>
> Why should we take seriously someone who can not even spell Commodore
> correctly?

It's a pun. And you shouldn't take anyone on this thread seriously, because
it's so obviously a lame troll that you - yes you - have been schmuck-
baited by, into continuing a tedious debate that's gone on for *exactly*
twenty years, and which *always* hinges around the same argument (the
graphics issue). Face facts, people, not one C64 owner is going to admit
that the Spectrum was better, and vice versa.

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2615. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 11:07:39 UTC
From: James Weatherley <news@weatherley.net>
Message-ID: <MPG.1b55e9d88dcee905989775@News.Individual.NET>
Source record: 15171
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <YILGc.31455$qw1.28956@nwrddc01.gnilink.net>,
samgillettnospam@diespammermsn.com says...
> If you want to compare the original Spectrum to something, be fair about it.
> Compare it with the C128. If I remember correctly both were introduced in
> 1985.
>

The original Spectrum is from 1982

2616. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 11:15:20 UTC
From: James Weatherley <news@weatherley.net>
Message-ID: <MPG.1b55eba5441014a989776@News.Individual.NET>
Source record: 15172
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <VILGc.31452$qw1.18860@nwrddc01.gnilink.net>,
samgillettnospam@diespammermsn.com says...
> > You seem to be saying tapes take a long time to load, why
> > not use disk drives?
>
> Most Commodore users do use disk drives. Tape users are peasants like you
> Sprectum types! ;-)
>

But the commodore disk drives were slower than tape ;)

2617. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 11:48:43 UTC
From: deKay <andyk@lofi-gaming.org.uk>
Message-ID: <umone0te45megpvpo4q9va86tg5gom4j0u@4ax.com>
Source record: 15173
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 6 Jul 2004 21:56:11 -0500, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk Cameron Kaiser <ckaiser@floodgap.com> fornis do marikano es bono tan el:

>Dear me, is it that time of the year again, or did someone let the denizens
>of comp.sys.sinclair out of the asylum?

Funny you should say that - I was just saying on css's sister IRC channel only yesterday that css has become a haven for mad people. Madder than its usual standards even.

deKay
--
+ Lofi Gaming - www.lofi-gaming.org.uk
|- ugvm Magazine - www.ugvm.org.uk
|- My computer runs at 3.5MHz and I'm proud of that
|- "CLART - YOU KNOWS IT"

2618. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 12:06:19 UTC
From: Chris Cowley <forename.surname@invalid.grok.co.uk>
Message-ID: <i9pne0947v2u9aufb1rbon4ghi1pee2hf6@4ax.com>
Source record: 15175
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 7 Jul 2004 08:44:44 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Alvin,
>
>> In the 4 IC design, through
>> some clever hardware tricks the Z80 CPU was actually
>> responsible for drawing the display.
>
>That's actually not that uncommon for this area of computing.
>For the reference, the Atari 2600 neither had a frame buffer.
>It was the CPU who had to load a three-byte "line buffer" in
>the "graphics chip", the TIA, to draw something to the screen.

A line buffer as in a buffer for a *whole* TV scanline? Sounds like a
blimmin' luxury to me! The ZX81/TS1000 had no such exotic capabilities!

--
Chris Cowley

2619. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 12:17:52 UTC
From: ltia_1234@yahoo.com
Message-ID: <1867b9d4.0407070417.103f8be0@posting.google.com>
Source record: 15176
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Mike Lee <swift240@yahoo.co.uk> wrote in message
news:<E7CGc.44228$HQ1.28786@fe2.news.blueyonder.co.uk>...
> I think you are full of shit, no wander the sewers are empty.
>
> The ZX Spectrum was a good home computer in many ways BUT put it up
> against the Commodore 64 and you will soon find that the "beep" command
> from the ZX Spectrum was INFERIOR in every possible way compared to the
> Commodore 64 SID chip.

Absolutely, totally and utterly.
Importantly, though:
- The 16k & 48K Speccy DOESN'T HAVE a sound chip. Small number of
components- a mimimalist approach. It was for computer enthusiasts-
it wasn't actually built for games (Although that was what it was
primarily used for in the end, long after it became outdated). Cheap
and efficient. The anthesis of Wintel.

- The 128k had the standard AY sound chip used in arcades & later the
Atari ST, and the ability to use the 'beeper' too. 4 channels in
total. Rarely sounded as cool as the SID, though. When it did, it was
fantastic.

>
> The ZX Spectrum was also INFERIOR in the graphics department compared to
> the Commodore 64 VIC chip.

- Yep. The C64 was too slow to do much in high res (Spectrum) mode,
though. Importantly, IMO, monochrome speccy games usually looked
better/more tasteful than the vile brown blocky mush in a lot of C64
games. You *could*, of course mix high and low res which is what
people sometimes did. This looked great.

> The ZX Spectrum had NO built in Sprite availability but the Commodore 64
> has.

- Yep, it wasn't built for games. In theory, C64 games should be
better, and yet...

> The ZX Spectrum keyboard was NOT that good to start with. where as the
> Commodore 64 had a proper keyboard.

I would say the C64 keyboard was just as unusable for the opposite
reason as the Speccy- horrible huge typewriter keys, there's no way
you can really type fast on them. Even worse than the Beeb. I would
say that even the Speccy + had better keys, and certainly the Amstrad
CPC type keys later on. Some might disagree.

>
> In fact the ZX Spectrum just can not compete with the Commodore 64 in a
> lot of areas.

and that's how it should be - the C64 is from a different generation
(wrong word, maybe) of machines, built for a different purpose, and
yet the Speccy still beats it from time to time.

>
> The only thing I can in defence of teh ZX Spectrum was the education
> software that was spretty good.
>
> But then again so does the Commodore have good education software.
> Does the ZX Spectrum have a User port NO it dont, does it have a Serial
> port NO it dont.

In all seriousness, what's a user port? The speccy had two major
expansion devices- the Interface 1 (with RS232 & connection for
Microdrives, which were err, lots of fun), and the Interface 2 (a
'games' expansion with Joystick ports and rom cartridge slot).

I used the Romantic Robot 'MultiPrint' for my printer which had a
built in NMI. Which was nice. Also, the Multiface was essential (much
like the Action replay for the C64.

Not sure if you could actually plug all these things in at once. I
never had an interface 2, anyway.

Notably, the Speccy also doesn't have joystick ports built in.

> Does it have a video port NO it dont (I am talking about the original ZX
> Spectrum 48k rubber keybaord model)

No it DOESN'T.

>
> Does it have a 4k area for machine code purposes or other purposes, NO
> it dont.
hmmm.

>
> And the TV display, well the ZX Spectrum was bad at the best of times
> but you switch on a Commodore 64 and you get a rock steady picture with
> good quality.
Not sure about that. The speccy had a nice, bright display, whereas
the C64 was pretty dull. I never had problems with tuning ether of
them. The speccy display just looks... nicer.

>
> And as for the 8 colours that the ZX Spectrum had, the ideas dept had no
> f****** idea what so ever did they, where is the BROWN, where is the
> ORANGE, where is the LIGHT BLUE, where is the GREY1 and GREY2?

15 colours. The spectrum has 15 colours. All displayed on screen - two
shades of each primary and secondary colours, two shades of white and

one black. If you're going to have 15 colours, this is the most
sensible choice.

If you don't know, this includes two shades of cyan as well as two
shades of blue in case that's what you mean by 'light blue'. Colour
restrictions are the same as the c64 high res mode - minus the
sprites, obviously, plus you can't have two different 'bright' colour
values in the same cell.

>
> No sorry but the ZX Spectrum is good but NOT that good.
>
> That lot is just for starters.
Go on then! :-)

>
>
> Mike......
>
>
> http://uk.geocities.com/swift240/mikes_page_1.html

--
Kev

2620. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 12:58:52 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <08e6beca4c.planet14@localhost.local>
Source record: 15174
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sam Gillett" wrote:
> "Tarquin Mills" <accus@nojunkmail.com> wrote ...
> > Even though the ZX81 family of computers, which the TS1000 is a part
> > predates the Spectrum, it is still better than C=64, as of course are the
> > Spectrum, SAM Coupe and other Sinclair (and related) computers are.
>
> If you want to compare the ZX81 to a Commodore, don't use the C64. Instead,
> compare the ZX81 to the VIC-20. Then the poor ZX81 might have a chance of
> winning... but I doubt it!

I happy to compare the ZX81/TS1500 family to the VIC-20 with it's 3.5KB
of RAM and low-res graphics.

> If you want to compare the original Spectrum to something, be fair about
> it. Compare it with the C128. If I remember correctly both were
> introduced in 1985.

The Spectrum was introduced in 1982.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2621. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 13:21:39 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <KSzHwwCjj$6AFw7u@wearmouth.demon.co.uk>
Source record: 15177
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <E2bE5+DA+r6AFwZE@wearmouth.demon.co.uk>, Geoff Wearmouth
<geoff@wearmouth.demon.co.uk> writes

>>"Patrick Kain" <rise_paws@yahoo.co.uk> wrote in message
>
>You're talking to CAPTAIN KIRK - A?* WIPER
>
>Trolls can't resist a visit to anagram.com first.
>
>Peace to all my 8-bit friends.

I think our visitor Patrick Kain (Captain Kirk anag.)
rise paws (a?* wiper anag.) will not be back as yahoo
seem to have stopped his account the next day.

According to Google he received an account on 01-Jul-2004
and proceeded to post 1768 offensive posts of which this
one was the least offensive.

I could advise yahoo on how to cut down on spammers and trolls
but it is a closely guarded secret known only to me.

He has visited us before as Faith Dorell (an anagram of Adolf Hitler
and once again one of his first ports of call was alt.fan.adolf-hitler.

His subject last time was European Programmers and Musicians being
the best and once again this old saw reappears.

I've found that people who post hundreds of messages a day have little
to contribute and would best be confined to IRC.

Google have removed all of the Faith Dorell posts and I guess they will
now have to start on those of Patrick Kain. When I think of it, Google
too may be interested in my algorithm for getting rid of lamers.
Highest bidder gets it.

--
Geoff Wearmouth
http://www.wearmouth.demon.co.uk/gw03/gw03page.htm

2622. Other XF551 Failure Modes?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 14:19:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040707101917.11511.00001194@mb-m11.aol.com>
Source record: 15178

The problem with the XF551 SIO jacks/traces is well-documented, and likely the #1 cause of failure. But there must be other causes. Unfortunately, since the ROM is usually the only socketed chip, that really dampens "plug and pray" experimentation.

But have other folks seen/heard of MPU (8040/8050) failures or failure of the WD-177X/1772 or lesser chips in the 551? Any particular transistor issues (there are several on the board). Power supply section? I have seen one failure from a cracked trace adjacent the PS jack. And yes, these PS jacks seem to corrode badly.

There are also some devices on the board that I don't recognize -- FB2 and FB3. FB1, FB4, and FB5 look like diodes, but may not be. They do not have the usual "polarity stripe."

There is also a transparent-encased device next to the 8.33 MHz oscillator. On the bottom of the board, it lists this as C8, so it must be some type of a mylar cap. (?) I can read a couple of lines on this device:
330K
50L

Last, there is a blue-coated device labeled as LF1. (?)

As usual, it would be useful to compile the known failure modes, and that could help us keep these 551's alive and well.
Thanks,
-Larry

2623. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 16:28:50 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cch8c2$7du$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15179
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hi,

>>That's actually not that uncommon for this area of computing.
>>For the reference, the Atari 2600 neither had a frame buffer.
>>It was the CPU who had to load a three-byte "line buffer" in
>>the "graphics chip", the TIA, to draw something to the screen.

> A line buffer as in a buffer for a *whole* TV scanline? Sounds like a
> blimmin' luxury to me! The ZX81/TS1000 had no such exotic capabilities!

Actually, half a scanline. (Three bytes). It gets either repeated or
mirrored on the right half of the screen.

So long,
Thomas

2624. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 16:31:35 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <40ec2567$1@news.inet.com.pl>
Source record: 15180

Thomas Richter wrote:
> Hi,
>
> and another release of the Atari++ emulator for windows and Linux
> is ready for download at its usual URL:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>

I tried to compile it under OS X but...

> Second, I implemented a native DirectX sound interface for the win32

... for some reasons it insists on compiling directxsound.* and fails
there...

It also insists on compiling e.g. the joystick support even if I
--disabled it on calling the configure script. Are you sure the
configure scripts do the job properly?

2625. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 18:25:44 UTC
From: A936@hotmail.com
Message-ID: <1a3493d2.0407071025.da79a70@posting.google.com>
Source record: 15181
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<ccgd5sikd2@mamenchi.zrz.TU-Berlin.DE>...

Hello,

> > In the 4 IC design, through
> > some clever hardware tricks the Z80 CPU was actually
> > responsible for drawing the display.

> That's actually not that uncommon for this area of computing.
> For the reference, the Atari 2600 neither had a frame buffer.
> It was the CPU who had to load a three-byte "line buffer" in
> the "graphics chip", the TIA, to draw something to the screen.

You're right, simple video was not unique. However the Atari
2600, Odyssey 2 and others like them *had* a graphics chip that
could generate player sprites and characters, even if you
as the programmer had to do a lot of legwork to keep up
with the raster. I'm not too familiar with the Odyssey, but
on the 2600 the program would tell the TIA to enable certain
sprites within the next scan line during horizontal refresh.

This is not the same as what happens in the TS1000 -- there
is no graphics chip, the CPU does almost all the work in
displaying the video. There is a "frame buffer" - the display
file - that stores characters to display on a 32x24 grid.
The display file might be compressed if no RAM expansion
is attached to the computer.

As each scan line is drawn, the CPU actually executes
the characters stored in the display file as a program.
In this way the CPU progresses through the display file
as the raster draws its contents on screen. The display
hw watches the bytes read by the CPU during this time
and combines the character code the z80 reads with the
z80's I register during the refresh part of the instruction
execution to get a pointer into ROM containing a bit
pattern corresponding to that code. The display hw is
responsible for serially shifting out the 8 pixel
bit pattern read from the ROM pointer.

The display hw is also responsible for generating a
non-maskable interrupt at the horizontal scan line
rate from which the correct video timing is generated.
The cpu keeps track of which scan line the raster

is drawing.

The video system is a z80 cpu for video timing
and addressing the frame buffer + ROM to hold
bit patterns corresponding to characters stored
in the frame buffer + very simple display hw
that generates a periodic interrupt, serially
shifts out 8-bits of pixel data and performs
some byte stuffing on the z80 data bus.

The simplicity of the whole thing is what made it
so cheap -- it is certainly much simpler in hw
terms than what was in the Atari 2600. However,
it was not unique. A fellow by the name of Don
Lancaster also mentioned this technique of
generating video sometime in the late '70s, I
believe. It does require a Z80 cpu, however,
as it depends on using the refresh features of
that chip to quickly access video data.

Alvin

2626. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 19:15:28 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <eqioe09cs17nt2nh7cpufj5p9ljvumgiq0@4ax.com>
Source record: 15182
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 6 Jul 2004 23:33:39 -0700, A936@hotmail.com (Alvin) wrote:

>> Maybe in your country. In the US nothing outsold the Commodore 64 and
>> there were always more Atari's & Apple's then Sinclairs!!!
>
>If your country is the US, I am talking about your country.
>You may have been too young or involved in computing too
>late to be aware of it, but I assure you I know what I am
>talking about. In the period of time being referred to,
>the C64 was very young and was still not selling as well as
>the VIC-20.

you're wrong. Listen the Timex never outsold the Apple IIe or Atari
it may have outsold the commodore for a few months when it first came
out since the sinclair pre-dated commodore 64's release.

BTW I'm 34 and I had a Atari 400 in 1979/80.

kvn

2627. Re: FA: Spartados X Cart, Teleprompter Cart, boxed peripherals & more starting @ $0.01

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 19:46:24 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <kqYGc.2309$m%7.1130@newssvr19.news.prodigy.com>
Source record: 15183

Last day for these items.

Steve
--

Steven J Tucker wrote:
> Sparatados X Cart w/ 4.22 ROM
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106103734
>
> UR Atari CGI Teleprompter Cartridge
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106121767
>
> Atari 1050 Disk Drive w/ Happy 1050 Upgrade
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5106117718
>
> More Items, boxed printers, touch tablet complete, sio2pc universal
> adapters:
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

2628. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-07 22:54:48 UTC
From: Alan Reed <areed65@falcon1.net>
Message-ID: <tb%Gc.970$Dz4.14607@eagle.america.net>
Source record: 15184
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"|<evin" <nospam@nospam.com> wrote in message
news:eqioe09cs17nt2nh7cpufj5p9ljvumgiq0@4ax.com...
> On 6 Jul 2004 23:33:39 -0700, A936@hotmail.com (Alvin) wrote:
>
> >> Maybe in your country. In the US nothing outsold the Commodore 64 and
> >> there were always more Atari's & Apple's then Sinclairs!!!
> >
> >If your country is the US, I am talking about your country.
> >You may have been too young or involved in computing too
> >late to be aware of it, but I assure you I know what I am
> >talking about. In the period of time being referred to,
> >the C64 was very young and was still not selling as well as
> >the VIC-20.
>
>
> you're wrong. Listen the Timex never outsold the Apple IIe or Atari
> it may have outsold the commodore for a few months when it first came
> out since the sinclair pre-dated commodore 64's release.
>

I remember seeing a LOT of Timex/Sinclairs. I wouldn't be surprised if they did outsell everyone else for a very brief moment. My recollection is that everyone and their brother was buying one, they were practically giving them away. The reason they're so forgettable is that no one actually used them. People were snagging them just so they could join the "computer revolution", then they discovered what junk they were. Most folks I knew who bought one felt ripped off, even at the $15 or $20 price. I remember several friends literally throwing them in the garbage after a month or two. The best thing I can say about my Timex/Sinclair memories is that it made me feel a whole lot better about my VIC-20.

2629. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 00:01:19 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <lpudnY08cpBME3Hd4p2dnA@comcast.com>
Source record: 15185

Hey, that's really neat!
I only tried it for 5 minutes, but it seemed to work just fine.
I quickly loaded my "mule.xfd" image....a favorite.
Does it recognize USB joysticks?

I had a little bit of a difficult time getting used to the menus but they're similar to other emulators.

The emulator was running on my toshiba laptop (windows 2000) - 650mhz, 192mb ram.

-thanks!
Z

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message news:ccb74h$a6o$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> and another release of the Atari++ emulator for windows and Linux
> is ready for download at its usual URL:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> This time, we're going for the 1.36. Basically, two important features
> have been added. For one thing, emulation quality should have improved
> quite noticably since I fixed two noteworthy bugs in the Antic emulation
> concerning the timing. This means that, for example the "Numen" demo
> will work fine now. Make sure that you select "XE" as emulated machine
> and pick "4" as the number of "XE memory banks" in the MMU emulation
> since the emulator threads memory expansions that go into the 0x4000
> area as "XE type RAM banks".
>
> Second, I implemented a native DirectX sound interface for the win32
> platform. The SDL sound output utilized in previous releases had a
> major latency problem not allowing game play and sound in sync, fixed
> by the new sound frontend. For linux, this has never been a problem,
> though, ALSA is the front-end of your choice.
>
> Thus, happy gaming for all of you. I'm awaiting a couple of new ideas
> for the next release then... (-;
>
> So long,
> Thomas

2630. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 01:15:02 UTC
From: secretspam@ihatespam.net
Message-ID: <40ee9e59.2633328@news.charter.net>
Source record: 15186

On 7 Jul 2004 08:32:52 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> That's great news. Really like the emulator! How about hooking up a
>> real 1050 (or whatever drive) via APE/Pro/SIO2PC/whatever cable to the
>> PC, and letting the emulator use it in the Win32 version?
>
>Well, well... Sure you know that this is a "no-problem" under Linux,
>so possibly it's my chance in a lifetime to advertise Linux a bit? (-;

I like Linux, I really do. But it isn't going to replace my Windows
OS yet. It just isn't all there yet. I do not want to debate this or
start an off topic Linux vs. Windows war. Just saying I plan to stick
with Windows on the desktop for now (I do feel Linux is stronger in
the server area).
>
>Ok, seriously, I'd need to consider this. It basically means that I've
>to understand how low-level serial I/O works for the win32 platform.

Sounds like a challenge, but a worthy one with a useful pay-off in the
end.

>Major problem here might be to get all the timing right; the basic
>trick for the linux version is Hias' kernel interface (thus, a big
>"thank you" to Matthias Reichl at this place), allowing the serial
>driver to use all the possibilities a kernel module can have,
>including decent timing. Possibly a modern machine might be fast
>enough to do that in user space, and even under win32. Possibly,
>as win32 is not a real-time Os either.

I think it is possible as there are lots of device drivers and such
for things and also Steve Tucker has pulled it off at least reasonably
well with his APE for Win32. Maybe Steve could give you some
pointers. Maybe such a capability in the software would have people
looking to buy more premaid interface cables too. Never know.

2631. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 03:05:30 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <_R2Hc.26402$Xq4.2842@nwrddc02.gnilink.net>
Source record: 15187
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"James Weatherley" <news@weatherley.net> wrote ...

> In article <YILGc.31455$qw1.28956@nwrddc01.gnilink.net>,
> samgillettnospam@diespammermsn.com says...
>> If you want to compare the original Spectrum to something, be fair about
>> it. Compare it with the C128. If I remember correctly both were
>> introduced in 1985.
>
> The original Spectrum is from 1982

Point taken. The C64 was introduced in 1982 and widely available by 1983.
The ZX Spectrum+ was introduced in 1984, but still might be a good machine to
compare with the C64. Lets see...

Processor:
Spectrum+ 3.54 MHz Z80A
C64 1 MHz 6510

The Spectrum has a slight edge here, but not as great an edge as it might at
frist appear. The 6502 family of processors, the 6510 included, use less
clock cycles for most tasks, that the Z80. So, the processor in the C64
would be roughly equivalent to a 2 MHz Z80.

RAM:
Spectrum+ 48Kb
C64 64Kb

Display:
Text:
Spectrum+ 32 Columns x 22 Lines
C64 40 Columns x 25 Lines
Resolution:
Spectrum+ 256 x 192 Pixels
C64 320 x 200 Pixels
Colors (Colours for the Spectrum ;-))
Spectrum+ 8
C64 16

Sound:
Spectrum+ 1 Channel, 5 Octaves
C64 3 Channels, 7 Octaves

I/O:
Spectrum+ Z80 bus, tape, RF television
C64 6510 bus, tape, RF television, Composite Video and Sound, Joystick
(2), Serial Port (disk drives, printers, etc. [up to 4 may be

daisy-chained]), RS-232 (user port, modems, adapter for PC serial
printers, etc.)

Storage:
Spectrum+ tape recorder or microdrive
C64 Datasette or disk drive

I would like to point out that although the 1541 drive is slow, there were
(and are) many expansion port cartridges available that would (can)
turbo-charge the disk performance of the C64/1541.

Note: I would like to give credit to the Planet Sinclair web site, which is
where I found the Spectrum+ specfications used above.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2632. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 03:05:31 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <%R2Hc.26403$Xq4.18498@nwrddc02.gnilink.net>
Source record: 15188
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Steve Farrell" <mr_holtz1980@obviouslyfalsepart.hotmail.com> wrote ...

> At some point in the past (Wed, 07 Jul 2004 05:18:45 GMT, as it
> happens), somebody called "Sam Gillett"
> <samgillettnospam@diespammermsn.com> made the following views known to
> all at comp.sys.sinclair
>>
>> Why should we take seriously someone who can not even spell Commodore
>> correctly?
>
> It's a pun. And you shouldn't take anyone on this thread seriously, because
> it's so obviously a lame troll that you - yes you - have been schmuck-
> baited by, into continuing a tedious debate that's gone on for *exactly*
> twenty years, and which *always* hinges around the same argument (the
> graphics issue). Face facts, people, not one C64 owner is going to admit
> that the Spectrum was better, and vice versa.

A troll? And here I thought it was the start of the annual flame-fest!
Don't worry about me taking it seriously. Years of flame wars have taught me
to take _nothing_ from comp.sys.sinclair seriously. :-)

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2633. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 03:33:22 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10epg422bukjka2@news.supernews.com>
Source record: 15189
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.oric

On Tue, 06 Jul 2004 14:13:58 -0700, Pe@ceR wrote:

> according to www.googlefight.com (just go and check it)
>
> Oric wins "ATARI 800" (in brackets please) C64 wins "Sinclair
> Spectrum"
> "Sinclair spectrum" wins Oric (unfortunately)
>
> :)

Well, ok - but limiting it to the "800" isn't particularly fair. That
excludes results from the 400, the XLs, the XEs, etc.

Oric vs. Atari 8-bit ... Atari wins

:)

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2634. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 03:54:56 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <kA3Hc.29109$6e7.12476@nwrddc03.gnilink.net>
Source record: 15190
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Alan Reed" <areed65@falcon1.net> wrote ...

> I remember seeing a LOT of Timex/Sinclairs. I wouldn't be surprised if
> they did outsell everyone else for a very brief moment. My recollection is
> that everyone and their brother was buying one, they were practically
> giving them away. The reason they're so forgettable is that no one
> actually used them. People were snagging them just so they could join the
> "computer revolution", then they discovered what junk they were. Most
> folks I knew who bought one felt ripped off, even at the $15 or $20 price.
> I remember several friends literally throwing them in the garbage after a
> month or two. The best thing I can say about my Timex/Sinclair memories is
> that it made me feel a whole lot better about my VIC-20.

At one time, Commodore offered a $100 discount to anyone who would trade in another brand of computer for the C64. Some stores sold Timex/Sinclairs for $10, so that their customers could get the discount on the C64. Rumor has it that Commodore gave most of the thousands of Timex/Sinclairs they received to charity, but kept a few for use as doorstops. ;-)

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2635. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 08:08:38 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccive6$9u4$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15191

Hi,

> I tried to compile it under OS X but...

>> Second, I implemented a native DirectX sound interface for the win32

> ... for some reasons it insists on compiling directxsound.* and fails
> there...

Sorry, I know, I already got a bug report about it and it'll be fixed
in the 1.37 - to be expected next monday. The corresponding file is a bit
uncareful in case no SDL is available. As a workaround, you could simply
replace directxsound.* by empty files, this should do it. (As both are
unuseful for the Os X anyhow since there is no directsound).

So long,
Thomas

2636. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 08:10:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccivi9$9u4$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 15192

Hi,

> Hey, that's really neat!
> I only tried it for 5 minutes, but it seemed to work just fine.
> I quickly loaded my "mule.xfd" image....a favorite.
> Does it recognize USB joysticks?

As long as "SDL" recognizes them, yes sure. SDL is the media library I'm
using as front-end, except for sound. Under linux, it requires the joysticks
in the specific device files, e.g. /dev/js0.

> I had a little bit of a difficult time getting used to the menus but they're
> similar to other emulators.

> The emulator was running on my toshiba laptop (windows 2000) - 650mhz, 192mb
> ram.

Wew, I really believed it would require a bit more CPU power.

So long,
Thomas

2637. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 08:13:24 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccivn4$9u4$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 15193

Hi,

>>Well, well... Sure you know that this is a "no-problem" under Linux,
>>so possibly it's my chance in a lifetime to advertise Linux a bit? (-;

> I like Linux, I really do. But it isn't going to replace my Windows
> OS yet. It just isn't all there yet. I do not want to debate this or
> start an off topic Linux vs. Windows war. Just saying I plan to stick
> with Windows on the desktop for now (I do feel Linux is stronger in
> the server area).

Me neither. It's your system, after all.

> I think it is possible as there are lots of device drivers and such
> for things and also Steve Tucker has pulled it off at least reasonably
> well with his APE for Win32. Maybe Steve could give you some
> pointers. Maybe such a capability in the software would have people
> looking to buy more premaid interface cables too. Never know.

Well, the SIO protocol is well-documented, and there is already code
in there that implements it. The "only" problem that requires solving
is how to control the individual lines of the serial port under win32,
but I'll find a solution for that. There's also enough documentation in
the MSDN.

So long,
Thomas

2638. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 08:27:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ccj0ho$9u4$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 15194
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hi Alvin,

Thanks for your explanation, sounds really quite bizarre.

> As each scan line is drawn, the CPU actually executes
> the characters stored in the display file as a program.

Lemme, ask, just a series of "load" instructions to put the
data on the bus where the video hardware fetches it?

> In this way the CPU progresses through the display file
> as the raster draws its contents on screen. The display
> hw watches the bytes read by the CPU during this time
> and combines the character code the z80 reads with the
> z80's I register during the refresh part of the instruction
> execution to get a pointer into ROM containing a bit
> pattern corresponding to that code.

Hmm, how do you get access to CPU registers from outside the
CPU. I don't remember any feature like that for the Z80?

Possibly, does the hardware expect the CPU to put the value
of I onto the bus, e.g. during horizontal blank, to fetch it
as an offset into the character ROM (i.e. to get hold of the
character row, that is).

> The video system is a z80 cpu for video timing
> and addressing the frame buffer + ROM to hold
> bit patterns corresponding to characters stored
> in the frame buffer + very simple display hw
> that generates a periodic interrupt, serially
> shifts out 8-bits of pixel data and performs
> some byte stuffing on the z80 data bus.

"Hand made" video hardware by just a couple of
standard gates, I suppose. B & W only display, naturally.

Wew. I don't know what impresses me most. The ability
to build such a beast, or the ability to actually make
something useful and program this stuff. (-;

So long,
Thomas

2639. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 08:45:50 UTC
From: James Weatherley <news@weatherley.net>
Message-ID: <MPG.1b571a08f571d18e989779@News.Individual.NET>
Source record: 15195
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <_R2Hc.26402$Xq4.2842@nwrddc02.gnilink.net>,
samgillettnospam@diespammermsn.com says...

Couple of points - the Spectrum+ is more or less the same as the
original 48k Spectrum but with a non-rubber yet still non-normal
keyboard.

> Colors (Colours for the Spectrum ;-))
> Spectrum+ 8
> C64 16

The Spectrum had BRIGHT which extends the colours to 15 - bright black
being no different from normal black.

> I/O:
> Spectrum+ Z80 bus, tape, RF television
> C64 6510 bus, tape, RF television, Composite Video and Sound, Joystick
> (2), Serial Port (disk drives, printers, etc. [up to 4 may be
> daisy-chained]), RS-232 (user port, modems, adapter for PC serial
> printers, etc.)

But you could plug monitors, printers, modems, joysticks, etc into the
Spectrum via a suitable interface on the edge connector. Dedicated ports
are nice but this is computing the cheap and cheerful Sinclair way!

2640. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 10:14:34 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns9520748804000stevefarrell1falsebi@217.32.252.50>
Source record: 15196
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Thu, 08 Jul 2004 03:05:31 GMT, as it
happens), somebody called "Sam Gillett"
<samgillettnospam@diespammermsn.com> made the following views known to
all at comp.sys.sinclair

> A troll? And here I thought it was the start of the annual
> flame-fest! Don't worry about me taking it seriously. Years of flame
> wars have taught me to take _nothing_ from comp.sys.sinclair
> seriously. :-)

I give up.

Oh well. It's been quite a while since I used XNews. Wonder if I can
remember how to killfile a thread?

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2641. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 12:11:22 UTC
From: Ruud.Baltissen@abp.nl
Message-ID: <8b0a868e.0407080411.33b969de@posting.google.com>
Source record: 15197
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Hallo Patrick,

> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.

I'm very glad to see that an Englishman admits what the whole world
already knew for a long time: the Spectrum is the most advanced
computer English developers ever created. And that is exactly the
reason we are working with PC's based on the IBM-PC and not on
Sinclair-PC or Acorn-PC.

> who are much more intelligent than Americans.

Maybe true for that time. But Americans are quick learners.

> Spectrum = King of computers,

I agree, and C64 is its Emporer !!!

--

```
___
/ __|__
/ / |_/ Groetjes, Ruud
\ \__|_\
\___| URL: Ruud.C64.org
```

2642. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 13:53:00 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <hIFtWJC8GV7AFw2d@wearmouth.demon.co.uk>
Source record: 15198
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <8b0a868e.0407080411.33b969de@posting.google.com>, Ruud Baltissen <Ruud.Baltissen@abp.nl> writes to Patrick Kain

>Hallo Patrick,

Captain Kirk actually, one of his many pseudonyms.

>I'm very glad to see that an Englishman admits what the whole world
>already knew for a long time: the Spectrum is the most advanced
>computer English developers ever created. And that is exactly the
>reason we are working with PC's based on the IBM-PC and not on
>Sinclair-PC or Acorn-PC.

He's not English but can't get an account in the US so uses

rise_paws (See his post on Captain Kirk)
faith_dorell (adolf hitler)
dollar thief
leah litdorf
lord trevolius (devious troll)

at various uk, european and australian yahoo accounts.

>> who are much more intelligent than Americans.
>Maybe true for that time. But Americans are quick learners.

He would certainly agree but never replies to a post.
http://tinyurl.com/2k3br

He is probably an adult but Freud has found his main phobias in five year olds.

>> Spectrum = King of computers,
>I agree, and C64 is its Emporer !!!

So does Patrick

"C64 BASIC is much better !"

He posted the above sentiment to alt.lang.powerbasic
before he was finally banned from Usenet.

Peace. (for a while anyway)

--
Geoff

2643. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 14:14:07 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <2l535iF8rvklU1@uni-berlin.de>
Source record: 15199
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Sam Gillett wrote:
> Spectrum+ 1 Channel, 5 Octaves

No idea where that 5 octaves figure is plucked from, but it's clearly wrong. The 48k sound hardware is just a speaker sitting on the end of an I/O port, with all tone generation done in software - as such, you can quite happily go into ultrasound (provided your speaker's up to the job) or play a square wave with a period longer than the age of the universe.

2644. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 14:50:31 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040708155030.4036B@ilba14195.www.blueyonder.co.uk>
Source record: 15200

In article <8b0a868e.0407080411.33b969de@posting.google.com>,
Ruud.Baltissen@abp.nl (Ruud Baltissen) wrote:
> > The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> > Sinclair to mankind, the truly most advanced computer ever created by
> > skilled English developers who are much more intelligent than
> > Americans.
I'd say the Enterprise 128 was slightly more advanced. The Atari
transputer Workstation was Brit too.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2645. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 14:53:38 UTC
From: James Weatherley <news@weatherley.net>
Message-ID: <MPG.1b57702d697b9cb98977d@News.Individual.NET>
Source record: 15201
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <2l535iF8rvklU1@uni-berlin.de>, gasman@raww.org says...
> Sam Gillett wrote:
> > Spectrum+ 1 Channel, 5 Octaves
>
> No idea where that 5 octaves figure is plucked from, but it's clearly
> wrong. The 48k sound hardware is just a speaker sitting on the end of an
> I/O port, with all tone generation done in software - as such, you can
> quite happily go into ultrasound (provided your speaker's up to the job)
> or play a square wave with a period longer than the age of the universe.
>

BEEP from BASIC allows pitch values between -60 and +69 giving a range
of five octaves either side of middle C and a few more notes for good
measure at the high end. I guess the five octave figure comes from a
misrepresentation of BEEP's mighty abilities!

2646. Atari-friendly "Dos Printer"

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 16:17:26 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040708121726.19157.00001367@mb-m06.aol.com>
Source record: 15202

I have mentioned before that because of the printing issues using APE with Windows XP, I use a Win application called "Dos Printer." The author of Dos Printer, has kindly added support for the Atari EOL -- CHR$(155) in version 8.15. That allows direct LISTing or copying of a file to be printed instead of requiring the EOL conversion before the file can be printed.

Dos Printer is SHAREWARE with a free trial period. If you use a Win printer, you might want to check it out:

http://www.dsbglobal.com/dosprinter/

Larry

2647. POKEY polynomial counter

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 16:21:25 UTC
From: CeDeROM <cederom_fake_@fake.tlen.pl>
Message-ID: <9weHc.16625$Q74.1058@news.chello.at>
Source record: 15203

hi!

im trying to write SAP player. im reading pokey registers specification
but i dont understand what is the the "polynomial counter".

"... there are three polynomial counters used do generate random noise
..." - does it mean that these counters are used only to generate a noise?

what is noise - is it some random sound generated at some frequency or
maybe some kind of exact wave, not square, but called "polynomial noise"?

how can these polynomial counters sound like? are they similar to
ocean-waves..?

greetz!
CeDeROM

2648. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 16:48:10 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040708183717.6F3F.0@mbox.troja.mff.cuni.cz>
Source record: 15204

The conclusion is:

There exists no adapter between Atari XE/XL and some RGB monitor with
right color displaying.

(Clarence Dyson's interace changes the colors, that's bad!)

I am thinking about building an interace with some integrated circuit. Has
anybody tried it?

On Sat, 3 Jul 2004, kryten_droid wrote:

>
> "Vladimir Tichy" <vtic7620@mbox.troja.mff.cuni.cz> wrote in message
> news:20040701145952.2ADF.0@mbox.troja.mff.cuni.cz...
> > Ya, but how to build an interface for changing chroma/luma to rgb does
> > nobody know? (I know it is a trivial question for TV developers, but I
> > need it for an Atari and that is why I ask here).
>
> Every colour TV has such a circuit inside!
>
> The tuner extracts composite video off the RF tuner,
> then splits it into luma and chroma (i.e. S-video),
> then converts those into RGB to drive the colour guns.
>
> Most decent TVs have S-video input and RGB,
> cheaper TVs just have S-video.
>
> I've never seen one with RGB input only, which would be the only situation
> for duplicating the circuit.
>
> Don't bother trying to send the RGB to a VGA monitor, these are unlikely to
> be able to synchronise to TV frame rates.
>
> > Remark: I think that all XE/XL models must have a chroma/luma signal at
> > the GTIA output.
>
> Yes they do. Atari forgot to connect chroma to the monitor socket in many XL
> machines and didn't fix it until late versions.
> Few monitors or TVs had luma/chroma input at the time, so it wasn't a
> disaster.
>
> > If somebody has an Atari without monitor output jack or
> > there is some signal missing on it, it must be possible to connect the
> > jack or the signal.
>

> Yes, this is well documented on the web.
> One wire, two solder joints, done.
>
> I'm sure you asked these questions ages ago, and I said the same answers.
>
> I made a simple cable to connect the Atari 800XL monitor socket to an
> s-video socket and two phono sockets.
> This drove my TV and hi-fi without problems, and you can improve the piccy
> by tweaking the video circuit.
> See http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm
>
>
>

2649. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 17:10:24 UTC
From: Jeremy Sieracki <jeremysieracki@charter.net>
Message-ID: <10er0029ejrcp67@corp.supernews.com>
Source record: 15205
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Spectrum = Rump Sect
Pert Scum
Rust Em PC
Sperm Cut
```

2650. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 17:23:05 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <2l5e7pF8tppdU1@uni-berlin.de>
Source record: 15206
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Thomas Richter wrote:
> Hi Alvin,
>
> Thanks for your explanation, sounds really quite bizarre.
>
>> As each scan line is drawn, the CPU actually executes
>> the characters stored in the display file as a program.
>
> Lemme, ask, just a series of "load" instructions to put the
> data on the bus where the video hardware fetches it?

No, The Z80 Jumps (JP) to the start of the display file (With A15 set). The hardware detects A15 being set and copies the results of instruction fetch (The actual character to be displayed) while forcing 0 (NOP) onto the data bus of the Z80.

This byte is combined with the I register (Which gets put onto A9-A16 during the refresh cycle) and the contents of a 3 bit counter to get the address of the characters bitmap in ROM. The contents of this address are copied into a shift register which in turn get spit out to a TV.

MikeW

2651. atari 1050 question.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 18:38:10 UTC
From: bob smith <bob@smith.com>
Message-ID: <ywgHc.4171$Z14.5005@news.indigo.ie>
Source record: 15207

I manged to get my hands on a 1050 disc drive, the one problem is that the internal drive mechanism disassembled . I have all the part does anybody have picture or a plan of theinner workings of the 1050

Bill

bill.healy@dbcomp.ie

2652. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 19:00:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040708150050.06903.00001154@mb-m13.aol.com>
Source record: 15208

> I was searching for some schematics of rgb adapter on the Internet but I have not found any... <

Radio-Electronics magazine (U.S.) published an article in the early '90's with a schematic to convert *NTSC* composite to RGB. IIRC, someone in csa8 built one and it "sort of" worked. I have no idea if the person ever finished the project. You might search the Google Groups to see if there is any useful info.

Beyond that, it may be possible to convert the video in two steps: 1) Convert the Atari S-Video to Component Video. 2) Convert the component video to true RGB. But this is big $$$, especially step 2.

You know what you want, but in this case, it's going to be difficult and/or expensive.

Larry

2653. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 19:32:57 UTC
From: A936@hotmail.com
Message-ID: <1a3493d2.0407081132.1d129dda@posting.google.com>
Source record: 15209
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<ccj0ho$9u4$4@mamenchi.zrz.TU-Berlin.DE>...

> > As each scan line is drawn, the CPU actually executes
> > the characters stored in the display file as a program.

> Lemme, ask, just a series of "load" instructions to put the
> data on the bus where the video hardware fetches it?

> > In this way the CPU progresses through the display file
> > as the raster draws its contents on screen. The display
> > hw watches the bytes read by the CPU during this time
> > and combines the character code the z80 reads with the
> > z80's I register during the refresh part of the instruction
> > execution to get a pointer into ROM containing a bit
> > pattern corresponding to that code.

> Hmm, how do you get access to CPU registers from outside the
> CPU. I don't remember any feature like that for the Z80?

> Possibly, does the hardware expect the CPU to put the value
> of I onto the bus, e.g. during horizontal blank, to fetch it
> as an offset into the character ROM (i.e. to get hold of the
> character row, that is).

I left out a few details :-). The Z80 has built-in
refresh logic which is being used here. A Z80
opcode fetch consists of the usual read from memory
followed by a refresh cycle for attached DRAMs
that occurs while the instruction is being decoded.

The DFILE stores character codes for each row of 32
characters. The Z80 executes those character codes
as a program; this consists of successive opcode
fetches. The display hw watches the opcode read
(the character code) and latches it. It then stuffs
a 0 onto the Z80 data bus which causes the Z80
to execute a NOP instruction, not the character code
it read from the DFILE. Each character code fetch
therefore takes 4 cycles, which corresponds to the
execution of a NOP instruction. This 4 cycle length of
time corresponds to the amount of time needed to
traverse 8 pixels by the raster.

Anyway, as the Z80 decodes the NOP instruction,
it performs a refresh cycle. During the refresh

cycle the Z80 usually places the contents of IR
on the address bus (the I register on the top 8 bits
and the R register on the bottom 8 bits). The
I register, in the TS1000 scheme, points at the
base of a bit pattern table in ROM. The lower
8 bits of the address bus which would ordinarily
contain R is replaced by the display hw by a
combination of the character code read from the
display file and a scan line counter generated
by the display hw. The scan line counter just
counts from 0-7 repeatedly. Each row of the
display file is "executed" by the Z80 8 times,
with the scan line counter incremented between
each horizontal scan line. In this way each
character can have a height of 8 pixels and
a width of 8 pixels.

The z80 signals a refresh cycle by asserting
/MREQ (memory request) and /RFSH (refresh).
The display hw also asserts /RD (read) at this
time, causing the ROM to place the bit pattern
on the data bus during the refresh cycle (recall
the address = I register in top 8 bits, the
bottom 8 bits being a combination of the char
code and scan line). This is how the
display hw gets its bit pattern. It then
shifts this out serially to the TV.

It is not a mere coincidence that the TS1000
had 2K of SRAM memory and the zx81 had
1K of SRAM -- these do not require refresh
which is handy when your display hardware
hijacks the usual means of performing DRAM
refresh :-) The 16K/32K/64K RAM packs
had to contain DRAM memory to be reasonably
priced and these addons had extra logic to
restore the hijacked refresh cycle within
them.

A complete description of the zx81/TS1000
video scheme can be found here:

http://home.germany.net/nils.eilers/zx81/wilfvid.htm

Wilf has also designed a discrete TTL version
of the same video system which you can find
with some googling if you are so motivated.
As you can imagine, it is surprisingly simple.

I couldn't find Don Lancaster's work online
to compare. His contributions were published
in 1979 and it looks like that book is the

only technical source for his work.

Alvin

2654. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 21:18:53 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <jWINR5A9ob7AFwW0@wearmouth.demon.co.uk>
Source record: 15211
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In article <1a3493d2.0407081132.1d129dda@posting.google.com>, Alvin
<A936@hotmail.com> writes

>I couldn't find Don Lancaster's work online
>to compare. His contributions were published
>in 1979 and it looks like that book is the
>only technical source for his work.

Hi Alvin,

as you know I am not good at explaining hardware.

This is Don's TV Typewriter which contains influences of the Sinclair
display system.

http://www.swtpc.com/mholley/RadioElectronics/TV_Typewriter.htm

According to John Grant who wrote the ZX80 BASIC the system that
appeared in the later Video Cookbook inspired the ZX80 display.

Yours was a clear explanation. I may borrow a phrase or two.

Cheers,

--
Geoff Wearmouth

2655. Re: Atari XE/XL PAL version and RGB output?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 22:09:10 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <aCjHc.863$Pu1.217@newsfe5-gui.ntli.net>
Source record: 15210

"Vladimir Tichy" <vtic7620@mbox.troja.mff.cuni.cz> wrote in message
news:20040708183717.6F3F.0@mbox.troja.mff.cuni.cz...
> The conclusion is:
>
> There exists no adapter between Atari XE/XL and some RGB monitor with
> right color displaying.
>
> (Clarence Dyson's interlace changes the colours, that's bad!)
>

Vlad, you said you wanted to use an old monitor so you don't have to pay for
a colour TV with an S-video input.

You've been thinking about your idea for at least two months.

You could have spent that time on a minimum wage job and bought a TV.

Or sold your old PC monitor to get money to help buy the TV.

> I am thinking about building an interface with some integrated circuit.
Has
> anybody tried it?

Surely the fact that you haven't found such a circuit yet ought to suggest
to you that there are few good reasons to make one?

K.

2656. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 23:39:44 UTC
From: Duncan Snowden <dss@ukonline.co.uk>
Message-ID: <Yam2NN.AmigaOS.18662643.7333905A@tnt-6-20.easynet.co.uk>
Source record: 15212
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Program: Sam Gillett

Bytes: Thursday

> A troll? And here I thought it was the start of the annual
> flame-fest! Don't worry about me taking it seriously. Years of
> flame wars have taught me to take _nothing_ from comp.sys.sinclair
> seriously. :-)

You're learning. "Serious" is not a word that would immediately spring
to mind if you were to ask any of us to describe our group.

--
Duncan Snowden.

O Invalid stream, 154:3

2657. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-08 23:59:21 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <tdlHc.985$Tr2.222@newsfe2-gui.ntli.net>
Source record: 15213
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Kev" <ltia_1234@yahoo.com> wrote in message
news:1867b9d4.0407070417.103f8be0@posting.google.com...

> I would say the C64 keyboard was just as unusable for the opposite
> reason as the Speccy- horrible huge typewriter keys, there's no way
> you can really type fast on them.

Well, i'd disagree with that - i learnt to type on a breadbin C64 and back in the day had an average speed of 80WPM with over 95% accuracy according to a test i took around 1987. These days i'm closer to 70WPM but that still applies to the C64, in fact the only key i find "unwieldy" is the restore key and that's supposed to be harder to get a reaction out of.

> In all seriousness, what's a user port?

A sort of hybrid, it can do a number of things involving parallel data transfer. Most common uses i've seen are RS232 printer connections, using the reset line and custom machine-to-machine link up cables for cross assembly but there are others and a lot of things that need to drop data in a relative hurry go through there.

> The speccy had two major expansion devices- the Interface 1
> (with RS232 & connection for Microdrives, which were err,
> lots of fun)

There was a wafer drive put together for the C64 that hooked into the tape port, i got one labelled as a "Quick Data Drive" for a tenner at one of those Earl's Court events and it chewed it's boot wafer two days after i got it home!

> Not sure about that. The speccy had a nice, bright display, whereas
> the C64 was pretty dull. I never had problems with tuning ether of
> them. The speccy display just looks... nicer.

That's really just personal taste i'd say; i've always felt the Speccy colours were *too* primary and i prefer the more subtle shades of the C64. The Atari is sort of in the middle, not as subtle as the C64 but loads of colours. =-)

Oh, is this just a troll-induced skirmish or has the flame-war officially started for this year...? =-)

-- _____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /

_____\/__________________________\/TMR

2658. Re: POKEY polynomial counter

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 00:29:40 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <UFlHc.32437$JR4.12714@attbi_s54>
Source record: 15214

The way that I understand it, polynomial counters are not sequential counters (1,2,4,8,16, etc...) they are more like 1, 9, 4, 2, 18. You can select various "taps" to output to the audio circuitry that will make a note ranging from "pure" (near the start of the line), to very random (near the end of the line). The pure tones would be for music or beeps/boops, while the random tones would be for, say, engine growls.

From what I understand, using a "normal" counter would give you a simple square, but using a polynomial counter gives you more flexability because you can generate pure tones as well as "random" noise.

That may be right.... Check the Hardware manual for the 400/800. the circuitry is in there or check out De Re Atari, I think it explains it too.

Tony

CeDeROM wrote:
> hi!
>
> im trying to write SAP player. im reading pokey registers specification
> but i dont understand what is the the "polynomial counter".
>
> "... there are three polynomial counters used do generate random noise
> ..." - does it mean that these counters are used only to generate a noise?
>
> what is noise - is it some random sound generated at some frequency or
> maybe some kind of exact wave, not square, but called "polynomial noise"?
>
> how can these polynomial counters sound like? are they similar to
> ocean-waves..?
>
> greetz!
> CeDeROM
>

2659. Re: POKEY polynomial counter

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 01:50:26 UTC
From: CeDeROM <cederom_fake_@fake.tlen.pl>
Message-ID: <CRmHc.19934$Q74.2157@news.chello.at>
Source record: 15215

The6502man wrote:
> (..)
> That may be right.... Check the Hardware manual for the 400/800. the
> circuitry is in there or check out De Re Atari, I think it explains it too.
>
> Tony

yeah, i got a "confidental" pokey documentation (! :D) but i couldnt
imagine this sound and how to generate it. now it should be easier.
tanks! :)

greetz!
CeDeROM

2660. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 01:53:18 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns95211F8A5CBD0stevefarrell1falsebi@217.32.252.50>
Source record: 15216
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Thu, 08 Jul 2004 23:39:44 GMT, as it happens),
somebody called Duncan Snowden <dss@ukonline.co.uk> made the following
views known to all at comp.sys.sinclair

> Program: Sam Gillett
>
> Bytes: Thursday
>
>> A troll? And here I thought it was the start of the annual
>> flame-fest! Don't worry about me taking it seriously. Years of
>> flame wars have taught me to take _nothing_ from comp.sys.sinclair
>> seriously. :-)
>
> You're learning. "Serious" is not a word that would immediately spring
> to mind if you were to ask any of us to describe our group.
>

CSS is crap. In a funky skillo sort of a way. (Ah, they'll have a field day
with that one).

I did a search on Patrick Kain, incidentally, and he's trolled thousands of
groups. But only this one provoked an actual debate. (With in-depth
technical gubbins about 'clock speeds' and 'memory dumps').

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2661. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 02:21:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081918210.32054-100000@onyx.spiritone.com>
Source record: 15217
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2662. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 02:28:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081925420.32054-100000@onyx.spiritone.com>
Source record: 15218
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2663. ADV: More New Atari stuff! XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 02:36:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081930170.32054-100000@onyx.spiritone.com>
Source record: 15219
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2664. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 09:01:23 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <E9tHc.7071$NA1.656510@news02.tsnz.net>
Source record: 15220
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Bill Bertram, when stopped by the local constabulary on 7/07/2004 9:14
a.m., made the following statement:

>
> You live in la la land if you truly believe that... The SAM coupe is nice (I
> have one), however if the C65 was released, it would have made it look very
> ordinary.
>

Exqueeze me?

If I recall correctly, the Sam Coupe was released.

If I recall correctly the C65 wasn't.

You may return to your crayons now.

--
Andrew
http://www.evil.geek.nz/

2665. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 09:12:21 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <VjtHc.7072$NA1.656540@news02.tsnz.net>
Source record: 15221
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jason, when stopped by the local constabulary on 9/07/2004 11:59 a.m.,
made the following statement:

>
> Oh, is this just a troll-induced skirmish or has the flame-war officially
> started for this year...? =-)

Troll-induced skirmish. It won't take too long before those Comode
chappies realise it was a troll.

:-P

--
Andrew
http://www.evil.geek.nz/

This email was brought to you by the number 64 and the colour brown

2666. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 09:16:57 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <dotHc.7074$NA1.656727@news02.tsnz.net>
Source record: 15222
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

James Weatherley, when stopped by the local constabulary on 7/07/2004
11:15 p.m., made the following statement:

>
> But the commodore disk drives were slower than tape ;)

Notice how they all went silent?

--
Andrew
http://www.evil.geek.nz/

2667. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 09:22:08 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040709102207.1840B@ilba14195.www.blueyonder.co.uk>
Source record: 15223

In article <E9tHc.7071$NA1.656510@news02.tsnz.net>,
palpatine@evilFULLSTOPgeek.nz (Andrew) wrote:
> > You live in la la land if you truly believe that... The SAM coupe is
> > nice (I have one), however if the C65 was released, it would have made
> > it look very ordinary.
>
> If I recall correctly, the Sam Coupe was released.
He said he had one....

> If I recall correctly the C65 wasn't.
He said as much

> You may return to your crayons now.
Only if you go back to school and learn to read.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2668. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 11:28:17 UTC
From: Jonathan Herr <dracosilver@wi.rr.com>
Message-ID: <ljvHc.1912$vN3.380@twister.rdc-kc.rr.com>
Source record: 15224
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
news:E9tHc.7071$NA1.656510@news02.tsnz.net...
> Bill Bertram, when stopped by the local constabulary on 7/07/2004 9:14
> a.m., made the following statement:
>
>
> > > You live in la la land if you truly believe that... The SAM coupe is
nice (I
> > have one), however if the C65 was released, it would have made it look
very
> > ordinary.
> > >
>
> Exqueeze me?
>
> If I recall correctly, the Sam Coupe was released.
>
> If I recall correctly the C65 wasn't.

He admitted that. He's saying the C65 WOULD be better IF it were
released...

> You may return to your crayons now.
>
> --
> Andrew
> http://www.evil.geek.nz/

--

Visit my website located at: http://earth.prohosting.com/dsilver/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.714 / Virus Database: 470 - Release Date: 7/2/04

2669. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 14:10:36 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <wHxHc.364$QW1.189@newsfe4-gui.ntli.net>
Source record: 15225
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
news:VjtHc.7072$NA1.656540@news02.tsnz.net...
> Jason, when stopped by the local constabulary on 9/07/2004 11:59 a.m.,
> made the following statement:

(As long as it's a WPC and there are handcuffs involved, all i'd say was
"guilty!" =-)

> > Oh, is this just a troll-induced skirmish or has the flame-war
officially
> > started for this year...? =-)
>
> Troll-induced skirmish. It won't take too long before those Comode
> chappies realise it was a troll.

Erm... i'm on the Commodore side of the fence. =-)
-- _____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /
_____\/__________________________\/TMR

2670. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 14:11:09 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <1IxHc.366$QW1.193@newsfe4-gui.ntli.net>
Source record: 15226
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
news:dotHc.7074$NA1.656727@news02.tsnz.net...
> James Weatherley, when stopped by the local constabulary on 7/07/2004
> 11:15 p.m., made the following statement:

> > But the commodore disk drives were slower than tape ;)
>
> Notice how they all went silent?

Well, they are quite quiet as 5..25" drives go...
-- _____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /
_____\/__________________________\/TMR

2671. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 14:21:34 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <ORxHc.393$QW1.102@newsfe4-gui.ntli.net>
Source record: 15227

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20040709102207.1840B@ilba14195.www.blueyonder.co.uk...
> In article <E9tHc.7071$NA1.656510@news02.tsnz.net>,
> palpatine@evilFULLSTOPgeek.nz (Andrew) wrote:

> > You may return to your crayons now.

> Only if you go back to school and learn to read.

Can i have the crayons in that case?
-- _____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /
_____\/__________________________\/TMR

2672. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 17:55:23 UTC
From: andyc69@tiscali.co.uk
Message-ID: <2l84g9F9ot07U1@uni-berlin.de>
Source record: 15228
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Jason" <tmr@cosine.spam.org.block.uk> wrote in message
news:1IxHc.366$QW1.193@newsfe4-gui.ntli.net...
> "Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
> news:dotHc.7074$NA1.656727@news02.tsnz.net...
> > James Weatherley, when stopped by the local constabulary on 7/07/2004
> > 11:15 p.m., made the following statement:
>
> > > But the commodore disk drives were slower than tape ;)
> >
> > Notice how they all went silent?
>
> Well, they are quite quiet as 5..25" drives go...

Well anything spinning that slowly isn't going to make much noise. ;-)

Did you ever get round to porting Chronos to the C64?

AndyC

2673. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 19:15:43 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <z9CHc.42358$qw1.5581@nwrddc01.gnilink.net>
Source record: 15229
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Jason" <tmr@cosine.spam.org.block.uk> wrote ...

> "Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
> news:dotHc.7074$NA1.656727@news02.tsnz.net...
>> James Weatherley, when stopped by the local constabulary on 7/07/2004
>> 11:15 p.m., made the following statement:
>
>>> But the commodore disk drives were slower than tape ;)
>>
>> Notice how they all went silent?
>
> Well, they are quite quiet as 5..25" drives go...

I once knew of a sysop who had his BBS in his bedroom. He was often awakened
in the wee hours of the morning by the noise from his 1541 drives. Or, so
said he, in explaining why he switched to 1581 drives. (I suspect the extra
storage capacity may have had something to do with the switch also.)

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2674. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 20:04:03 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <TSCHc.13726$yy1.5912@newsread2.news.atl.earthlink.net>
Source record: 15230
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
<andyc69@tiscali.co.uk> wrote in message
news:2l84g9F9ot07U1@uni-berlin.de...
>
> "Jason" <tmr@cosine.spam.org.block.uk> wrote in message
> news:1IxHc.366$QW1.193@newsfe4-gui.ntli.net...
> > "Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
> > news:dotHc.7074$NA1.656727@news02.tsnz.net...
> > > James Weatherley, when stopped by the local constabulary on 7/07/2004
> > > 11:15 p.m., made the following statement:
> >
> > > > But the commodore disk drives were slower than tape ;)
> > >
> > > Notice how they all went silent?
> >
> > Well, they are quite quiet as 5..25" drives go...
>
> Well anything spinning that slowly isn't going to make much noise. ;-)
>

Have to admit, that was a good one.
```

2675. Re: XF551 ROM

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 20:56:52 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <vP2dnR46ZJoLm3LdRVn-jA@pgtc.com>
Source record: 15231

Andreas Magenheimer wrote:
> Well,
> only a standard XF551 OS ROM ?!? I have that, as well as some other XF
> OS ROMs (standard XF551 OS ROM, two Hyper-XF OS ROMs, two Bob Woolley
> patched XF OS ROMS; where two ROMs always means one ROM for 5,25" / 40
> track and one ROM for 3,5" / 80 track drives)... greetings, Andreas.
>
> P.S.: If interested, just e-mail me...
>
>
>
> Marius Diepenhorst schrieb:
>
>>Hi!
>>
>>Who can provide me a the STANDARD XF551 OS file to burn in a 2764 eprom?
>>
>>My XF551 seems to be dead, and I think it is this OS chip.
>>
>>Thanks,
>>Marius
Would you please email me those ROMs?

Thanks, Tim (timwm@pgtc.net)

2676. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 21:12:34 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <40ef0a28$0$537$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 15232
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.oric

"qnr" <terry@timestorm.ross.com> wrote

>
> Well, ok - but limiting it to the "800" isn't particularly fair. That
> excludes results from the 400, the XLs, the XEs, etc.
>
> Oric vs. Atari 8-bit ... Atari wins

Isn't it fairer comparing the Oric (basically a single machine) to something like the 800 - a similar machine - rather than comparing to half a dozen machines ?

Steve M
PS who cares anyway ? I know what I like and that's what matters to me !

2677. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-09 21:54:05 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <1uEHc.7110$NA1.668587@news02.tsnz.net>
Source record: 15233
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jason, when stopped by the local constabulary on 10/07/2004 2:10 a.m.,
made the following statement:

> "Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
> news:VjtHc.7072$NA1.656540@news02.tsnz.net...
>
>>Jason, when stopped by the local constabulary on 9/07/2004 11:59 a.m.,
>>made the following statement:
>
>
> (As long as it's a WPC and there are handcuffs involved, all i'd say was
> "guilty!" =-)
>
>
>>>Oh, is this just a troll-induced skirmish or has the flame-war
>
> officially
>
>>>started for this year...? =-)
>>
>>Troll-induced skirmish. It won't take too long before those Comode
>>chappies realise it was a troll.
>
>
> Erm... i'm on the Commodore side of the fence. =-)

Excellent - so you must be familiar with the lack of humour and
overbearing seriousness of the Commode croud then ;)

(Personally I have both Speccies and Commodes [and Ataris before you
Atari fellows take this the wrong way - we still love you]. I feel I
can rubbish the lot of them with impunity! Bwahahaha!)

--
Andrew
http://www.evil.geek.nz/

2678. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 00:47:51 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <JJqdnX0aPPYloXLdRVn-jg@comcast.com>
Source record: 15235

er...um.....should I know what an "SDL" is?

-z-

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:ccivi9$9u4$2@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Hey, that's really neat!
> > I only tried it for 5 minutes, but it seemed to work just fine.
> > I quickly loaded my "mule.xfd" image....a favorite.
> > Does it recognize USB joysticks?
>
> As long as "SDL" recognizes them, yes sure. SDL is the media library I'm
> using as front-end, except for sound. Under linux, it requires the
joysticks
> in the specific device files, e.g. /dev/js0.
>
> > I had a little bit of a difficult time getting used to the menus but
they're
> > similar to other emulators.
>
> > The emulator was running on my toshiba laptop (windows 2000) - 650mhz,
192mb
> > ram.
>
> Wew, I really believed it would require a bit more CPU power.
>
> So long,
> Thomas

2679. Found ?? How to download??

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 04:23:10 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10eurp86ua6m0ff@corp.supernews.com>
Source record: 15236

http://www.newbreedsoftware.com/xlsearch/

On this site I have found several Programs and text, document files I would like to get, but I get a dialogue box that states. Denied access!!

Is this normal, do I need to be a member or are these files pointing to dead links.. ftp://ftp.atari.art.pl/ This site has the most failed downloads.

Regards,

RoyE

2680. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 06:35:13 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10ev3gs7q4av4b6@news.supernews.com>
Source record: 15237

On Fri, 09 Jul 2004 14:12:34 -0700, Steve Marshall wrote:

>
> Isn't it fairer comparing the Oric (basically a single machine) to
> something like the 800 - a similar machine - rather than comparing to
> half a dozen machines ?
>
> Steve M
> PS who cares anyway ? I know what I like and that's what matters to me !

Not really. When you search for Oric, you are getting pages related to
the Atmos, Oric-1, Telestrat and others. Atari 8-bit is fair, Atari
wouldn't be, because then you'd get the games consoles, 16/32-bit,
Transputers, Atari Games, etc. It's not important of course, just my
reasoning.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2681. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 08:23:26 UTC
From: bob <bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Message-ID: <BD15660E.27441%bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Source record: 15238
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.oric

in article 40ef0a28$0$537$ed2619ec@ptn-nntp-reader01.plus.net, Steve Marshall at sdm@atmosBlockA.plus.com wrote on 9/7/04 22:12:

>
> "qnr" <terry@timestorm.ross.com> wrote
>
>>
>> Well, ok - but limiting it to the "800" isn't particularly fair. That
>> excludes results from the 400, the XLs, the XEs, etc.
>>
>> Oric vs. Atari 8-bit ... Atari wins
>
> Isn't it fairer comparing the Oric (basically a single machine) to something
> like the 800 - a similar machine - rather than comparing to half a dozen
> machines ?
>
> Steve M
> PS who cares anyway ? I know what I like and that's what matters to me !
>
>

I agree !! for it to be valid test you should be comparing things like Date it was released, Cost, Memory size, Graphic capabilities, CPU speed, Basic functions, connectivity, expansion possibilities etc

Of course as far as I'm concerned My telestrat kicks ass!!

Bob
Somewhere in Scotland
--
To reply please remove the Capitals ANTI-SPAM-ANTI-SPAM from my email address.

2682. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 09:16:32 UTC
From: jpfilkins@cix.compulink.co.uk
Message-ID: <ccoc5gabm1@thorium.cix.co.uk>
Source record: 15239

In article <c346dfad.0407051741.72d3c76a@posting.google.com>,
rise_paws@yahoo.co.uk (Patrick Kain) wrote:

> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !

I'll argue that the Spectrum (rubber key version) was both good enough for the market place, and way cheeper than the C=64 and Atari 800. For the UK price of either the Atari or the Commodore you could buy 2 and a half to 3 Spectrums (untill the prices came tumbling down in 85-86)! But considering that you got twice the machine of the spectrum, maybe that is fair. Unfortunately both the C=64 and the Atari 800 only really came alive with a disk drive (making all in cost close to 5 or even £600) and the spectrum would cost only £130 and used fast loading tapes from regular tape decks (which were also cheep if not free to most of us). Most Spectrum owners will not admit it but we bought the speccy because it was the best supported and most capable machine we could afford!

Certainly the sinclair ZX81 and Spectrums get the prize for achiving so much with so little, but the C=64 and Atari 800s were for a long time the pinicle of 8-bit computing capability, and certainly more widely supported than the late arriving MSX-2, Elan/Enterprise or the Sam Coupe', all 3 of which were overshadowed by the arrival of simmilarly priced but much more capable Motorola 68000 based machines.

Masterpeice, of efficient minimalist design, yes, the best? Well I own Spectrum AND (several) Atari machines, which should give you an idea of where i stand on both these machines ;0)

Ragards
JP

2683. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 09:37:12 UTC
From: agila61@netscape.net
Message-ID: <c8cbc925.0407100137.4bc327b3@posting.google.com>
Source record: 15240
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Andrew <palpatine@evilFULLSTOPgeek.nz> wrote in message
news:<1uEHc.7110$NA1.668587@news02.tsnz.net>...
> Excellent - so you must be familiar with the lack of humour and
> overbearing seriousness of the Commode croud then ;)

> (Personally I have both Speccies and Commodes [and Ataris before you
> Atari fellows take this the wrong way - we still love you]. I feel I
> can rubbish the lot of them with impunity! Bwahahaha!)

Definitely. It comes from using a retro machine that was once
the most popular computer in the world. When the Playstation
has finally had its run, the retro Playstation people will be
more serious than the retro Sega Dreamcast and X marks the Box
people.

2684. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 10:51:52 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <1ueve0dajjqnpcvp18n8jrj6h3qb9hri28@4ax.com>
Source record: 15241
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

On 10 Jul 2004 02:37:12 -0700, agila61@netscape.net (Dr. Bruce R.
McFarling) wrote:

>> Excellent - so you must be familiar with the lack of humour and
>> overbearing seriousness of the Commode croud then ;)
>> (Personally I have both Speccies and Commodes [and Ataris before you
>> Atari fellows take this the wrong way - we still love you]. I feel I
>> can rubbish the lot of them with impunity! Bwahahaha!)
>Definitely. It comes from using a retro machine that was once
>the most popular computer in the world. When the Playstation
>has finally had its run, the retro Playstation people will be
>more serious than the retro Sega Dreamcast and X marks the Box
>people.

Pah! Don't you believe it! I'm a PS2 owner, and I know an X-Box owner
and a Nintendo Gamecube owner[1]. Those two are dead serious about
their machines, can't take any jokes about them whatsoever.

People with the most popular machines are less serious. Look at the
humour in CSS, and the po-faced mumblings in CSC. Aye thank yew.

[1] Thus meaning I know 50% of their user base, hur hur hur.

--
pete [at] ï¿½ W H E N B A C K E D I N T O A C O R N E R . . .
horseshoe ï¿½ "such a waste of space, such a small turd hanging on tightly to
[hyphen] ï¿½ the arsehole of humanity, that he just isn't worth spending any
inn [dot] ï¿½ time on." - Copyright infringer Nick Humphries talking about me.
co [dot] ukï¿½

2685. Re: Found ?? How to download??

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 16:00:24 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <soUHc.71$4L7.40@newssvr33.news.prodigy.com>
Source record: 15242

```
The link seems to work for me with IE 5.5. I didn't actually download
anything, but files and folders appear.
RoyE <r-dean@ charter.net> wrote in message
news:10eurp86ua6m0ff@corp.supernews.com...
> http://www.newbreedsoftware.com/xlsearch/
>
> On this site I have found several Programs and text, document files I
would
> like to get, but I get a dialogue box that states. Denied access!!
>
> Is this normal, do I need to be a member or are these files pointing to
dead
> links.. ftp://ftp.atari.art.pl/ This site has the most failed
> downloads.
>
>
> Regards,
>
> RoyE
>
>
```

2686. Parallel Devices

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 18:52:28 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0407101052.390f0649@posting.google.com>
Source record: 15243

Hi,

I like to develope a PBI-card and I'm looking for the following
dokumentation to programm the software as compatible as possible.

SURELY O.S. Rom Specification, S. Scheiman R. Nordin
Software Implementation of Parallel Devices, R. Nordin

Has ever anybody came across these dokuments. I managed to get
basically all docs on the hardware specifications.

I would highly appreciate any help in that direction.

Regards
Frank

2687. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 19:13:21 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040710201320.64665A@ilaskey.compulink.co.uk>
Source record: 15244

In article <ORxHc.393$QW1.102@newsfe4-gui.ntli.net>,
tmr@cosine.spam.org.block.uk (Jason) wrote:

> "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> news:memo.20040709102207.1840B@ilba14195.www.blueyonder.co.uk...
> > In article <E9tHc.7071$NA1.656510@news02.tsnz.net>,
> > palpatine@evilFULLSTOPgeek.nz (Andrew) wrote:
> > > You may return to your crayons now.
> > Only if you go back to school and learn to read.
> Can i have the crayons in that case?
Oh, OK, as long as you behave.

2688. Re: Parallel Devices

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 20:03:14 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <6YXHc.54369$%_6.3735@attbi_s01>
Source record: 15245

Frank,

there was a 4 part series in Analog (or antic) magazine regarding the
parallel port. I don't remember the issues, but you may want to check
them out. They're on the web, copied courtesy some fine atari fans.

Tony

Frank Schuster wrote:
> Hi,
>
> I like to develope a PBI-card and I'm looking for the following
> dokumentation to programm the software as compatible as possible.
>
> SURELY O.S. Rom Specification, S. Scheiman R. Nordin
> Software Implementation of Parallel Devices, R. Nordin
>
> Has ever anybody came across these dokuments. I managed to get
> basically all docs on the hardware specifications.
>
> I would highly appreciate any help in that direction.
>
> Regards
> Frank

2689. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 20:34:45 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <FpYHc.39851$Xq4.8829@nwrddc02.gnilink.net>
Source record: 15246
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Peter Thomas" <see-my-sig@hotmail.com> wrote ...

> People with the most popular machines are less serious. Look at the
> humour in CSS, and the po-faced mumblings in CSC. Aye thank yew.

I'll grant you that the Spectrum was the most popular 8-bit machine in the
UK. However... worldwide, the C64 was much more popular. (Reference:
Guinness Book of Records) ;-)

How's that for humor?

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

2690. Text Adventure Data Structures

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 20:41:53 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <ccpkah$8uh$6@chessie.cirr.com>
Source record: 15047

"Text Adventure Structures"

Since the mid-1970s, attempts have been made to write text adventures using a variety of methods. Zork (to use an early example) was originally written at M.I.T. on a PDP series mainframe (using an obscure programming language known as MUDDLE). Zork was then translated into FORTRAN IV by unknown persons, and by 1979 Infocom was formed to sell Zork to the computer industry at large.

The fact that Zork was plainly inspired from the original Adventure by Will Crowther and Don Woods suggested that adventure games were appealing enough to stick around for awhile.

By the time Zork took off, smaller memory personal computers were becoming commonplace. And so many people took it upon themselves to write adventure game drivers to fit an entire adventure game into a limited amount of RAM. People like Scott Adams and David Malmberg developed adventure games based on the two-word parser of the original Adventure.

The structure of a text adventure is essentially the same today. You have several key components, including the parser and data structures. The parser can be a simple (or complex) routine. It is essentially responsible for breaking down small sentences into individual words useful to the computer. Once matched against an array of data within the data structures themselves, the computer then branches to specific subroutines in order to effectively process the inputed data.

Data structures (on the other hand) rely both on numerical and alphanumerical data. Since data structures are almost entirely made up of a word list, the computer adventure can convert each word or phrase into a number used by the parser. So one can have an almost limitless word list consisting of verbs, nouns, adjectives and common phrases.

Just what does a parser or data structure look like? While a parser can vary wildly from one adventure to the next, data structures are more or less the same

across all adventure games.

A very simple two-word parser might look like this:

```
100
v=0:n=0:ne$="":n$="":n2$="":v$="":v2$="":pr=0:pt=0:nm=0:bz=0:FOR
X=1 TO 10:wd$(x)="":NEXT x:INPUT
A$:pt=1:nm=0:D$=A$:FOR a=1 TO LEN(D$)
101 IF MID$(D$, a, 1)=" " THEN A$=MID$(D$,pt,a-pt):
pt=a+1:nm=nm+1:wd$(nm)=A$
102 NEXT a:nm=nm+1:a$=MID$(D$$,pt,a-pt):wd$(nm)=A$
103 v$=wd$(1):n$=wd$(2):IF wd$(3)="and" OR
wd$(3)="then" THEN v2$=wd$(4):n2$=wd$(5):co=1
104 IF wd$(3)="in" OR wd$(3)="from" OR wd$(3)="to"
THEN v$=wd$(1):ne$=wd$(2):pr=1:bz=1
```

What lines 100 through 105 accomplish is to break the sentence into individual words, and then assign each of those words into a string array -- wd$(nm). "nm" equals the number of words entered in this case. The parser also allows from complex commands, including PUT and GET FROM (e.g. "put medallion in bag", "get medallion from bag", "give medallion to hobbit", etc.)

The next step is to check the entered data against a word list. This can be accomplished as follows:

```
105 v=0:FOR x=1 TO 30:IF v$=vb$(x) THEN v=x
106 NEXT:IF v=0 THEN PRINT"What? Check your
verb.":GOTO 100
107 n=0:FOR x=1 TO 299:IF ne$=no$(x) THEN n=x
108 NEXT:IF n=0 THEN PRINT"Huh? Check your noun.":GOTO
100
109 ON v GOSUB 120,130,140,150,160,170,180,190,200,210
110 IF co=1 THEN co=0:GOTO 105
111 GOTO 100
```

Note Lines 105 and 107. Line 105 assumes the data table has a total of 30 verbs, and checks it against the values stored in vb$(x) or v2$. If a match is found, v is set to x (v=x), and the parser jumps to Line 106. If a match is not found (v=0), then the message "What? Check your verb" is printed out and the parser returns to Line 100.

Line 107 checks for a valid noun, and assigns n to x if found (n=x). If not, n=0 and the message "Huh? Check your noun" is displayed, sending the parser back to Line 100.

Line 109 branches off to verb subroutines based on the value stored in v (ON v GOSUB...). In my own verb table, I set my verbs as follows:

1 - Go
2 - Get/Take
3 - Drop
4 - Inventory
5 - look
6 - examine
7 - read
8 - use
9 - climb
10 - light

Ten verbs should be enough for most adventures, although with a larger verb list, the adventure game can become far more playable and interesting.

Also, note Line 110. IF co equals 1 (IF co=1), then we set it back to 0 (THEN co=0) and hop back over to process the input again (to Line 105). This ensures that if a larger command has been entered -- "get sword and then go east" -- the parser recognizes it and works each command separately ("get sword" followed by "go east"). The advanced Infocom parsers used in Zork and other adventures utilized such a parser system.

Now on to data structures. What do they look like? Well, they can look like anything you want, so long as they contain the basis of the adventure game. For the purposes of this article, I will list a short data table and explain what each DATA statement means.

A simple data table might look like this:

```
500DATA"go",1,"get",2,"take",2,"drop",3,"inventory",4,"look",5,"examine",6
501DATA"read",7,"use",8,"climb",9,"light",10
502DATA"north",99,"south",99,"east",99,"west",99,"up",99,"down",99
503DATA"lantern",17,"oil",5,"torch",6,"book",12,"food",1,"wine",1,"water",2,"well",2,"alta
r",5,"bible",5
504DATA"rope",6,"barrels",6,"knapsack",6
505DATA"ogre",23,"werewolf",18,"villager",2,"clerk",3,"priest",5,"bartender",1,"paladin",1
7,"hobbit",24
506DATA"goblin",28,"knight",31,"barbarian",29,"dragon",20,"vampire",33,"ghost",38,"spider"
,40
```

Lines 500 through 501 list the appropriate verbs understood by the adventure game. In this instance, the verbs are followed by the appropriate verb number. The verb number is important because you can assign multiple verb names to the same verb number. In the case of "get" and "take" verbs, this branches to the same routine simply because both verbs do essentially the same thing. Such a verb list would allow you to create an entire dictionary of verbs that are

different words but do much the same action or actions.

Lines 502 through 506 contain the noun list used by the adventure. Each name is again followed by a number. But this time each number isn't a noun number, as it was in the above verb list. No, this time we are actually listing the noun locations for each object. For example, the lantern is located in room number 17, the oil in room 5, and the torch in room 6. This may also relate to monsters throughout the adventure, as the "ogre" lives in room 23, and the "werewolf" in room 18.

This simple data table is very limited, but it can be used as the starting basis for a more complex adventure. Also, remember that the player needs to be able to move about the adventure game. A data table for moving about the adventure would suffice as well.

Such a data table might resemble the following:

```
507 REM N, S, E, W, U, D
508 DATA0, 2, 0, 0, 4, 0: REM Room 1 (Tavern)
509 DATA1, 7, 3, 5, 0, 0: REM Room 2 (Village Well)
510 DATA0, 0, 0, 2, 0, 0: REM Room 3 (Town Shop)
511 DATA0, 1,10, 0, 0, 1: REM Room 4 (Upstairs Hall)
512 DATA0, 0, 2, 6, 0, 0: REM Room 5 (Village Church)
513 DATA0, 0, 5, 0, 0, 0: REM Room 6 (Storage Room)
514 DATA2, 8, 0, 0, 0, 0: REM Room 7 (In the Forest)
515 DATA7, 9,11,12, 0, 0: REM Room 8 (By a Clearing)
516 DATA8,13, 0, 0, 0, 0: REM Room 9 (On a Bridge)
517 DATA0, 0, 0, 4, 0, 0: REM Room 10(Small Room)
518 DATA0, 0, 0, 8, 0, 0: REM Room 11(By the Lake)
519 DATA0, 0, 8, 0, 0, 0: REM Room 12(By a Boulder)
520 DATA9, 0, 0,14, 0, 0: REM Room 13(By the Castle)
521 DATA0, 0,13,15, 0, 0: REM Room 14(In the Hall)
522 DATA16,0,14, 0, 0, 0: REM Room 15(In the Parlor)
523 DATA0,15, 0, 0, 0, 0: REM Room 16(By the Throne)
```

Line 507 is a REM statement that doesn't do anything remarkable. But what it does list is each cardinal direction the next DATA statements correspond with. So the first column of each DATA statement which follows represents the movement direction of NORTH, while the second is SOUTH, the third EAST, the fourth WEST, the fifth UP and the sixth DOWN. Notice that each of these DATA columns corresponds to a room location number. Lines 507 through 523 are thus the basis for a 6-directional map for a 16 room adventure game. It can obviously be expanded to include many more rooms, but this will suffice for now.

There is much more to the structure of an adventure game than either the parser or data tables themselves. The length of such an explanation is beyond the scope of this article. However, a storyline and introduction would help the casual game player to understand what your adventure game is all about. You might also add in the ability to talk to game objects (such as the villager or clerk), face combat with various monsters (such as the werewolf or barbarian) and handle random gaming events (such as time, weather, magical rooms, etc).

As you can see, the structure of an adventure game (even the parser and data structures) is fairly straightforward. Even a novice with little coding experience can sit down and write a simple text adventure in as few as three weeks. All it takes in imagination, a willingness to learn and the ability to develop a storyline.

The limits of the imagination (and available RAM) are the only limitations to what you can accomplish while writing a text adventure.

Sincerely,

Paul Allen Panks
dunric@yahoo.com

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2691. Re: Found ?? How to download??

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-10 23:09:55 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10f0tptihfla41b@corp.supernews.com>
Source record: 15048

Thanks,
I got it this time. Today it is working. I must have been doing some bad
before. Maybe my browser times out with XLsearch.
RoyE

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:soUHc.71$4L7.40@newssvr33.news.prodigy.com...
| The link seems to work for me with IE 5.5. I didn't actually download
| anything, but files and folders appear.
| RoyE <r-dean@ charter.net> wrote in message
| news:10eurp86ua6m0ff@corp.supernews.com...
| > http://www.newbreedsoftware.com/xlsearch/
| >
| > On this site I have found several Programs and text, document files I
| would
| > like to get, but I get a dialogue box that states. Denied access!!
| >
| > Is this normal, do I need to be a member or are these files pointing to
| dead
| > links.. ftp://ftp.atari.art.pl/ This site has the most failed
| > downloads.
| >
| >
| > Regards,
| >
| > RoyE
| >
| >
|
|

2692. Free Atari stuff - Puget Sound WA local pickup only

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 02:37:54 UTC
From: "William H.Gatez"
Message-ID: <j891f0dj4fkohgr0lod0l1nutdbii9ckcl@4ax.com>
Source record: 15049

I need the room. The following items are free to the first person who says they'll take them. All worked when last tested, but that was atleast 4 years ago, and longer for some items. Are stored in plastic containers indoors - this is not garage/attic junk. Everything clean and in good condition cosmetically. Some manuals included, a few items in original boxes. I think I have enough power supplies for everything, but not sure. Pretty close, tho. Must take all!

Atari 600XL AT85010762
Atari 1200XL 72R DA03011 163
Atari 1200XL 83S DA036969 178
Atari 800 426411
Atari 800 439132
Atari 800 454907
Atari 800XL 83AHA 57378 024
Atari 800XL 72RHA 106140 D-364
Atari 800XL 7YJ HA 11411473
Atari 800XL 72RHA 196411 D-454
Atari 400 201860
Atari 400 370264
Atari XEP-80 1004303 boxed/complete with manual, software, cables
Atari 1050 disk drive 7VDFF 44168 374
Atari 410 data recorder 405221
Atari 1010 data recorder
Atari 1050 disk drive 7VDFF 33749 364
Atari 1050 disk drive 83A FF 36071 524
Atari 810 disk drive AZ129534
Atari CX-85 numeric keypad boxed/complete w/all docs
Atari Bookkeeper Kit boxed/complete, w/all docs, software shrinkwrapped
Atari 1030 Modem 976 FE 33326 045 w/docs
Atari 1027 printer 9Z6FD36124463 boxed/complete - manuals, oil, power supply
Centronics printer adapter (1 boxed w/manual, 1 boxed; Mfr: Supra Corp)
Atari 1027 printer 9Z6FD36235463 with dust cover
Power supply model CO61636 for 1027
Centronics printer adapter mfr Digital Devices Corp.
Supra parallel interface 50690 model MPP1150
Atari MODEM XM301 A16B1033155
Atari remote-control joysticks 1 set
ICD P: R: Connection (interface)
Centronics printer adapter mfr: Digital Devices 'APE FACE' model XLP

serious inquiries only - please understand the following before
contacting me:

1. this stuff weighs a ton - I WILL NOT SHIP SO PLEASE DON'T ASK.
2. all items are as-is
3. you must pick up - city of allyn, wa (near bremerton)
4. you will need a large vehicle
5. you must take all

e-mail me at 034507691@excite.com

thanks

2693. Castle Adventure by David Malmberg

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 03:39:57 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <ccqcqdcib4@chessie.cirr.com>
Source record: 15050

```
100 PRINTCHR$(142)
102 PRINT"{clear}{down*4}{space*5}welcome to castle adventure"
104 PRINT"{down}{space*9}by david malmberg"
106 REM 43064 via moraga
108 REM fremont, california 94538
110 REM (415)651-6921
112 PRINT"{down*3}{space*2}based on the ideas, data structure"
114 PRINT"{space*2}and driver program of scott adams"
115 PRINT"{down*3}reading data tables -- just a moment"
116 REM data structure explained in creative computing august 1979
118 REM trs-80 version of driver program given in byte december 1980
140 x=y=z:k=r=v:n=ll=f:tp$=k$:w=ip=p:GOSUB 2102:tq=0:td=0
141 FORx=1TOnl:IFnv$(x,0)="get"THENtq=x
142 IFnv$(x,0)="dro"THENtd=x
143 NEXTx
144 DIM l1%(nl),u1%(nl)
145 FORx=0TOnl:l1%(x)=cl:u1%(x)=0:NEXTx
146 FORx=0TOcl:v=INT(c0%(x)/150)
150 IFx>u1%(v)THENu1%(v)=x
152 IFx<l1%(v)THENl1%(v)=x
155 NEXTx
156 FORx=0TOnl:IFl1%(x)=clANDu1%(x)=0THENu1%(x)=cl
157 NEXTx
170 PRINT"{clear}"
300 r=ar:lx=lt:df=0:sf=0:INPUT"use saved game (y or
n){space*3}n{left*3}";k$
310 IF LEFT$(k$,1)<>"y"THEN PRINT"{clear}":GOTO370
311 INPUT"{clear}{reverse on}t{reverse off}ape or {reverse on}d{reverse
off}isk{space*2}d{left*3}";k$
312 IFk$<>"t"ANDk$<>"d"THEN311
313 IFk$="t"THEN320
314 INPUT"drive {reverse on}0{reverse off} or {reverse on}1{reverse
off}{space*2}0{left*3}";k$
315 IFk$<>"0"ANDk$<>"1"THEN314
316 dn$=CHR$(34)+k$+":"
317 INPUT"{down}title{space*2}*{left*3}";lt$:IFlt$="*"THEN317
318 OPEN1,8,0,dn$+lt$+",s,r":GOTO340
320 INPUT"is saved game tape positioned";k$:IF LEFT$(k$,1)<>"y"THEN300
330 OPEN 1,1,0,"adventure game"
340 INPUT#1,sf,lx,df,r
350 FORx=0TOil:INPUT#1,ia(x):NEXTx
360 CLOSE1
370 GOSUB550:GOTO440
380 PRINT:INPUT"what do you want to do{space*2}{cm
```

```
b}{left*3}";tp$:PRINT:GOSUB450
390 IF f THENPRINT"you{sh space}use{sh space}word(s) i don't{sh
space}know!":GOTO380
400 GOSUB710:IFia(9)=-1THENlx=lx-1:GOTO420
410 GOTO440
420 IFlx<0THEN PRINT"light{sh space}has{sh space}run{sh
space}out!":ia(9)=0:GOTO440
430 IFlx<25THENPRINT"light{sh space}runs{sh space}out in";lx;"turns!"
440 nv(0)=0:GOSUB710:GOTO380
450 IFLEN(tp$)>1THEN469
451 IFtp$="u"THENtp$="go up":GOTO469
452 IFtp$="d"THENtp$="go down":GOTO469
453 IFtp$="e"THENtp$="go east":GOTO469
454 IFtp$="w"THENtp$="go west":GOTO469
455 IFtp$="n"THENtp$="go north":GOTO469
456 IFtp$="s"THENtp$="go south":GOTO469
457 IFtp$="i"THENtp$="inventory":GOTO469
458 IFtp$="l"THENtp$="look":GOTO469
459 IFtp$="h"THENtp$="help"
469 k=0:nt$(0)="":nt$(1)="":aa=0
470 FORx=1TOLEN(tp$):k$=MID$(tp$,x,1):IFk$=" "THENk=1:GOTO480
475 nt$(k)=LEFT$(nt$(k)+k$,ln)
480 NEXTx:FORx=0TO1:nv(x)=0:IFnt$(x)=""THEN540
490 FORy=0TOnl:k$=nv$(y,x):IFLEFT$(k$,1)="*"THENk$=MID$(k$,2)
500 IFx=1ANDy<7THENk$=LEFT$(k$,ln)
510 IFnt$(x)=k$THENnv(x)=y:GOTO530
520 NEXTy:GOTO540
530 IFLEFT$(nv$(nv(x),x),1)="*"THENnv(x)=nv(x)-1:GOTO530
540 NEXTx:IF(nv(0)=tqORnv(0)=td)ANDnv(1)<1THENaa=1:f=0:RETURN
545 f=nv(0)<1ORLEN(nt$(1))>0ANDnv(1)<1:RETURN
550 IFdfTHENIFia(9)<>-1ANDia(9)<>rTHENPRINT"it is too dark to see!":RETURN
560 k=-1:IFLEFT$(rs$(r),1)="*"THENPRINTMID$(rs$(r),2);:GOTO580
570 PRINT"you are{sh space}in{sh space}";rs$(r);
580 FORz=0TOil:IFkTHENIFia(z)=rTHENPRINT:PRINT"{down}visible{sh
space}items{sh space}here:":k=0
590 GOTO640
600 tp$=ia$(z):IFRIGHT$(tp$,1)<>"/"THENRETURN
610
FORw=LEN(tp$)-1TO1STEP-1:IFMID$(tp$,w,1)="/"THENtp$=LEFT$(tp$,w-1):RETURN
620 NEXTw
630 RETURN
640 IFia(z)<>rTHEN670
650 GOSUB600:IFPOS(0)+LEN(tp$)+3>39THENPRINT
660 PRINTtp$;".{space*2}";
670 NEXT:PRINT
680 k=-1:FORz=0TO5:IFkTHENIFrm(r,z)<>0THENPRINT:PRINT"obvious{sh
space}exits: ":k=0
690 IFrm(r,z)<>0THENPRINTnv$(z+1,1);" ";
700 NEXT:PRINT:PRINT:RETURN
710 f2=-1:f=-1:f3=0:IFnv(0)=1ANDnv(1)<7THEN1190
```

```
711 l2=l1%(nv(0)):u2=u1%(nv(0))
720 IFnv(0)<>0THEN750
722 v=INT(RND(1)*100+1)
725 FORx=l2TOu2
730 IFv<=c0%(x)THEN800
740 NEXTx:RETURN
750 IFaa=1THENGOSUB1810:RETURN
755 n=nv(1)+150*nv(0):v=150*nv(0):f4=0
757 IFnv(0)=tqORnv(0)=tdTHENf2=0
760 FORx=l2TOu2
765 IFn=c0%(x)ORv=c0%(x)THEN800
770 NEXTx:GOTO1650
800 f4=1:f2=-1:f=0:f3=-1:FORy=1TO5:ON y GOTO 810,820,830,840,850
810 w=c1%(x):GOTO860
820 w=c2%(x):GOTO860
830 w=c3%(x):GOTO860
840 w=c4%(x):GOTO860
850 w=c5%(x):GOTO860
860 ll=INT(w/20):k=w-ll*20:f1=-1
870 ONk+1GOTO1060,940,960,980,1000,1010,1020,1030,1040,1050,900,920
880 IFk<12THEN900
890 ONk-11GOTO950,970,990
900 f1=-1:FORz=0TOil:IFia(z)=-1THEN1060
910 NEXT:f1=0:GOTO1060
920 f1=0:FORz=0TOil:IFia(z)=-1THEN1060
930 NEXT:f1=-1:GOTO1060
940 f1=ia(ll)=-1:GOTO1060
950 f1=ia(ll)<>-1ANDia(ll)<>r:GOTO1060
960 f1=ia(ll)=r:GOTO1060
970 f1=ia(ll)<>0:GOTO1060
980 f1=ia(ll)=r ORia(ll)=-1:GOTO1060
990 f1=ia(ll)=0:GOTO1060
1000 f1=r=ll:GOTO1060
1010 f1=ia(ll)<>r:GOTO1060
1020 f1=ia(ll)<>-1:GOTO1060
1030 f1=r<>ll:GOTO1060
1040 f1=sfANDINT(2^ll+.5):f1=f1<>0:GOTO1060
1050 f1=sfANDINT(2^ll+.5):f1=f1=0
1060 f2=f2ANDf1:IFf2THENNEXTy:GOTO1080
1070 NEXTx:GOTO1650
1080 ip=0:FORy=1TO4:k=INT((y-1)/2+6):ONyGOTO1090,1100,1110,1120
1090 ac=INT(c6%(x)/150):GOTO1130
1100 ac=c6%(x)-INT(c6%(x)/150)*150:GOTO1130
1110 ac=INT(c7%(x)/150):GOTO1130
1120 ac=c7%(x)-INT(c7%(x)/150)*150
1130 IFac>101THEN1180
1140 IFac=0THEN1610
1150 IFac<52THENPRINTms$(ac):GOTO1610
1160 ONac-51GOTO1290,1330,1340,1360,1370,1380,1390,1360,1410,1430,1440
1170 ONac-62GOTO1450,1470,1480,1530,1570,1580,1590,1600,2021,1350
```

```
1180 PRINTms$(ac-50):GOTO1610
1190 l=df:IFlTHENl=dfANDia(9)<>r ANDia(9)<>-1:GOTO1210
1200 GOTO1220
1210 IFlTHENPRINT"dangerous{sh space}in{sh space}the{sh space}dark!"
1220 IFnv(1)<1THENPRINT"give{sh space}me{sh space}a{sh space}direction{sh
space}too.":GOTO1690
1230 k=rm(r,nv(1)-1)
1240 IFk>=1THEN1270
1250 IFlTHENPRINT"you fell{sh space}down{sh space}and{sh space}broke{sh
space}your{sh space}neck.":k=rl:df=0:GOTO1270
1260 PRINT"you can't{sh space}go{sh space}in{sh space}that{sh
space}direction!!":GOTO1690
1270 IF NOT l THENPRINT"{clear}"
1280 r=k:GOSUB550:GOTO1690
1290 l=0:FORz=1TOil:IFia(z)=-1THENl=l+1
1300 NEXTz
1310 IFl>=mxTHENPRINT"you've{sh space}too{sh space}much{sh
space}already!":GOTO1620
1320 GOSUB1700:ia(p)=-1:GOTO1610
1330 GOSUB1700:ia(p)=r:GOTO1610
1340 GOSUB1700:r=p:GOTO1610
1350 GOSUB1700:l=p:GOSUB1700:z=ia(p):ia(p)=ia(l):ia(l)=z:GOTO1610
1360 GOSUB1700:ia(p)=0:GOTO1610
1370 df=-1:GOTO1610
1380 df=0:GOTO1610
1390 GOSUB1700
1400 sf=INT(.5+2^p)OR sf:GOTO1610
1410 GOSUB1700
1420 sf=sf ANDNOT INT(.5+2^p):GOTO1610
1430 PRINT"you're{sh space}dead{.*3}":r=rl:df=0:GOTO1470
1440 GOSUB1700:l=p:GOSUB1700:ia(l)=p:GOTO1610
1450 INPUT"this{sh space}game{sh space}is{sh space}now{sh
space}over.{space*2}another{sh space}game";k$:IFLEFT$(k$,1)="n"THENEND
1460 FORx=0TOil:ia(x)=i2(x):NEXT:PRINT"{clear}":GOTO300
1470 GOSUB550:GOTO1610
1480 l=0:FORz=1TOil:IFia(z)=tr THENIFLEFT$(ia$(z),1)="*"THENl=l+1
1490 NEXTz:PRINT"you've stored";l;"treasures. on{sh space}a{sh
space}scale"
1500 PRINT"of 0 to 100 that{sh space}rates{sh space}a";INT(l/tt*100)
1510 IFl=ttTHENPRINT"well{sh space}done. ":GOTO1450
1520 GOTO1610
1530 PRINT"you have:":k$="nothing":FORz=0TOil:IFia(z)<>-1THEN1560
1540 GOSUB600:IFLEN(tp$)+POS(0)>39THENPRINT
1550 PRINT tp$;".",;:k$=""
1560 NEXT:PRINTk$:GOTO1610
1570 p=0:GOTO1400
1580 p=0:GOTO1420
1590 lx=lt:ia(9)=-1:GOTO1610
1600 PRINT"{clear}"
1610 NEXTy
```

```
1620 IFnv(0)<>0THEN1650
1630 NEXTx
1650 IFnv(0)=0THEN1690
1652 IFnv(0)<>tqANDnv(0)<>tdANDf4=0THENPRINT"i don't understand your
command"
1655 IFf2THEN1690
1656 IFnv(0)<>tqANDnv(0)<>tdANDNOTf2THENPRINT"nothing happened":RETURN
1660 IFnv(0)=tqTHENGOSUB1790
1665 IFnv(0)=tdTHENGOSUB1790
1675 IFf=0THEN1690
1680 IF NOT f2THENPRINT"you can't{sh space}do{sh space}that{sh space}yet."
1690 RETURN
1700 ip=ip+1
1710 ONipGOTO1720,1730,1740,1750,1760
1720 w=c1%(x):GOTO1770
1730 w=c2%(x):GOTO1770
1740 w=c3%(x):GOTO1770
1750 w=c4%(x):GOTO1770
1760 w=c5%(x):GOTO1770
1770 p=INT(w/20):m=w-p*20:IFm<>0THEN1700
1780 RETURN
1790 IFnv(0)=0THEN2010
1800 IFnv(1)=0THENPRINT"what?":GOTO1950
1810 IFnv(0)<>tqTHEN1840
1820 l=0:FORz=0TOil:IFia(z)=-1THENl=l+1
1830 NEXT:IFl>=mxTHENPRINT"you've{sh space}too{sh space}much{sh
space}already!":GOTO1950
1840 k=0:FORx=0TOil:IFRIGHT$(ia$(x),1)<>"/"THEN1960
1850 ll=LEN(ia$(x))-3:tp$=MID$(ia$(x),ll,3)
1880 IFtp$<>nt$(1)THEN1960
1890 IFnv(0)=tqTHEN1920
1900 IFia(x)<>-1THENk=1:GOTO1960
1910 ia(x)=r:k=3:GOTO1940
1920 IFia(x)<>rTHENk=2:GOTO1960
1930 ia(x)=-1:k=3
1940 PRINT"ok, ":PRINT
1950 f=0:RETURN
1960 NEXTx
1970 IFk=1THENPRINT"you do not have it!"
1980 IFk=2THENPRINT"i don't{sh space}see{sh space}it{sh space}here."
1990 IFk=0ANDnv(1)=0THENPRINT"it's beyond your power to do that.":f=0
1995 IFk=0ANDnv(1)<>0THENf=1
2000 IFk<>0THENf=0
2010 RETURN
2021 PRINT"{clear}"
2022 INPUT"{reverse on}t{reverse off}ape or {reverse on}d{reverse
off}isk{space*2}d{left*3}";k$
2023 IFk$<>"t"ANDk$<>"d"THEN2022
2024 IFk$="t"THEN2030
2025 INPUT"drive {reverse on}0{reverse off} or {reverse on}1{reverse
```

```
off}{space*2}0{left*3}";k$
2026 IFk$<>"0"ANDk$<>"1"THEN2025
2027 dn$=CHR$(34)+k$+":"
2028 INPUT"{down}title{space*2}*{left*3}";lt$:IFlt$="*"THEN2028
2029 OPEN1,8,1,dn$+lt$+",s,w":GOTO2050
2030 INPUT"output tape ready to save game";k$:IF LEFT$(k$,1)<>"y"THEN2030
2040 OPEN1,1,1,"adventure game"
2050 c$=CHR$(13):PRINT#1,sf;c$;lx;c$;df;c$;r;c$;
2060 FORw=0TOil:PRINT#1,ia(w);c$;
2070 FORz9=1TO10:NEXTz9
2080 NEXTw:CLOSE1
2081 GOTO1610
2102 READtl$
2108 READil,cl,nl,rl,mx,ar,tt,ln,lt,ml,tr
2109 cc=cl+3:nn=nl+12
2110
DIMnv(1),c0%(cc),c1%(cc),c2%(cc),c3%(cc),c4%(cc),c5%(cc),c6%(cc),c7%(cc)
2120 DIM nv$(nn,1),ia$(il),ia(il),rs$(rl),rm(rl,5),ms$(ml),nt$(1),i2(il)
2130 FORx=0TOclSTEP2:y=x+1
2140 READc0%(x),c1%(x),c2%(x),c3%(x),c4%(x),c5%(x),c6%(x),c7%(x)
2150 READc0%(y),c1%(y),c2%(y),c3%(y),c4%(y),c5%(y),c6%(y),c7%(y)
2155 NEXTx
2160 FORx=0TOnlSTEP5
2170 READnv$(x+0,0),nv$(x+0,1)
2171 READnv$(x+1,0),nv$(x+1,1)
2172 READnv$(x+2,0),nv$(x+2,1)
2173 READnv$(x+3,0),nv$(x+3,1)
2174 READnv$(x+4,0),nv$(x+4,1)
2180 NEXTx
2190 FORx=0TOrl:READrm(x,0),rm(x,1),rm(x,2),rm(x,3),rm(x,4),rm(x,5),rs$(x)
2195 NEXTx
2200 FORx=0TOml:READms$(x):NEXTx
2210 FORx=0TOil:READia$(x),ia(x):i2(x)=ia(x)
2220 NEXTx:ms$(69)=ms$(69)+" with your head!":RETURN
3000 DATAcastle,65,171,55,42,5,1,11,3,100,73,12
3010 DATA5,281,280,0,0,0,6655,0,8,883,0,0,0,0,16076,0
3020 DATA20,883,564,0,0,0,16108,16200,25,484,265,260,0,0,7983,0
3030 DATA25,344,265,260,0,0,7983,0,40,902,1032,0,0,0,10613,9150
3040 DATA40,224,262,280,20,200,6352,8754,50,784,265,1165,260,0,7983,0
3050 DATA50,584,905,900,0,0,8065,0,50,1183,0,0,0,0,17400,0
3060 DATA50,264,322,0,0,0,10501,5761,100,264,134,120,140,0,10800,0
3070 DATA100,124,0,0,0,0,8550,0,100,264,121,120,140,0,10800,0
3080 DATA100,883,324,0,0,0,16162,0,100,28,660,200,20,0,9364,9960
3090 DATA100,664,0,0,0,0,9813,0,100,264,181,180,40,0,10800,0
3100 DATA100,883,624,0,0,0,16159,0,100,883,804,0,0,0,16160,0
3110 DATA100,262,581,260,220,0,6812,0,150,281,0,0,0,0,1243,0
3120 DATA161,224,722,620,0,0,8170,9600,161,824,1222,780,0,0,8170,9600
3130 DATA161,1062,800,0,0,0,8170,9600,168,682,440,0,0,0,8170,9600
3140 DATA170,44,60,0,0,0,8170,9600,170,24,60,0,0,0,8170,9600
3150 DATA171,104,240,0,0,0,8170,9600,172,104,120,0,0,0,8170,9600
```

```
3160 DATA172,124,140,0,0,0,8454,10564,173,284,260,0,0,0,8170,9600
3170 DATA173,84,260,0,0,0,8170,9600,174,562,300,0,0,0,8170,9600
3180
DATA174,662,304,280,660,280,8162,10564,174,662,284,300,660,300,8162,10564
3190 DATA174,662,224,200,660,200,8162,10564,174,761,0,0,0,0,1200,0
3200 DATA174,662,204,220,660,220,8162,10564,174,63,0,0,0,0,4500,0
3210 DATA176,462,800,0,0,0,8170,9600,177,204,0,0,0,0,5100,0
3220 DATA179,204,0,0,0,0,5100,0,179,284,0,0,0,0,5100,0
3230
DATA185,302,84,300,380,380,9354,10564,185,302,384,300,80,80,9354,10564
3240 DATA185,222,0,0,0,0,1200,0,193,842,560,0,0,0,8170,9600
3250 DATA201,0,0,0,0,0,1200,0,1050,604,0,0,0,0,900,0
3260 DATA1050,724,0,0,0,0,900,0,1050,280,0,0,0,0,7806,9900
3270 DATA1200,262,0,0,0,0,3750,0,1200,281,0,0,0,0,1243,0
3280 DATA1213,1162,1054,1040,0,0,7815,0,1215,0,0,0,0,0,9900,0
3290 DATA1216,0,0,0,0,0,3323,0,1223,84,0,0,0,0,1211,0
3300 DATA1224,662,660,60,0,0,8302,2250,1230,462,634,620,0,0,2452,0
3310 DATA1230,484,442,440,460,600,10852,150,1242,704,963,960,520,0,9402,0
3320
DATA1246,544,880,0,0,0,7907,16200,1248,1062,1060,1080,1000,0,10852,17100
3330 DATA1249,0,0,0,0,0,10618,9150,1818,682,141,0,0,0,4650,0
3340 DATA1808,43,141,0,0,0,1231,0,1808,43,132,0,0,0,1246,0
3350 DATA1808,43,123,40,180,0,4872,10350,1810,183,40,180,0,0,2322,0
3360 DATA1818,682,132,0,0,0,1246,0,1818,682,121,680,700,0,10870,9620
3370 DATA1800,0,0,0,0,0,3600,0,2428,84,381,400,320,380,10855,2250
3380 DATA2437,281,0,0,0,0,3324,3450,2439,503,500,0,0,0,8373,1800
3390 DATA3174,204,61,60,660,0,4405,7950,3174,63,724,60,0,0,8352,15450
3400 DATA3174,284,61,60,660,0,4405,7950,3174,63,604,60,0,0,8352,15450
3410 DATA3174,63,60,0,0,0,2303,0,3178,84,381,400,320,380,10855,2250
3420 DATA3181,526,0,0,0,0,1350,0,3181,521,265,520,0,0,2303,0
3430 DATA3181,521,262,520,0,0,18053,0,3191,983,724,980,0,0,8352,15450
3440 DATA3191,604,920,0,0,0,8352,15450,3300,0,0,0,0,0,9813,0
3450 DATA3499,0,0,0,0,0,17550,0,3462,0,0,0,0,0,9750,0
3460 DATA3468,0,0,0,0,0,764,0,3469,0,0,0,0,0,763,0
3470 DATA3471,0,0,0,0,0,764,0,3472,0,0,0,0,0,764,0
3480 DATA3476,0,0,0,0,0,764,0,3480,0,0,0,0,0,871,0
3490 DATA3484,0,0,0,0,0,871,0,3492,0,0,0,0,0,763,0
3500 DATA3450,0,0,0,0,0,10564,0,3900,0,0,0,0,0,9750,0
3510 DATA4050,0,0,0,0,0,9900,0,4207,0,0,0,0,0,10650,0
3520 DATA4350,262,0,0,0,0,3750,0,4361,1082,1052,0,0,0,1203,0
3530 DATA4361,224,265,641,720,240,10815,600,4361,224,265,646,0,0,450,0
3540
DATA4361,1082,1043,1060,1080,0,10815,600,4361,1041,1220,1100,820,0,10854
3560 DATA10564,4361,824,1046,0,0,0,1203,0,4369,161,134,120,0,0,7985,0
3570 DATA4369,161,133,0,0,0,1500,0,4369,161,154,140,0,0,7985,0
3580 DATA4380,0,0,0,0,0,2250,0,4392,0,0,0,0,0,10619,9150
3590 DATA4393,822,820,840,0,0,10815,600,4525,784,1160,260,0,0,10849,7650
3600 DATA4525,262,820,0,0,0,8149,7500,4500,0,0,0,0,0,3600,0
3610 DATA4963,1162,1040,0,0,0,2302,0,4962,0,0,0,0,0,9750,0
3620 DATA4963,1174,0,0,0,0,5400,0,4950,0,0,0,0,0,2700,0
```

```
3630
DATA5111,1062,1043,1060,1080,0,10815,450,5111,824,1041,1220,1100,0,10815
3650 DATA450,5250,84,0,0,0,0,5850,0,5250,404,0,0,0,0,5400,0
3660 DATA5250,724,49,40,0,0,8805,0,5250,764,0,0,0,0,1050,0
3670 DATA5250,604,49,40,0,0,8805,0,5250,484,0,0,0,0,6150,0
3680 DATA5250,464,0,0,0,0,6150,0,5250,262,0,0,0,0,15600,0
3690 DATA5250,744,0,0,0,0,1050,0,5250,281,0,0,0,0,7050,0
3700 DATA5250,48,40,0,0,0,9106,0,5250,0,0,0,0,0,5550,0
3710 DATA5400,0,0,0,0,0,2850,0,5550,0,0,0,0,0,3150,0
3720 DATA5708,183,40,180,0,0,2322,0,5711,1082,1052,0,0,0,1246,0
3730 DATA5711,1082,1043,1060,1080,0,10815,600,5711,224,265,646,0,0,450,0
3740 DATA5711,824,1046,0,0,0,1246,0,5711,1041,1220,1100,820,0,10854,10564
3750 DATA5718,702,0,0,0,0,1322,0,5850,483,480,0,0,0,3055,0
3760 DATA5888,483,480,0,0,0,8265,3000,6000,503,500,0,0,0,3055,0
3770 DATA6023,0,0,0,0,0,900,0,6039,503,500,0,0,0,2270,0
3780 DATA6161,824,521,1100,1220,0,10815,6064,6161,824,526,0,0,0,1246,0
3790 DATA6450,84,260,0,0,0,8170,9600,6450,284,260,0,0,0,8170,9600
3800 DATA6632,422,654,640,0,0,7965,150,6770,521,24,0,0,0,6000,0
3810 DATA6770,521,44,0,0,0,6000,0,6770,526,0,0,0,0,1246,0
3820 DATA6774,562,521,560,300,220,10840,8250,7080,621,0,0,0,0,4200,0
3830 DATA7080,601,753,0,0,0,7200,0,7080,601,754,740,0,0,5303,0
3840 DATA7084,464,0,0,0,0,3927,0,7236,763,760,0,0,0,7815,0
3850 DATA7536,761,760,0,0,0,7965,0,7650,824,780,0,0,0,8170,9600
3860 DATA7650,744,760,0,0,0,8170,9600,7650,764,740,0,0,0,8170,9600
3870 DATA7845,1183,1180,1200,0,0,10820,9666,7840,1203,0,0,0,0,3000,0
3880 DATA7800,0,0,0,0,0,3600,0,8260,702,0,0,0,0,1322,0
3890 DATAaut,any,go,north,*ent,south,*run,east,*wal,west
3900 DATA*cli,up,*cra,down,jum,gam,get,tor,*tak,*on
3910 DATA*pic,off,*cat,doo,lig,sco,*tur,key,*tor,hel
3920 DATA*bur,inv,dro,sig,*rel,aro,*spi,fir,*lea,kna
3930 DATA*giv,tre,thr,hil,qui,cav,loo,wat,*sho,rop
3940 DATA*see,gua,sco,pas,inv,ope,sav,pil,ope,wal
3950 DATAatt,boo,*kil,axe,*fig,pia,fin,*mus,loc,gra
3960 DATAhel,dra,say,hor,sto,arm,unl,foo,eat,win
3970 DATAdri,pri,bre,lad,*sma,che,swi,cof,pla,*sta
3980 DATAcut,toa,*cho,sku,rea,bat,rid,bar,*mou,cob
3990 DATAdis,*web,iva,led,kis,"",*lov,"",*fuc,""
4000 DATAfir,"","","","","","","","",""
4010 DATA0,0,0,0,0,0,""
4020 DATA1,4,1,2,0,0,a thick woods
4030 DATA2,4,1,5,0,0,a dark forest
4040 DATA0,0,0,0,0,1,*you are on a branch near the top of a tree
4050 DATA1,0,0,0,0,0,*you are by the water's edge of the moat
4060 DATA0,0,2,0,0,0,a clearing by the side of a small hill
4070 DATA0,0,5,0,0,0,*you are by the entrance to a cave
4080 DATA0,7,6,8,7,0,a large cavern with tunnels going off in all
directions
4090 DATA8,8,7,8,9,8,a small cavern with many openings leading from it
4100 DATA8,8,8,10,9,8,a low passage-way
4110 DATA0,0,9,0,0,0,a large cavern with high sheer walls
```

```
4120 DATA0,0,0,0,0,0,a small room carved into the cave wall
4130 DATA2,1,0,0,0,5
4140 DATA*you are on the top of a small hill--the castle is south
4150 DATA4,14,0,0,0,0,the water--it is icy cold
4160 DATA13,0,0,0,0,0,*you are by the outer castle walls
4170 DATA0,0,18,0,16,0,*you are on a catwalk near the west tower
4180 DATA0,0,0,17,0,15,a small chamber in the west tower
4190 DATA0,0,16,0,0,0,the guards' quarters
4200 DATA0,0,20,15,0,19,the west end of a great hall
4210 DATA23,0,0,0,18,0,the castle courtyard
4220 DATA21,0,0,18,24,0,the east end of the great hall
4230 DATA0,20,0,19,0,0,the kitchen
4240 DATA18,0,0,0,0,25,a secret passage behind the fireplace
4250 DATA0,19,0,0,0,0,the castle's stables
4260 DATA0,0,0,0,26,20,the baron's private chambers
4270 DATA0,0,0,0,22,27,a long low tunnel sloping downward
4280 DATA0,0,0,0,0,24,the turret room of the east tower
4290 DATA0,0,0,0,25,0,the baron's family crypt
4300 DATA0,0,29,0,27,0,a cavern with iridescent glowing walls
4310 DATA0,30,0,28,0,0,an odd-shaped room with a strange smell
4320 DATA29,0,0,0,0,0
4330 DATA*you are on a ledge on the north side of a deep and wide chasm
4340 DATA32,11,0,34,0,0,the east end of a large cavern
4350 DATA33,31,0,0,0,35,*you are at a cross-roads in a long tunnel
4360 DATA0,0,0,0,0,0,*you are lost in the pet roms
4370 DATA35,0,31,0,0,0,the west end of a large cavern
4380 DATA0,34,36,0,32,0,the baron's secret stronghold
4390 DATA0,0,0,35,0,0
4400 DATA*you are on a ledge on the south side of a deep and wide chasm
4410 DATA0,0,0,0,0,0,the baron's treasure room
4420 DATA38,39,0,0,38,39,a twisting tunnel in the dungeon
4430 DATA38,39,0,0,38,39,a long passage-way with rows of cells
4440 DATA0,0,37,24,0,0,a secret passageway
4450 DATA0,0,0,0,0,0,a dungeon cell
4460 DATA33,3,33,33,33,12,*pick a direction and you might return tolife
4470 DATA"",there's a strange sound,nothing happens,it's locked,it's open
4480 DATAthere's something there-maybe you should
4500 DATAthat's not very safe,you may need magic here,sorry...you can't
4510 DATAyou don't have it,it's empty,you have no container
4530 DATAwhat a waste...,open it?,go there?,ok...,you found something!
4540 DATAyou didn't find anything
4560 DATAyou don't see it here,use one word,oh...that feels good!
4570 DATAto stop game say quit,a voice booms out...,leave it alone!
4590 DATAdon't be silly!,the guard won't let you!,the baron sucks eggs!
4600 DATAread scott for magic word,ivanhoe!
4610 DATAthe hook catches and the rope hangs down
4630 DATAyou have to throw it first!,the matches are too wet,it is blazing
4640 DATAan angry-looking guard appears,it's too high and steep
4650 DATAsomething fell out
4660 DATAtry the piano,be adventerous!,you made a tasty meal!
```

```
4670 DATAyou need some exercise,crash...it's down!,reading improves the
mind
4690 DATAthe guard throws you over the edge,with a broken arm
4700 DATAyour arm has healed,the guard mistakes you for the baron
andleaves
4710 DATAyou don't have the necessary resources,time heals all things
4730 DATAtry another book,it was a fierce fight,but you lost
4740 DATAbut you finally won,it disappears,into the chasm
4760 DATAleave peacefully!,throw something,sorry about that
4770 DATAthe skull speaks---,beware the vampire,beware the chest
4790 DATAbeware the gold bars,you just lost your cursor and the game is
over
4800 DATAleave the guard in his quarters,the bat just bite you
4810 DATAthe door slams shut!,you hear the flap of wings
4830 DATAthe toad says--rib-bit!
4840 DATAyou see a poisonous spider crawling toward you
4850 DATAyou were just bitten by a poisonous spider
4860 DATAthe baron suddenly appears with a large sword and it's off
4870 DATAit missed!,read it?,you have no water,the bottle shatters!
4900 DATAtrees,1,trees,2,unlite torch/tor/,6
4910 DATArope with grappling hook on end/rop/,9,cave in the side of the
hill,5
4920 DATAsign saying--no swimming--danger!,4,matches/mat/,0,soggy
matches/mat/
4930 DATA18,knapsack/kna/,-1,blazing torch/tor/,0,the castle across the
water,4
4940 DATAthe drawbridge is up,4,a heavy oak door,11,an angry-looking
guard,11
4950 DATAa broken arm,0,the drawbridge is down,0
4960 DATAa school of man-eating piranha,13
4970 DATAsign -- leave treasure here--say 'score',12
4980 DATAopening in the wall--high up near the top of the cavern,10
4990 DATA*magic sleeping pills*/pil/,12,a school of sleepy piranha,0
5000 DATAa grand piano,20,a bookcase filled with classics,24
5010 DATAa secret passage behind the bookcase,0,food/foo/,21,wine/win/,21
5020 DATAa battle axe/axe/,17,graffiti on the walls,23
5030 DATAa thick rope holding the drawbridge up,19,*silver suit of
armor*/arm/
5040 DATA24,a book of horror stories/boo/,0,*rare 1st edition of
scott*/boo/,0
5050 DATAsome piano keys/key/,0,a rope hanging down,0,a fireplace,18
5060 DATAa fireplace with a blazing fire,0,an open door,0
5070 DATA*a large diamond*/dia/,0,*the baron's best horse*/hor/,23,muddy
water
5080 DATA4,*jeweled urn*/urn/,27,coffin,27,an open coffin with stairs
inside,0
5090 DATAbones/bon/,27,skull/sku/,27,a vampire bat,0,*bag of
rubies*/rub/,29
5100 DATAsign--danger--go back!,32,*treasure chest*/che/,35,a long
ladder/lad/
```

```
5110 DATA36,*gold bars*/bar/,37,*silver cross*/cro/,37,guard's keys/key/,0
5120 DATAan open doorway,37,a locked steel door,0,a locked oak door,41
5130 DATAanother ledge on the north side,36,a narrow ledge on the other
side
5140 DATA30,an unconscious guard,0,a horny toad/toa/,41
5150 DATA*beautiful princess*/pri/,0,an open doorway,0,the castle to the
south
5160 DATA3,cobwebs,27,cobwebs,35,cobwebs,38
```

(eof)

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

2694. FA: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 10:16:49 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <5e0d8$40f112c7$3e6d6a93$546@nf3.news-service-com>
Source record: 15051

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=8093&item=5108304691

2695. Re: atari++ 1.36 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 11:18:23 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <40F121FF.7090208@math.tu-berlin.de>
Source record: 15052

Z.Beeblebrox wrote:
> er...um.....should I know what an "SDL" is?

This is the "simple direct media library", actually the part that does all the interfacing towards graphics and joysticks and sound (up to the 1.35, no longer now). Thus, atari++ can do joysticks as long as this library can. Which, honestly, I don't know for USB style joysticks, but since the lib interfaces with the win32 system and is of good quality, I would highly believe so.

So long,
Thomas

2696. CD ROM (what can I burn)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 19:29:21 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <40f19518$0$155$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15054

Howdy folks

Anybody know if it is possible (with the right image ofcourse) to burn whatever you want on a CD ROM?

And if we want to use 512 byte sectors, and we want this CD ROM to be readable by anything that expects ISO9660, do we place the PVC on sector 16 (as with ISO9660) or do we have to put it somewhere near sector 64 (2048 bytes normally divided by 512 bytes now is 4. 4 times 16 is sector number 64.)

CU Mathy van Nisselroy

PS does buffer underrun proof mean even if one bit comes in every hour, it still won't go wrong or is there a minimum to the speed data should be delivered?

2697. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 20:03:34 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <e933f5cc4c.planet14@localhost.local>
Source record: 15053
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Alan Reed" wrote:
> "|<evin" <nospam@nospam.com> wrote in message
> > On 6 Jul 2004 23:33:39 -0700, A936@hotmail.com (Alvin) wrote:
> > >> Maybe in your country. In the US nothing outsold the Commodore 64 and
> > >> there were always more Atari's & Apple's then Sinclairs!!!
> > >
> > >If your country is the US, I am talking about your country.
> > >You may have been too young or involved in computing too
> > >late to be aware of it, but I assure you I know what I am
> > >talking about. In the period of time being referred to,
> > >the C64 was very young and was still not selling as well as
> > >the VIC-20.
> >
> > you're wrong. Listen the Timex never outsold the Apple IIe or Atari
> > it may have outsold the commodore for a few months when it first came
> > out since the sinclair pre-dated commodore 64's release.
> >
> I remember seeing a LOT of Timex/Sinclairs. I wouldn't be surprised if
> they did outsell everyone else for a very brief moment. My recollection
> is that everyone and their brother was buying one, they were practically
> giving them away. The reason they're so forgettable is that no one
> actually used them. People were snagging them just so they could join
> the "computer revolution", then they discovered what junk they were.
> Most folks I knew who bought one felt ripped off, even at the $15 or
> $20 price.

If you think the TS1000 is bad then you should have paid serious money for
Altair waited forever and got something that had LEDs for display and
toggle switch to change memory locations, the MK14 is better than that.
Any problems with the TS1000 could be got round, you just had to try or
get a Spectrum. It's pity Timex pulled out denied the US the pleasure of
the humble speccy, the did not reverse import the TS1500 and TS2068.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2698. Re: Text Adventure Data Structures

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-11 22:44:59 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <ccsftbnet4@chessie.cirr.com>
Source record: 15055

Oops, made an error. Line 103 should actually read:

```
103 v$=wd$(1):ne$=wd$(2):IF wd$(3)="and" OR
wd$(3)="then" THEN v2$=wd$(4):n2$=wd$(5):co=1
```

Note the "ne$=wd$(2)" and not "n$=wd$(2)". "ne$" sets the valid noun for the parser routine.

Sincerely,

Paul Allen Panks
dunric@yahoo.com

2699. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 02:25:00 UTC
From: "the.sentinel" <the@senti.nel>
Message-ID: <10f3tivbnpg7a1@corp.supernews.com>
Source record: 15056
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

--

Graphics, Utilities, and an Egg
http://mondodizzy.members.easyspace.com/
http://webpages.charter.net/the.sentinel/
http://dizzypetition.members.easyspace.com/

"|<evin" <nospam@nospam.com> wrote in message
news:339me05p6b6ahnjofmvso5hp7btvpngki4@4ax.com...
> On 6 Jul 2004 12:20:12 -0700, A936@hotmail.com (Alvin) wrote:
>
> >here was a time when
> >the TS1000 was outselling Commodore, Atari, Apple and
> >Tandy combined.
>
>
> Maybe in your country. In the US nothing outsold the Commodore 64 and
> there were always more Atari's & Apple's then Sinclairs!!!
>
>
>
>
>
> kvn

not in my experience. before leaving the USA in 1986 the most common
computer i came across was the Timex and the ZX81 kit, then maybe the Apple.
Atari to me was still only a console in my mind since i had never seen an
Atari computer. one summer abroad i had the pleasure of using and playing
games on a relative's TC2068. this was in "my" case. you may say i was
living under a rock then but it doesn't change what "i" was exposed to. also
i never heard of the Commodore 64 until i arrived in Europe. One kid, a very
young cousin, had one. Sinclairs are my main machines, but i like them all
really.

2700. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 08:07:05 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <MGrIc.7554$NA1.718356@news02.tsnz.net>
Source record: 15057
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tarquin Mills, when stopped by the local constabulary on 12/07/2004 8:03 a.m., made the following statement:

>
> If you think the TS1000 is bad then you should have paid serious money for
> Altair waited forever and got something that had LEDs for display and
> toggle switch to change memory locations, the MK14 is better than that.

Something like this (yes - I know it's not an Altair)?

http://www.evil.geek.nz/taxonomy/page/or/44

Lovely old thing. Very usable :)

--
Andrew
http://www.evil.geek.nz/

2701. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 08:29:37 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <U%rIc.7557$NA1.718738@news02.tsnz.net>
Source record: 15058
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Jonathan Herr, when stopped by the local constabulary on 9/07/2004 11:28
p.m., made the following statement:

> "Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
> news:E9tHc.7071$NA1.656510@news02.tsnz.net...
>
>>Bill Bertram, when stopped by the local constabulary on 7/07/2004 9:14
>>a.m., made the following statement:
>>
>>
>>
>>>You live in la la land if you truly believe that... The SAM coupe is
>>>nice (I have one), however if the C65 was released, it would have made
>>>it look very ordinary.
>>>
>>
>>Exqueeze me?
>>
>>If I recall correctly, the Sam Coupe was released.
>>
>>If I recall correctly the C65 wasn't.
>
>
> He admitted that. He's saying the C65 WOULD be better IF it were
> released...

sigh This was precisely my point.

It wasn't.

Bill's argument is like saying that the Lotus Esprit was utterly pants
because Star Trek Transporters would have been /much/ cooler if they'd
just gotten the jolly things into production.

Not that it matters. We now return you to your scheduled pointless
flame war.

--
Andrew
http://www.evil.geek.nz/

2702. atari++ 1.37 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 09:04:23 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cctk6n$q3d$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 15059

Hi,

the new 1.37 release of the Atari 8 bit emulator for linux and
windows, atari++, is available for download at its usual location:

http://www.math.tu-berlin.de/~thor/atari++/

This version fixes two aparent bugs of the latest 1.36 release. It does
not introduce any new features, though:

- Fixed a bug in the flashrom cart emulation; these carts could not be
disabled properly.
- Fixed a bug in the directxsound wrapper class that did not disable itself
correctly in case no SDL library was available.

Thanks for all the reports!

Thomas

2703. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 11:17:34 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <2lfaatFc2sh7U1@uni-berlin.de>
Source record: 15060
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Andrew" <palpatine@evilFULLSTOPgeek.nz> wrote in message
news:U%rIc.7557$NA1.718738@news02.tsnz.net...
> > He admitted that. He's saying the C65 WOULD be better IF it were
> > released...
>
> *sigh* This was precisely my point.
>
> It wasn't.
>
> Bill's argument is like saying that the Lotus Esprit was utterly pants
> because Star Trek Transporters would have been /much/ cooler if they'd
> just gotten the jolly things into production.

The C65 exists in reality, where as Transporters are pure fantasy. In a
way it was released when Commodore went bankrupt anyway. People have the
machines, and if so inclined they could write software for it. The C65 in
hardware terms, an 8-bit Amiga, which would have even made the Amiga look
slightly dated...

> Not that it matters. We now return you to your scheduled pointless
> flame war.

"Your"? Don't you mean "our" because you've already entered it! ;-)

-Bill.

2704. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 19:47:57 UTC
From: Andrew <palpatine@evilFULLSTOPgeek.nz>
Message-ID: <PXBIc.7774$NA1.728441@news02.tsnz.net>
Source record: 15061
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Bill Bertram, when stopped by the local constabulary on 12/07/2004 11:17 p.m., made the following statement:

>
> "Your"? Don't you mean "our" because you've already entered it! ;-)
>

I concede the point :)

--
Andrew
http://www.evil.geek.nz/

2705. Museum of Computing summer newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-12 22:04:00 UTC
From: swebb@cix.co.uk
Message-ID: <memo.20040712230409.36445G@swebb.compulink.co.uk>
Source record: 15062

This is now available for download from the Museum website

www.museum-of-computing.org.uk

It includes articles on:

- HP Calculator memories
- Personal robots of the 1980s
- Interview with Bob Metcalfe, Ethernet pioneer and 3com founder

Plus the usual news, events, book review, global museum feature and
`nostalgia' section.

Simon Webb

2706. Karin Maxi

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 03:12:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <6kk6f05r1rgj40s0jvu8lhq6gbgsam94lt@4ax.com>
Source record: 15063

Can someone describe the Karin Maxi in a little detail? It's a device that
was produced by Karin in Poland.

Is it a drive, or an interface? 360K or 720 drives?
Is it a cartridge, an internal install, or a PCI/ECI connection?

I'm finding what looks like conflicting information on the web.

Any pictures?

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2707. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 04:17:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1089692213@rtfm.mit.edu>
Source record: 15064
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2708. Re: Karin Maxi

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 06:39:51 UTC
From: krap@zwieracz.krap.pl
Message-ID: <cd003n$1253$1@zwieracz.krap.pl>
Source record: 15065

Michael Current <hunmanik@earthlink.net> wrote:
> Is it a drive, or an interface? 360K or 720 drives?
> Is it a cartridge, an internal install, or a PCI/ECI connection?

it's an interface, PB+expansion. you can basically plug any drive
drive, PC 3'5", 5.25", amstrad 3", there are pinouts even for 8".

the interface is known as interfering with some software, as it's
seen as a "New Device", so the software shouls use system calls to
communicate with it.

here are the schematics, pinouts, and chip dumps:

http://www.dereatari.republika.pl/atarisch/maxi.zip

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

2709. Re: My Bank account EXPLODED

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 14:11:47 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040713151146.3924I@ilba14195.www.blueyonder.co.uk>
Source record: 15066

In article <ZQOIc.56882$uK.13753@twister.tampabay.rr.com>,
max4568@nowhere.net (Max4568) wrote:

> My Bank account EXPLODED
I suggest you use a more robust bank account in future.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2710. *PING* oldatarian (Ron Hamilton)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 16:26:55 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <G1UIc.10210$lG.7472@cyclops.nntpserver.com>
Source record: 15067

does anyone know how to get a hold of Ron Hamilton or know if he is still alive? I've not heard from him since last July 2003 and he's got my entire collection of Atari disks. I've emailed him (nothing bounces back so obviously his email is being checked by someone), snail mailed him, and called the only Hamilton in Blanchard, OK but got an answering machine.

does anyone have any info ?

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and every Sunday @ 1PM MDT (1900 GMT)

2711. *PING* Ron Hamilton (oldatarian) or someone who knows him

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 16:28:15 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0407130828.61d8f81a@posting.google.com>
Source record: 15068

does anyone know how to get a hold of Ron Hamilton or know if he is still alive? I've not heard from him since last July 2003 and he's got my entire collection of Atari disks. I've emailed him (nothing bounces back so obviously his email is being checked by someone), snail mailed him, and called the only Hamilton in Blanchard, OK but got an answering machine.

does anyone have any info ?

thx.

2712. Re: *PING* Ron Hamilton (oldatarian) or someone who knows him

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 19:11:22 UTC
From: "m.smith" <msmith@freeserve.co.uk>
Message-ID: <cd1c15ssi1@news7.svr.pol.co.uk>
Source record: 15069

"* ProteanThread *" <os65000@yahoo.com> wrote in message
news:de4e2e00.0407130828.61d8f81a@posting.google.com...
> does anyone know how to get a hold of Ron Hamilton or know if he is
> still alive? I've not heard from him since last July 2003 and he's
> got my entire collection of Atari disks. I've emailed him (nothing
> bounces back so obviously his email is being checked by someone),
> snail mailed him, and called the only Hamilton in Blanchard, OK but
> got an answering machine.
>
> does anyone have any info ?
>
> thx.

look like he's done a bunk!
bad luck, never trust anyone...

2713. Re: POKEY polynomial counter

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 19:20:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40F435F6.E4F492A@students.uni-mainz.de>
Source record: 15070

Hmmm,
there was/is a SAP player for XE Ataris (meaning 128k RAM or more) by
EPI / Allegresse. While this is a good player which plays most *.SAP
files, it misses the DIRectory option (and since there are more than
1400 SAP files available this is quite awkward). Maybe you can
use/disassemble this player learn whatever you can from it and last not
least use it for your own player with DIR option... -Andreas.

P.S.: E-Mail me, if you are interested in this SAP player for XL/XE
Ataris with a min. of 128k RAM...

CeDeROM schrieb:
>
> hi!
>
> im trying to write SAP player. im reading pokey registers specification
> but i dont understand what is the the "polynomial counter".
>
> "... there are three polynomial counters used do generate random noise
> ..." - does it mean that these counters are used only to generate a noise?
>
> what is noise - is it some random sound generated at some frequency or
> maybe some kind of exact wave, not square, but called "polynomial noise"?
>
> how can these polynomial counters sound like? are they similar to
> ocean-waves..?
>
> greetz!
> CeDeROM

2714. Re: Parallel Devices

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 19:25:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40F43721.3886C7B@students.uni-mainz.de>
Source record: 15071

Well,
there also was a series in (printed) ABBUC magazine (german of course!)
regarding the PB... Since some/most ABBUC mags are now online, just
check them out...
-Andreas

The6502man schrieb:
>
> Frank,
>
> there was a 4 part series in Analog (or antic) magazine regarding the
> parallel port. I don't remember the issues, but you may want to check
> them out. They're on the web, copied courtesy some fine atari fans.
>
> Tony
>
> Frank Schuster wrote:
> > Hi,
> >
> > I like to develope a PBI-card and I'm looking for the following
> > dokumentation to programm the software as compatible as possible.
> >
> > SURELY O.S. Rom Specification, S. Scheiman R. Nordin
> > Software Implementation of Parallel Devices, R. Nordin
> >
> > Has ever anybody came across these dokuments. I managed to get
> > basically all docs on the hardware specifications.
> >
> > I would highly appreciate any help in that direction.
> >
> > Regards
> > Frank

2715. Re: Castle Adventure by David Malmberg

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-13 19:29:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40F4381D.EF6638AC@students.uni-mainz.de>
Source record: 15072

```
Man,
I was very young in those days... (born in 1972 - the same year Atari
was born). Is this an atari 8Bit version or is there an A8 conversion
available...??? -Andreas.

Paul Allen Panks schrieb:
>
> 100 PRINTCHR$(142)
> 102 PRINT"{clear}{down*4}{space*5}welcome to castle adventure"
> 104 PRINT"{down}{space*9}by david malmberg"
> 106 REM 43064 via moraga
> 108 REM fremont, california 94538
> 110 REM (415)651-6921
> 112 PRINT"{down*3}{space*2}based on the ideas, data structure"
> 114 PRINT"{space*2}and driver program of scott adams"
> 115 PRINT"{down*3}reading data tables -- just a moment"
> 116 REM data structure explained in creative computing august 1979
> 118 REM trs-80 version of driver program given in byte december 1980
> 140 x=y=z:k=r=v:n=ll=f:tp$=k$:w=ip=p:GOSUB 2102:tq=0:td=0
> 141 FORx=1TOnl:IFnv$(x,0)="get"THENtq=x
> 142 IFnv$(x,0)="dro"THENtd=x
> 143 NEXTx
> 144 DIM l1%(nl),u1%(nl)
> 145 FORx=0TOnl:l1%(x)=cl:u1%(x)=0:NEXTx
> 146 FORx=0TOcl:v=INT(c0%(x)/150)
> 150 IFx>u1%(v)THENu1%(v)=x
> 152 IFx<l1%(v)THENl1%(v)=x
> 155 NEXTx
> 156 FORx=0TOnl:IFl1%(x)=clANDu1%(x)=0THENu1%(x)=cl
> 157 NEXTx
> 170 PRINT"{clear}"
> 300 r=ar:lx=lt:df=0:sf=0:INPUT"use saved game (y or
> n){space*3}n{left*3}";k$
> 310 IF LEFT$(k$,1)<>"y"THEN PRINT"{clear}":GOTO370
> 311 INPUT"{clear}{reverse on}t{reverse off}ape or {reverse on}d{reverse
> off}isk{space*2}d{left*3}";k$
> 312 IFk$<>"t"ANDk$<>"d"THEN311
> 313 IFk$="t"THEN320
> 314 INPUT"drive {reverse on}0{reverse off} or {reverse on}1{reverse
> off}{space*2}0{left*3}";k$
> 315 IFk$<>"0"ANDk$<>"1"THEN314
> 316 dn$=CHR$(34)+k$+":"
> 317 INPUT"{down}title{space*2}*{left*3}";lt$:IFlt$="*"THEN317
> 318 OPEN1,8,0,dn$+lt$+",s,r":GOTO340
```

```
> 320 INPUT"is saved game tape positioned";k$:IF LEFT$(k$,1)<>"y"THEN300
> 330 OPEN 1,1,0,"adventure game"
> 340 INPUT#1,sf,lx,df,r
> 350 FORx=0TOil:INPUT#1,ia(x):NEXTx
> 360 CLOSE1
> 370 GOSUB550:GOTO440
> 380 PRINT:INPUT"what do you want to do{space*2}{cm
> b}{left*3}";tp$:PRINT:GOSUB450
> 390 IF f THENPRINT"you{sh space}use{sh space}word(s) i don't{sh
> space}know!":GOTO380
> 400 GOSUB710:IFia(9)=-1THENlx=lx-1:GOTO420
> 410 GOTO440
> 420 IFlx<0THEN PRINT"light{sh space}has{sh space}run{sh
> space}out!":ia(9)=0:GOTO440
> 430 IFlx<25THENPRINT"light{sh space}runs{sh space}out in";lx;"turns!"
> 440 nv(0)=0:GOSUB710:GOTO380
> 450 IFLEN(tp$)>1THEN469
> 451 IFtp$="u"THENtp$="go up":GOTO469
> 452 IFtp$="d"THENtp$="go down":GOTO469
> 453 IFtp$="e"THENtp$="go east":GOTO469
> 454 IFtp$="w"THENtp$="go west":GOTO469
> 455 IFtp$="n"THENtp$="go north":GOTO469
> 456 IFtp$="s"THENtp$="go south":GOTO469
> 457 IFtp$="i"THENtp$="inventory":GOTO469
> 458 IFtp$="l"THENtp$="look":GOTO469
> 459 IFtp$="h"THENtp$="help"
> 469 k=0:nt$(0)="":nt$(1)="":aa=0
> 470 FORx=1TOLEN(tp$):k$=MID$(tp$,x,1):IFk$=" "THENk=1:GOTO480
> 475 nt$(k)=LEFT$(nt$(k)+k$,ln)
> 480 NEXTx:FORx=0TO1:nv(x)=0:IFnt$(x)=""THEN540
> 490 FORy=0TOnl:k$=nv$(y,x):IFLEFT$(k$,1)="*"THENk$=MID$(k$,2)
> 500 IFx=1ANDy<7THENk$=LEFT$(k$,ln)
> 510 IFnt$(x)=k$THENnv(x)=y:GOTO530
> 520 NEXTy:GOTO540
> 530 IFLEFT$(nv$(nv(x),x),1)="*"THENnv(x)=nv(x)-1:GOTO530
> 540 NEXTx:IF(nv(0)=tqORnv(0)=td)ANDnv(1)<1THENaa=1:f=0:RETURN
> 545 f=nv(0)<1ORLEN(nt$(1))>0ANDnv(1)<1:RETURN
> 550 IFdfTHENIFia(9)<>-1ANDia(9)<>rTHENPRINT"it is too dark to see!":RETURN
> 560 k=-1:IFLEFT$(rs$(r),1)="*"THENPRINTMID$(rs$(r),2);:GOTO580
> 570 PRINT"you are{sh space}in{sh space}";rs$(r);
> 580 FORz=0TOil:IFkTHENIFia(z)=rTHENPRINT:PRINT"{down}visible{sh
> space}items{sh space}here:":k=0
> 590 GOTO640
> 600 tp$=ia$(z):IFRIGHT$(tp$,1)<>"/"THENRETURN
> 610
> FORw=LEN(tp$)-1TO1STEP-1:IFMID$(tp$,w,1)="/"THENtp$=LEFT$(tp$,w-1):RETURN
> 620 NEXTw
> 630 RETURN
> 640 IFia(z)<>rTHEN670
> 650 GOSUB600:IFPOS(0)+LEN(tp$)+3>39THENPRINT
```

```
> 660 PRINTtp$;".{space*2}";
> 670 NEXT:PRINT
> 680 k=-1:FORz=0TO5:IFkTHENIFrm(r,z)<>0THENPRINT:PRINT"obvious{sh
> space}exits: ":k=0
> 690 IFrm(r,z)<>0THENPRINTnv$(z+1,1);" ";
> 700 NEXT:PRINT:PRINT:RETURN
> 710 f2=-1:f=-1:f3=0:IFnv(0)=1ANDnv(1)<7THEN1190
> 711 l2=l1%(nv(0)):u2=u1%(nv(0))
> 720 IFnv(0)<>0THEN750
> 722 v=INT(RND(1)*100+1)
> 725 FORx=l2TOu2
> 730 IFv<=c0%(x)THEN800
> 740 NEXTx:RETURN
> 750 IFaa=1THENGOSUB1810:RETURN
> 755 n=nv(1)+150*nv(0):v=150*nv(0):f4=0
> 757 IFnv(0)=tqORnv(0)=tdTHENf2=0
> 760 FORx=l2TOu2
> 765 IFn=c0%(x)ORv=c0%(x)THEN800
> 770 NEXTx:GOTO1650
> 800 f4=1:f2=-1:f=0:f3=-1:FORy=1TO5:ON y GOTO 810,820,830,840,850
> 810 w=c1%(x):GOTO860
> 820 w=c2%(x):GOTO860
> 830 w=c3%(x):GOTO860
> 840 w=c4%(x):GOTO860
> 850 w=c5%(x):GOTO860
> 860 ll=INT(w/20):k=w-ll*20:f1=-1
> 870 ONk+1GOTO1060,940,960,980,1000,1010,1020,1030,1040,1050,900,920
> 880 IFk<12THEN900
> 890 ONk-11GOTO950,970,990
> 900 f1=-1:FORz=0TOil:IFia(z)=-1THEN1060
> 910 NEXT:f1=0:GOTO1060
> 920 f1=0:FORz=0TOil:IFia(z)=-1THEN1060
> 930 NEXT:f1=-1:GOTO1060
> 940 f1=ia(ll)=-1:GOTO1060
> 950 f1=ia(ll)<>-1ANDia(ll)<>r:GOTO1060
> 960 f1=ia(ll)=r:GOTO1060
> 970 f1=ia(ll)<>0:GOTO1060
> 980 f1=ia(ll)=r ORia(ll)=-1:GOTO1060
> 990 f1=ia(ll)=0:GOTO1060
> 1000 f1=r=ll:GOTO1060
> 1010 f1=ia(ll)<>r:GOTO1060
> 1020 f1=ia(ll)<>-1:GOTO1060
> 1030 f1=r<>ll:GOTO1060
> 1040 f1=sfANDINT(2^ll+.5):f1=f1<>0:GOTO1060
> 1050 f1=sfANDINT(2^ll+.5):f1=f1=0
> 1060 f2=f2ANDf1:IFf2THENNEXTy:GOTO1080
> 1070 NEXTx:GOTO1650
> 1080 ip=0:FORy=1TO4:k=INT((y-1)/2+6):ONyGOTO1090,1100,1110,1120
> 1090 ac=INT(c6%(x)/150):GOTO1130
> 1100 ac=c6%(x)-INT(c6%(x)/150)*150:GOTO1130
```

```
> 1110 ac=INT(c7%(x)/150):GOTO1130
> 1120 ac=c7%(x)-INT(c7%(x)/150)*150
> 1130 IFac>101THEN1180
> 1140 IFac=0THEN1610
> 1150 IFac<52THENPRINTms$(ac):GOTO1610
> 1160 ONac-51GOTO1290,1330,1340,1360,1370,1380,1390,1360,1410,1430,1440
> 1170 ONac-62GOTO1450,1470,1480,1530,1570,1580,1590,1600,2021,1350
> 1180 PRINTms$(ac-50):GOTO1610
> 1190 l=df:IFlTHENl=dfANDia(9)<>r ANDia(9)<>-1:GOTO1210
> 1200 GOTO1220
> 1210 IFlTHENPRINT"dangerous{sh space}in{sh space}the{sh space}dark!"
> 1220 IFnv(1)<1THENPRINT"give{sh space}me{sh space}a{sh space}direction{sh
> space}too.":GOTO1690
> 1230 k=rm(r,nv(1)-1)
> 1240 IFk>=1THEN1270
> 1250 IFlTHENPRINT"you fell{sh space}down{sh space}and{sh space}broke{sh
> space}your{sh space}neck.":k=rl:df=0:GOTO1270
> 1260 PRINT"you can't{sh space}go{sh space}in{sh space}that{sh
> space}direction!!":GOTO1690
> 1270 IF NOT l THENPRINT"{clear}"
> 1280 r=k:GOSUB550:GOTO1690
> 1290 l=0:FORz=1TOil:IFia(z)=-1THENl=l+1
> 1300 NEXTz
> 1310 IFl>=mxTHENPRINT"you've{sh space}too{sh space}much{sh
> space}already!":GOTO1620
> 1320 GOSUB1700:ia(p)=-1:GOTO1610
> 1330 GOSUB1700:ia(p)=r:GOTO1610
> 1340 GOSUB1700:r=p:GOTO1610
> 1350 GOSUB1700:l=p:GOSUB1700:z=ia(p):ia(p)=ia(l):ia(l)=z:GOTO1610
> 1360 GOSUB1700:ia(p)=0:GOTO1610
> 1370 df=-1:GOTO1610
> 1380 df=0:GOTO1610
> 1390 GOSUB1700
> 1400 sf=INT(.5+2^p)OR sf:GOTO1610
> 1410 GOSUB1700
> 1420 sf=sf ANDNOT INT(.5+2^p):GOTO1610
> 1430 PRINT"you're{sh space}dead{.*3}":r=rl:df=0:GOTO1470
> 1440 GOSUB1700:l=p:GOSUB1700:ia(l)=p:GOTO1610
> 1450 INPUT"this{sh space}game{sh space}is{sh space}now{sh
> space}over.{space*2}another{sh space}game";k$:IFLEFT$(k$,1)="n"THENEND
> 1460 FORx=0TOil:ia(x)=i2(x):NEXT:PRINT"{clear}":GOTO300
> 1470 GOSUB550:GOTO1610
> 1480 l=0:FORz=1TOil:IFia(z)=tr THENIFLEFT$(ia$(z),1)="*"THENl=l+1
> 1490 NEXTz:PRINT"you've stored";l;"treasures. on{sh space}a{sh
> space}scale"
> 1500 PRINT"of 0 to 100 that{sh space}rates{sh space}a";INT(l/tt*100)
> 1510 IFl=ttTHENPRINT"well{sh space}done. ":GOTO1450
> 1520 GOTO1610
> 1530 PRINT"you have:":k$="nothing":FORz=0TOil:IFia(z)<>-1THEN1560
> 1540 GOSUB600:IFLEN(tp$)+POS(0)>39THENPRINT
```

```
> 1550 PRINT tp$;".",;:k$=""
> 1560 NEXT:PRINTk$:GOTO1610
> 1570 p=0:GOTO1400
> 1580 p=0:GOTO1420
> 1590 lx=lt:ia(9)=-1:GOTO1610
> 1600 PRINT"{clear}"
> 1610 NEXTy
> 1620 IFnv(0)<>0THEN1650
> 1630 NEXTx
> 1650 IFnv(0)=0THEN1690
> 1652 IFnv(0)<>tqANDnv(0)<>tdANDf4=0THENPRINT"i don't understand your
> command"
> 1655 IFf2THEN1690
> 1656 IFnv(0)<>tqANDnv(0)<>tdANDNOTf2THENPRINT"nothing happened":RETURN
> 1660 IFnv(0)=tqTHENGOSUB1790
> 1665 IFnv(0)=tdTHENGOSUB1790
> 1675 IFf=0THEN1690
> 1680 IF NOT f2THENPRINT"you can't{sh space}do{sh space}that{sh space}yet."
> 1690 RETURN
> 1700 ip=ip+1
> 1710 ONipGOTO1720,1730,1740,1750,1760
> 1720 w=c1%(x):GOTO1770
> 1730 w=c2%(x):GOTO1770
> 1740 w=c3%(x):GOTO1770
> 1750 w=c4%(x):GOTO1770
> 1760 w=c5%(x):GOTO1770
> 1770 p=INT(w/20):m=w-p*20:IFm<>0THEN1700
> 1780 RETURN
> 1790 IFnv(0)=0THEN2010
> 1800 IFnv(1)=0THENPRINT"what?":GOTO1950
> 1810 IFnv(0)<>tqTHEN1840
> 1820 l=0:FORz=0TOil:IFia(z)=-1THENl=l+1
> 1830 NEXT:IFl>=mxTHENPRINT"you've{sh space}too{sh space}much{sh
> space}already!":GOTO1950
> 1840 k=0:FORx=0TOil:IFRIGHT$(ia$(x),1)<>"/"THEN1960
> 1850 ll=LEN(ia$(x))-3:tp$=MID$(ia$(x),ll,3)
> 1880 IFtp$<>nt$(1)THEN1960
> 1890 IFnv(0)=tqTHEN1920
> 1900 IFia(x)<>-1THENk=1:GOTO1960
> 1910 ia(x)=r:k=3:GOTO1940
> 1920 IFia(x)<>rTHENk=2:GOTO1960
> 1930 ia(x)=-1:k=3
> 1940 PRINT"ok, ":PRINT
> 1950 f=0:RETURN
> 1960 NEXTx
> 1970 IFk=1THENPRINT"you do not have it!"
> 1980 IFk=2THENPRINT"i don't{sh space}see{sh space}it{sh space}here."
> 1990 IFk=0ANDnv(1)=0THENPRINT"it's beyond your power to do that.":f=0
> 1995 IFk=0ANDnv(1)<>0THENf=1
> 2000 IFk<>0THENf=0
```

```
> 2010 RETURN
> 2021 PRINT"{clear}"
> 2022 INPUT"{reverse on}t{reverse off}ape or {reverse on}d{reverse
> off}isk{space*2}d{left*3}";k$
> 2023 IFk$<>"t"ANDk$<>"d"THEN2022
> 2024 IFk$="t"THEN2030
> 2025 INPUT"drive {reverse on}0{reverse off} or {reverse on}1{reverse
> off}{space*2}0{left*3}";k$
> 2026 IFk$<>"0"ANDk$<>"1"THEN2025
> 2027 dn$=CHR$(34)+k$+":"
> 2028 INPUT"{down}title{space*2}*{left*3}";lt$:IFlt$="*"THEN2028
> 2029 OPEN1,8,1,dn$+lt$+",s,w":GOTO2050
> 2030 INPUT"output tape ready to save game";k$:IF LEFT$(k$,1)<>"y"THEN2030
> 2040 OPEN1,1,1,"adventure game"
> 2050 c$=CHR$(13):PRINT#1,sf;c$;lx;c$;df;c$;r;c$;
> 2060 FORw=0TOil:PRINT#1,ia(w);c$;
> 2070 FORz9=1TO10:NEXTz9
> 2080 NEXTw:CLOSE1
> 2081 GOTO1610
> 2102 READtl$
> 2108 READil,cl,nl,rl,mx,ar,tt,ln,lt,ml,tr
> 2109 cc=cl+3:nn=nl+12
> 2110
> DIMnv(1),c0%(cc),c1%(cc),c2%(cc),c3%(cc),c4%(cc),c5%(cc),c6%(cc),c7%(cc)
> 2120 DIM nv$(nn,1),ia$(il),ia(il),rs$(rl),rm(rl,5),ms$(ml),nt$(1),i2(il)
> 2130 FORx=0TOclSTEP2:y=x+1
> 2140 READc0%(x),c1%(x),c2%(x),c3%(x),c4%(x),c5%(x),c6%(x),c7%(x)
> 2150 READc0%(y),c1%(y),c2%(y),c3%(y),c4%(y),c5%(y),c6%(y),c7%(y)
> 2155 NEXTx
> 2160 FORx=0TOnlSTEP5
> 2170 READnv$(x+0,0),nv$(x+0,1)
> 2171 READnv$(x+1,0),nv$(x+1,1)
> 2172 READnv$(x+2,0),nv$(x+2,1)
> 2173 READnv$(x+3,0),nv$(x+3,1)
> 2174 READnv$(x+4,0),nv$(x+4,1)
> 2180 NEXTx
> 2190 FORx=0TOrl:READrm(x,0),rm(x,1),rm(x,2),rm(x,3),rm(x,4),rm(x,5),rs$(x)
> 2195 NEXTx
> 2200 FORx=0TOml:READms$(x):NEXTx
> 2210 FORx=0TOil:READia$(x),ia(x):i2(x)=ia(x)
> 2220 NEXTx:ms$(69)=ms$(69)+" with your head!":RETURN
> 3000 DATAcastle,65,171,55,42,5,1,11,3,100,73,12
> 3010 DATA5,281,280,0,0,0,6655,0,8,883,0,0,0,0,16076,0
> 3020 DATA20,883,564,0,0,0,16108,16200,25,484,265,260,0,0,7983,0
> 3030 DATA25,344,265,260,0,0,7983,0,40,902,1032,0,0,0,10613,9150
> 3040 DATA40,224,262,280,20,200,6352,8754,50,784,265,1165,260,0,7983,0
> 3050 DATA50,584,905,900,0,0,8065,0,50,1183,0,0,0,0,17400,0
> 3060 DATA50,264,322,0,0,0,10501,5761,100,264,134,120,140,0,10800,0
> 3070 DATA100,124,0,0,0,0,8550,0,100,264,121,120,140,0,10800,0
> 3080 DATA100,883,324,0,0,0,16162,0,100,28,660,200,20,0,9364,9960
```

```
> 3090 DATA100,664,0,0,0,0,9813,0,100,264,181,180,40,0,10800,0
> 3100 DATA100,883,624,0,0,0,16159,0,100,883,804,0,0,0,16160,0
> 3110 DATA100,262,581,260,220,0,6812,0,150,281,0,0,0,0,1243,0
> 3120 DATA161,224,722,620,0,0,8170,9600,161,824,1222,780,0,0,8170,9600
> 3130 DATA161,1062,800,0,0,0,8170,9600,168,682,440,0,0,0,8170,9600
> 3140 DATA170,44,60,0,0,0,8170,9600,170,24,60,0,0,0,8170,9600
> 3150 DATA171,104,240,0,0,0,8170,9600,172,104,120,0,0,0,8170,9600
> 3160 DATA172,124,140,0,0,0,8454,10564,173,284,260,0,0,0,8170,9600
> 3170 DATA173,84,260,0,0,0,8170,9600,174,562,300,0,0,0,8170,9600
> 3180
> DATA174,662,304,280,660,280,8162,10564,174,662,284,300,660,300,8162,10564
> 3190 DATA174,662,224,200,660,200,8162,10564,174,761,0,0,0,0,1200,0
> 3200 DATA174,662,204,220,660,220,8162,10564,174,63,0,0,0,0,4500,0
> 3210 DATA176,462,800,0,0,0,8170,9600,177,204,0,0,0,0,5100,0
> 3220 DATA179,204,0,0,0,0,5100,0,179,284,0,0,0,0,5100,0
> 3230
> DATA185,302,84,300,380,380,9354,10564,185,302,384,300,80,80,9354,10564
> 3240 DATA185,222,0,0,0,0,1200,0,193,842,560,0,0,0,8170,9600
> 3250 DATA201,0,0,0,0,0,1200,0,1050,604,0,0,0,0,900,0
> 3260 DATA1050,724,0,0,0,0,900,0,1050,280,0,0,0,0,7806,9900
> 3270 DATA1200,262,0,0,0,0,3750,0,1200,281,0,0,0,0,1243,0
> 3280 DATA1213,1162,1054,1040,0,0,7815,0,1215,0,0,0,0,0,9900,0
> 3290 DATA1216,0,0,0,0,0,3323,0,1223,84,0,0,0,0,1211,0
> 3300 DATA1224,662,660,60,0,0,8302,2250,1230,462,634,620,0,0,2452,0
> 3310 DATA1230,484,442,440,460,600,10852,150,1242,704,963,960,520,0,9402,0
> 3320
> DATA1246,544,880,0,0,0,7907,16200,1248,1062,1060,1080,1000,0,10852,17100
> 3330 DATA1249,0,0,0,0,0,10618,9150,1818,682,141,0,0,0,4650,0
> 3340 DATA1808,43,141,0,0,0,1231,0,1808,43,132,0,0,0,1246,0
> 3350 DATA1808,43,123,40,180,0,4872,10350,1810,183,40,180,0,0,2322,0
> 3360 DATA1818,682,132,0,0,0,1246,0,1818,682,121,680,700,0,10870,9620
> 3370 DATA1800,0,0,0,0,0,3600,0,2428,84,381,400,320,380,10855,2250
> 3380 DATA2437,281,0,0,0,0,3324,3450,2439,503,500,0,0,0,8373,1800
> 3390 DATA3174,204,61,60,660,0,4405,7950,3174,63,724,60,0,0,8352,15450
> 3400 DATA3174,284,61,60,660,0,4405,7950,3174,63,604,60,0,0,8352,15450
> 3410 DATA3174,63,60,0,0,0,2303,0,3178,84,381,400,320,380,10855,2250
> 3420 DATA3181,526,0,0,0,0,1350,0,3181,521,265,520,0,0,2303,0
> 3430 DATA3181,521,262,520,0,0,18053,0,3191,983,724,980,0,0,8352,15450
> 3440 DATA3191,604,920,0,0,0,8352,15450,3300,0,0,0,0,0,9813,0
> 3450 DATA3499,0,0,0,0,0,17550,0,3462,0,0,0,0,0,9750,0
> 3460 DATA3468,0,0,0,0,0,764,0,3469,0,0,0,0,0,763,0
> 3470 DATA3471,0,0,0,0,0,764,0,3472,0,0,0,0,0,764,0
> 3480 DATA3476,0,0,0,0,0,764,0,3480,0,0,0,0,0,871,0
> 3490 DATA3484,0,0,0,0,0,871,0,3492,0,0,0,0,0,763,0
> 3500 DATA3450,0,0,0,0,0,10564,0,3900,0,0,0,0,0,9750,0
> 3510 DATA4050,0,0,0,0,0,9900,0,4207,0,0,0,0,0,10650,0
> 3520 DATA4350,262,0,0,0,0,3750,0,4361,1082,1052,0,0,0,1203,0
> 3530 DATA4361,224,265,641,720,240,10815,600,4361,224,265,646,0,0,450,0
> 3540
> DATA4361,1082,1043,1060,1080,0,10815,600,4361,1041,1220,1100,820,0,10854
```

```
> 3560 DATA10564,4361,824,1046,0,0,0,1203,0,4369,161,134,120,0,0,7985,0
> 3570 DATA4369,161,133,0,0,0,1500,0,4369,161,154,140,0,0,7985,0
> 3580 DATA4380,0,0,0,0,0,2250,0,4392,0,0,0,0,0,10619,9150
> 3590 DATA4393,822,820,840,0,0,10815,600,4525,784,1160,260,0,0,10849,7650
> 3600 DATA4525,262,820,0,0,0,8149,7500,4500,0,0,0,0,0,3600,0
> 3610 DATA4963,1162,1040,0,0,0,2302,0,4962,0,0,0,0,0,9750,0
> 3620 DATA4963,1174,0,0,0,0,5400,0,4950,0,0,0,0,0,2700,0
> 3630
> DATA5111,1062,1043,1060,1080,0,10815,450,5111,824,1041,1220,1100,0,10815
> 3650 DATA450,5250,84,0,0,0,0,5850,0,5250,404,0,0,0,0,5400,0
> 3660 DATA5250,724,49,40,0,0,8805,0,5250,764,0,0,0,0,1050,0
> 3670 DATA5250,604,49,40,0,0,8805,0,5250,484,0,0,0,0,6150,0
> 3680 DATA5250,464,0,0,0,0,6150,0,5250,262,0,0,0,0,15600,0
> 3690 DATA5250,744,0,0,0,0,1050,0,5250,281,0,0,0,0,7050,0
> 3700 DATA5250,48,40,0,0,0,9106,0,5250,0,0,0,0,0,5550,0
> 3710 DATA5400,0,0,0,0,0,2850,0,5550,0,0,0,0,0,3150,0
> 3720 DATA5708,183,40,180,0,0,2322,0,5711,1082,1052,0,0,0,1246,0
> 3730 DATA5711,1082,1043,1060,1080,0,10815,600,5711,224,265,646,0,0,450,0
> 3740 DATA5711,824,1046,0,0,0,1246,0,5711,1041,1220,1100,820,0,10854,10564
> 3750 DATA5718,702,0,0,0,0,1322,0,5850,483,480,0,0,0,3055,0
> 3760 DATA5888,483,480,0,0,0,8265,3000,6000,503,500,0,0,0,3055,0
> 3770 DATA6023,0,0,0,0,0,900,0,6039,503,500,0,0,0,2270,0
> 3780 DATA6161,824,521,1100,1220,0,10815,6064,6161,824,526,0,0,0,1246,0
> 3790 DATA6450,84,260,0,0,0,8170,9600,6450,284,260,0,0,0,8170,9600
> 3800 DATA6632,422,654,640,0,0,7965,150,6770,521,24,0,0,0,6000,0
> 3810 DATA6770,521,44,0,0,0,6000,0,6770,526,0,0,0,0,1246,0
> 3820 DATA6774,562,521,560,300,220,10840,8250,7080,621,0,0,0,0,4200,0
> 3830 DATA7080,601,753,0,0,0,7200,0,7080,601,754,740,0,0,5303,0
> 3840 DATA7084,464,0,0,0,0,3927,0,7236,763,760,0,0,0,7815,0
> 3850 DATA7536,761,760,0,0,0,7965,0,7650,824,780,0,0,0,8170,9600
> 3860 DATA7650,744,760,0,0,0,8170,9600,7650,764,740,0,0,0,8170,9600
> 3870 DATA7845,1183,1180,1200,0,0,10820,9666,7840,1203,0,0,0,0,3000,0
> 3880 DATA7800,0,0,0,0,0,3600,0,8260,702,0,0,0,0,1322,0
> 3890 DATAaut,any,go,north,*ent,south,*run,east,*wal,west
> 3900 DATA*cli,up,*cra,down,jum,gam,get,tor,*tak,*on
> 3910 DATA*pic,off,*cat,doo,lig,sco,*tur,key,*tor,hel
> 3920 DATA*bur,inv,dro,sig,*rel,aro,*spi,fir,*lea,kna
> 3930 DATA*giv,tre,thr,hil,qui,cav,loo,wat,*sho,rop
> 3940 DATA*see,gua,sco,pas,inv,ope,sav,pil,ope,wal
> 3950 DATAatt,boo,*kil,axe,*fig,pia,fin,*mus,loc,gra
> 3960 DATAhel,dra,say,hor,sto,arm,unl,foo,eat,win
> 3970 DATAdri,pri,bre,lad,*sma,che,swi,cof,pla,*sta
> 3980 DATAcut,toa,*cho,sku,rea,bat,rid,bar,*mou,cob
> 3990 DATAdis,*web,iva,led,kis,"",*lov,"",*fuc,""
> 4000 DATAfir,"","","","","","","","",""
> 4010 DATA0,0,0,0,0,0,""
> 4020 DATA1,4,1,2,0,0,a thick woods
> 4030 DATA2,4,1,5,0,0,a dark forest
> 4040 DATA0,0,0,0,0,1,*you are on a branch near the top of a tree
> 4050 DATA1,0,0,0,0,0,*you are by the water's edge of the moat
```

```
> 4060 DATA0,0,2,0,0,0,a clearing by the side of a small hill
> 4070 DATA0,0,5,0,0,0,*you are by the entrance to a cave
> 4080 DATA0,7,6,8,7,0,a large cavern with tunnels going off in all
> directions
> 4090 DATA8,8,7,8,9,8,a small cavern with many openings leading from it
> 4100 DATA8,8,8,10,9,8,a low passage-way
> 4110 DATA0,0,9,0,0,0,a large cavern with high sheer walls
> 4120 DATA0,0,0,0,0,0,a small room carved into the cave wall
> 4130 DATA2,1,0,0,0,5
> 4140 DATA*you are on the top of a small hill--the castle is south
> 4150 DATA4,14,0,0,0,0,the water--it is icy cold
> 4160 DATA13,0,0,0,0,0,*you are by the outer castle walls
> 4170 DATA0,0,18,0,16,0,*you are on a catwalk near the west tower
> 4180 DATA0,0,0,17,0,15,a small chamber in the west tower
> 4190 DATA0,0,16,0,0,0,the guards' quarters
> 4200 DATA0,0,20,15,0,19,the west end of a great hall
> 4210 DATA23,0,0,0,18,0,the castle courtyard
> 4220 DATA21,0,0,18,24,0,the east end of the great hall
> 4230 DATA0,20,0,19,0,0,the kitchen
> 4240 DATA18,0,0,0,0,25,a secret passage behind the fireplace
> 4250 DATA0,19,0,0,0,0,the castle's stables
> 4260 DATA0,0,0,0,26,20,the baron's private chambers
> 4270 DATA0,0,0,0,22,27,a long low tunnel sloping downward
> 4280 DATA0,0,0,0,0,24,the turret room of the east tower
> 4290 DATA0,0,0,0,25,0,the baron's family crypt
> 4300 DATA0,0,29,0,27,0,a cavern with iridescent glowing walls
> 4310 DATA0,30,0,28,0,0,an odd-shaped room with a strange smell
> 4320 DATA29,0,0,0,0,0
> 4330 DATA*you are on a ledge on the north side of a deep and wide chasm
> 4340 DATA32,11,0,34,0,0,the east end of a large cavern
> 4350 DATA33,31,0,0,0,35,*you are at a cross-roads in a long tunnel
> 4360 DATA0,0,0,0,0,0,*you are lost in the pet roms
> 4370 DATA35,0,31,0,0,0,the west end of a large cavern
> 4380 DATA0,34,36,0,32,0,the baron's secret stronghold
> 4390 DATA0,0,0,35,0,0
> 4400 DATA*you are on a ledge on the south side of a deep and wide chasm
> 4410 DATA0,0,0,0,0,0,the baron's treasure room
> 4420 DATA38,39,0,0,38,39,a twisting tunnel in the dungeon
> 4430 DATA38,39,0,0,38,39,a long passage-way with rows of cells
> 4440 DATA0,0,37,24,0,0,a secret passageway
> 4450 DATA0,0,0,0,0,0,a dungeon cell
> 4460 DATA33,3,33,33,33,12,*pick a direction and you might return tolife
> 4470 DATA"",there's a strange sound,nothing happens,it's locked,it's open
> 4480 DATAthere's something there-maybe you should
> 4500 DATAthat's not very safe,you may need magic here,sorry...you can't
> 4510 DATAyou don't have it,it's empty,you have no container
> 4530 DATAwhat a waste...,open it?,go there?,ok...,you found something!
> 4540 DATAyou didn't find anything
> 4560 DATAyou don't see it here,use one word,oh...that feels good!
> 4570 DATAto stop game say quit,a voice booms out...,leave it alone!
```

```
> 4590 DATAdon't be silly!,the guard won't let you!,the baron sucks eggs!
> 4600 DATAread scott for magic word,ivanhoe!
> 4610 DATAthe hook catches and the rope hangs down
> 4630 DATAyou have to throw it first!,the matches are too wet,it is blazing
> 4640 DATAan angry-looking guard appears,it's too high and steep
> 4650 DATAsomething fell out
> 4660 DATAtry the piano,be adventerous!,you made a tasty meal!
> 4670 DATAyou need some exercise,crash...it's down!,reading improves the
> mind
> 4690 DATAthe guard throws you over the edge,with a broken arm
> 4700 DATAyour arm has healed,the guard mistakes you for the baron
> andleaves
> 4710 DATAyou don't have the necessary resources,time heals all things
> 4730 DATAtry another book,it was a fierce fight,but you lost
> 4740 DATAbut you finally won,it disappears,into the chasm
> 4760 DATAleave peacefully!,throw something,sorry about that
> 4770 DATAthe skull speaks---,beware the vampire,beware the chest
> 4790 DATAbeware the gold bars,you just lost your cursor and the game is
> over
> 4800 DATAleave the guard in his quarters,the bat just bite you
> 4810 DATAthe door slams shut!,you hear the flap of wings
> 4830 DATAthe toad says--rib-bit!
> 4840 DATAyou see a poisonous spider crawling toward you
> 4850 DATAyou were just bitten by a poisonous spider
> 4860 DATAthe baron suddenly appears with a large sword and it's off
> 4870 DATAit missed!,read it?,you have no water,the bottle shatters!
> 4900 DATAtrees,1,trees,2,unlite torch/tor/,6
> 4910 DATArope with grappling hook on end/rop/,9,cave in the side of the
> hill,5
> 4920 DATAsign saying--no swimming--danger!,4,matches/mat/,0,soggy
> matches/mat/
> 4930 DATA18,knapsack/kna/,-1,blazing torch/tor/,0,the castle across the
> water,4
> 4940 DATAthe drawbridge is up,4,a heavy oak door,11,an angry-looking
> guard,11
> 4950 DATAa broken arm,0,the drawbridge is down,0
> 4960 DATAa school of man-eating piranha,13
> 4970 DATAsign -- leave treasure here--say 'score',12
> 4980 DATAopening in the wall--high up near the top of the cavern,10
> 4990 DATA*magic sleeping pills*/pil/,12,a school of sleepy piranha,0
> 5000 DATAa grand piano,20,a bookcase filled with classics,24
> 5010 DATAa secret passage behind the bookcase,0,food/foo/,21,wine/win/,21
> 5020 DATAa battle axe/axe/,17,graffiti on the walls,23
> 5030 DATAa thick rope holding the drawbridge up,19,*silver suit of
> armor*/arm/
> 5040 DATA24,a book of horror stories/boo/,0,*rare 1st edition of
> scott*/boo/,0
> 5050 DATAsome piano keys/key/,0,a rope hanging down,0,a fireplace,18
> 5060 DATAa fireplace with a blazing fire,0,an open door,0
> 5070 DATA*a large diamond*/dia/,0,*the baron's best horse*/hor/,23,muddy
```

```
> water
> 5080 DATA4,*jeweled urn*/urn/,27,coffin,27,an open coffin with stairs
> inside,0
> 5090 DATAbones/bon/,27,skull/sku/,27,a vampire bat,0,*bag of
> rubies*/rub/,29
> 5100 DATAsign--danger--go back!,32,*treasure chest*/che/,35,a long
> ladder/lad/
> 5110 DATA36,*gold bars*/bar/,37,*silver cross*/cro/,37,guard's keys/key/,0
> 5120 DATAan open doorway,37,a locked steel door,0,a locked oak door,41
> 5130 DATAanother ledge on the north side,36,a narrow ledge on the other
> side
> 5140 DATA30,an unconscious guard,0,a horny toad/toa/,41
> 5150 DATA*beautiful princess*/pri/,0,an open doorway,0,the castle to the
> south
> 5160 DATA3,cobwebs,27,cobwebs,35,cobwebs,38
>
> (eof)
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org
```

2716. Free to whoever wants it (in Mtn View, Calif area)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 06:35:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ju4Jc.2254$54.25984@typhoon.sonic.net>
Source record: 15073

I've got the following not-so-useful-to-me stuff available for free,
to whoever wants to come pick it up in the Mountain View or Palo Alto
area (south bay area / peninsula area of California).

"Faster Blaster" controller. Seems like a flat membrane keypad that
acts as a joystick. ("Sheild, Thrust, Left, Right, Fire" buttons)

Atari CX85 numeric keypad.

"Crush, Crumble and Chomp", on tape, in box, with instructions (or at
least some of them). Dunno if it works, no tape drive. :^/

Two ~10 year old, slightly finnicky SIO2PC cables. (Connect PC to an
Atari and use it as a disk drive.)

Atari 850 RS232 device. (I always wanted one, but now that I have one,
I don't have much use for it.) I don't think I have the power adapter
for it, unfortunately. It's just the unit, untested, with no cables.

"The Monkey Wrench II" manual. I don't remember if I actually have
the CARTRIDGE. (If I do, it's not with me, but is in Davis. I'll try
to remember to look for it this weekend when I'm back up there.)

E-mail me privately, or post a response here, if you're interested in
any of this.

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2717. Castle Adventure by David Malmberg

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 17:32:04 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0407140932.7473082e@posting.google.com>
Source record: 15074

Andreas Magenheimer wrote

Man,
I was very young in those days... (born in 1972 - the same year Atari
was born). Is this an atari 8Bit version or is there an A8 conversion
available...??? -Andreas.

Paul Allen Panks schrieb:
>
> 100 PRINTCHR$(142)
> 102 PRINT"{clear}{down*4}{space*5}welcome to castle adventure"
> 104 PRINT"{down}{space*9}by david malmberg"
> 106 REM 43064 via moraga
> 108 REM fremont, california 94538
> 110 REM (415)651-6921
> 112 PRINT"{down*3}{space*2}based on the ideas, data structure"
> 114 PRINT"{space*2}and driver program of scott adams"
> 115 PRINT"{down*3}reading data tables -- just a moment"
> 116 REM data structure explained in creative computing august 1979
> 118 REM trs-80 version of driver program given in byte december 1980
> 140 x=y=z:k=r=v:n=ll=f:tp$=k$:w=ip=p:GOSUB 2102:tq=0:td=0
> 141 FORx=1TOnl:IFnv$(x,0)="get"THENtq=x
> 142 IFnv$(x,0)="dro"THENtd=x
> 143 NEXTx
[...]
>
> (eof)
>
> --

Well, it's not Atari BASIC (or OSS BASIC XL/XE). The string functions
aren't for Atari BASIC. It appears to have limited use of
terminal/cursor control characaters, so it will probably run in some
other kind of BASIC for the Atari with little or no modification. It
looks like it was ported from the TRS-80 to some other BASIC.

Thanks,
Ken Jennings
(No, not the one who is a millionaire on Jepardy!, so don't ask for a
loan.)

2718. Re: Castle Adventure by David Malmberg

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 19:57:10 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gd62y4b1l.fsf@legolas.mdh.se>
Source record: 15075

synthetoonz@bellsouth.net (Ken Jennings) writes:

>>> 102 PRINT"{clear}{down*4}{space*5}welcome to castle adventure"
>> Is this an atari 8Bit version or is there an A8 conversion
>> available...???
> Well, it's not Atari BASIC (or OSS BASIC XL/XE).

Castle Adventure as I know it is a Commodore 64 adventure, which
also fits the neighbourhood Paul Panks comes from. Probably the
author, David Malmberg, built his adventure using an example
adventure found in CC/Byte, converted from TRS-80 to Commodore Basic.

Now Paul seems wanting help to convert this C64 adventure into
other computers (e.g. Atari 8-bit, ZX Spectrum, MSX etc), probably
to get a feeling for how typical adventure mechanisms would be
solved in each variant of the Basic language.

--
Anders Carlsson

2719. atari ? the first cd rom ? who would've thought ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 20:48:02 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <GygJc.7173$Jk2.651@roc.nntpserver.com>
Source record: 15076
Cross-posted to: alt.comp.freeware,comp.sys.atari.8bit

http://msnbc.msn.com/id/3068904/site/newsweek/

<SNIP>
It was Atari, then still a big name in the personal-computer business, that demonstrated the first CD-ROM encyclopedia at the Comdex trade show in Las Vegas. The crowds around the company's booth were enormous.
<SNIP>

interesting. too bad they didn't follow up on it.

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and every Sunday @ 1PM MDT (1900 GMT)

2720. Re: atari ? the first cd rom ? who would've thought ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 20:49:47 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <nAgJc.7200$Jk2.504@roc.nntpserver.com>
Source record: 15077
Cross-posted to: alt.comp.freeware,comp.sys.atari.8bit

sorry, wrong group.

2721. Re: atari ? the first cd rom ? who would've thought ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 20:55:27 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <FFgJc.7294$Jk2.7203@roc.nntpserver.com>
Source record: 15078

damn, sorry, did it again, should be comp.sys.atari.8bit not acf :">

2722. XF551 Upgrading

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 23:00:33 UTC
From: John ter Haar <jterhaar@sympatico.ca>
Message-ID: <iWiJc.19172$RD4.1378796@news20.bellglobal.com>
Source record: 15080

Hello,
I have an XF551 and was wondering if anyone has plans / schematics or instructions to upgrade the unit to a 3.5" drive. I know it can be done with a 720k, can it also handle a 1.44MB as well? Also can a use a double system, a 3.5 and 5.25 in one unit on the upgrade? ANy help would be greatly apprecitaed.
John

2723. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-14 23:02:13 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <twiJc.9166$Jk2.1717@roc.nntpserver.com>
Source record: 15079

a.k.a. oldatarian.

hes alive and well. took a couple more long distance phone calls to a mortuary of all places (hasn't bought his ticket there yet) but he's alive. unfortunately he told me he doesn't have internet access or an email address he can check (hmmm...) but we're working on getting my disks collection back. i asked him to post here as soon as he can telling him that he's got a few friends who miss him (not to mention a certain someone who misses his atari disks collection). If anyone wants me to pass along message drop me a line at sysop at rtdos dot com or post here.

mo, are you still around ?

as soon as we get my disks converted over to a format used by emulators (discommunicator, for example) i'll be hoping to post my entire collection online as soon as possible. any, um, volunteers ? :-)

--

Woodzy
http://www.rtdos.com (alternate OS for games based on the classics)
http://rtdos.com/debate (politically charged discussions)
http://rtdos.com/guestbook (submit your links here)
http://rtdos.com/forum (rtdos message boards)
http://rtdos.com/rtdos (rtdos active developer chat)

http://rtdos.com/chat
retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and every Sunday @ 1PM MDT (1900 GMT)

2724. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-15 15:17:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407150814280.13155-100000@onyx.spiritone.com>
Source record: 15081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2725. ADV: Atari Sale! More New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-15 15:30:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407150823590.13155-100000@onyx.spiritone.com>
Source record: 15082
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2726. Re: Text Adventure Data Structures

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-15 16:06:27 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0407150806.438d6990@posting.google.com>
Source record: 15083

I believe with this post you'll have your atari 8bit port
for b-venture?
http://groups.google.cl/groups?dq=&hl=es&lr=&ie=UTF-8&th=7fbea6927ff99341

are you going to upload a version to you web page?

cheers,

German

Paul Allen Panks <panks@sdf.lonestar.org> wrote in message
news:<ccpkah$8uh$6@chessie.cirr.com>...
> "Text Adventure Structures"
>
> Since the mid-1970s, attempts have been made to write
> text adventures using a variety of methods. Zork (to
> use an early example) was originally written at M.I.T.
> on a PDP series mainframe (using an obscure
> programming language known as MUDDLE). Zork was then
> translated into FORTRAN IV by unknown persons, and by
> 1979 Infocom was formed to sell Zork to the computer
> industry at large.
>
> The fact that Zork was plainly inspired from the
> original Adventure by Will Crowther and Don Woods
> suggested that adventure games were appealing enough
> to stick around for awhile.
>
> By the time Zork took off, smaller memory personal
> computers were becoming commonplace. And so many
> people took it upon themselves to write adventure game
> drivers to fit an entire adventure game into a limited
> amount of RAM. People like Scott Adams and David
> Malmberg developed adventure games based on the
> two-word parser of the original Adventure.
>
> The structure of a text adventure is essentially the
> same today. You have several key components, including
> the parser and data structures. The parser can be a
> simple (or complex) routine. It is essentially
> responsible for breaking down small sentences into
> individual words useful to the computer. Once matched
> against an array of data within the data structures
> themselves, the computer then branches to specific
> subroutines in order to effectively process the

> inputed data.
>
> Data structures (on the other hand) rely both on
> numerical and alphanumerical data. Since data
> structures are almost entirely made up of a word list,
> the computer adventure can convert each word or phrase
> into a number used by the parser. So one can have an
> almost limitless word list consisting of verbs, nouns,
> adjectives and common phrases.
>
> Just what does a parser or data structure look like?
> While a parser can vary wildly from one adventure to
> the next, data structures are more or less the same
> across all adventure games.
>
> A very simple two-word parser might look like this:
>
> 100
> v=0:n=0:ne$="":n$="":n2$="":v$="":v2$="":pr=0:pt=0:nm=0:bz=0:FOR
> X=1 TO 10:wd$(x)="":NEXT x:INPUT
> A$:pt=1:nm=0:D$=A$:FOR a=1 TO LEN(D$)
> 101 IF MID$(D$, a, 1)=" " THEN A$=MID$(D$,pt,a-pt):
> pt=a+1:nm=nm+1:wd$(nm)=A$
> 102 NEXT a:nm=nm+1:a$=MID$(D$$,pt,a-pt):wd$(nm)=A$
> 103 v$=wd$(1):n$=wd$(2):IF wd$(3)="and" OR
> wd$(3)="then" THEN v2$=wd$(4):n2$=wd$(5):co=1
> 104 IF wd$(3)="in" OR wd$(3)="from" OR wd$(3)="to"
> THEN v$=wd$(1):ne$=wd$(2):pr=1:bz=1
>
> What lines 100 through 105 accomplish is to break the
> sentence into individual words, and then assign each
> of those words into a string array -- wd$(nm). "nm"
> equals the number of words entered in this case. The
> parser also allows from complex commands, including
> PUT and GET FROM (e.g. "put medallion in bag", "get
> medallion from bag", "give medallion to hobbit", etc.)
>
> The next step is to check the entered data against a
> word list. This can be accomplished as follows:
>
> 105 v=0:FOR x=1 TO 30:IF v$=vb$(x) THEN v=x
> 106 NEXT:IF v=0 THEN PRINT"What? Check your
> verb.":GOTO 100
> 107 n=0:FOR x=1 TO 299:IF ne$=no$(x) THEN n=x
> 108 NEXT:IF n=0 THEN PRINT"Huh? Check your noun.":GOTO
> 100
> 109 ON v GOSUB 120,130,140,150,160,170,180,190,200,210
> 110 IF co=1 THEN co=0:GOTO 105
> 111 GOTO 100
>

> Note Lines 105 and 107. Line 105 assumes the data
> table has a total of 30 verbs, and checks it against
> the values stored in vb$(x) or v2$. If a match is
> found, v is set to x (v=x), and the parser jumps to
> Line 106. If a match is not found (v=0), then the
> message "What? Check your verb" is printed out and the
> parser returns to Line 100.
>
> Line 107 checks for a valid noun, and assigns n to x
> if found (n=x). If not, n=0 and the message "Huh?
> Check your noun" is displayed, sending the parser back
> to Line 100.
>
> Line 109 branches off to verb subroutines based on the
> value stored in v (ON v GOSUB...). In my own verb
> table, I set my verbs as follows:
>
> 1 - Go
> 2 - Get/Take
> 3 - Drop
> 4 - Inventory
> 5 - look
> 6 - examine
> 7 - read
> 8 - use
> 9 - climb
> 10 - light
>
> Ten verbs should be enough for most adventures,
> although with a larger verb list, the adventure game
> can become far more playable and interesting.
>
> Also, note Line 110. IF co equals 1 (IF co=1), then we
> set it back to 0 (THEN co=0) and hop back over to
> process the input again (to Line 105). This ensures
> that if a larger command has been entered -- "get
> sword and then go east" -- the parser recognizes it
> and works each command separately ("get sword"
> followed by "go east"). The advanced Infocom parsers
> used in Zork and other adventures utilized such a
> parser system.
>
> Now on to data structures. What do they look like?
> Well, they can look like anything you want, so long as
> they contain the basis of the adventure game. For the
> purposes of this article, I will list a short data
> table and explain what each DATA statement means.
>
> A simple data table might look like this:
>

```
> 500DATA"go",1,"get",2,"take",2,"drop",3,"inventory",4,"look",5,"examine",6
> 501DATA"read",7,"use",8,"climb",9,"light",10
> 502DATA"north",99,"south",99,"east",99,"west",99,"up",99,"down",99
> 503DATA"lantern",17,"oil",5,"torch",6,"book",12,"food",1,"wine",1,"water",2,"well",2,"al
tar",5,"bible",5
> 504DATA"rope",6,"barrels",6,"knapsack",6
> 505DATA"ogre",23,"werewolf",18,"villager",2,"clerk",3,"priest",5,"bartender",1,"paladin"
,17,"hobbit",24
> 506DATA"goblin",28,"knight",31,"barbarian",29,"dragon",20,"vampire",33,"ghost",38,"spide
r",40
>
> Lines 500 through 501 list the appropriate verbs
> understood by the adventure game. In this instance,
> the verbs are followed by the appropriate verb number.
> The verb number is important because you can assign
> multiple verb names to the same verb number. In the
> case of "get" and "take" verbs, this branches to the
> same routine simply because both verbs do essentially
> the same thing. Such a verb list would allow you to
> create an entire dictionary of verbs that are
> different words but do much the same action or
> actions.
>
> Lines 502 through 506 contain the noun list used by
> the adventure. Each name is again followed by a
> number. But this time each number isn't a noun number,
> as it was in the above verb list. No, this time we are
> actually listing the noun locations for each object.
> For example, the lantern is located in room number 17,
> the oil in room 5, and the torch in room 6. This may
> also relate to monsters throughout the adventure, as
> the "ogre" lives in room 23, and the "werewolf" in
> room 18.
>
> This simple data table is very limited, but it can be
> used as the starting basis for a more complex
> adventure. Also, remember that the player needs to be
> able to move about the adventure game. A data table
> for moving about the adventure would suffice as well.
>
> Such a data table might resemble the following:
>
> 507 REM N, S, E, W, U, D
> 508 DATA0, 2, 0, 0, 4, 0: REM Room 1 (Tavern)
> 509 DATA1, 7, 3, 5, 0, 0: REM Room 2 (Village Well)
> 510 DATA0, 0, 0, 2, 0, 0: REM Room 3 (Town Shop)
> 511 DATA0, 1,10, 0, 0, 1: REM Room 4 (Upstairs Hall)
> 512 DATA0, 0, 2, 6, 0, 0: REM Room 5 (Village Church)
> 513 DATA0, 0, 5, 0, 0, 0: REM Room 6 (Storage Room)
> 514 DATA2, 8, 0, 0, 0, 0: REM Room 7 (In the Forest)
```

> 515 DATA7, 9,11,12, 0, 0: REM Room 8 (By a Clearing)
> 516 DATA8,13, 0, 0, 0, 0: REM Room 9 (On a Bridge)
> 517 DATA0, 0, 0, 4, 0, 0: REM Room 10(Small Room)
> 518 DATA0, 0, 0, 8, 0, 0: REM Room 11(By the Lake)
> 519 DATA0, 0, 8, 0, 0, 0: REM Room 12(By a Boulder)
> 520 DATA9, 0, 0,14, 0, 0: REM Room 13(By the Castle)
> 521 DATA0, 0,13,15, 0, 0: REM Room 14(In the Hall)
> 522 DATA16,0,14, 0, 0, 0: REM Room 15(In the Parlor)
> 523 DATA0,15, 0, 0, 0, 0: REM Room 16(By the Throne)
>
> Line 507 is a REM statement that doesn't do anything
> remarkable. But what it does list is each cardinal
> direction the next DATA statements correspond with. So
> the first column of each DATA statement which follows
> represents the movement direction of NORTH, while the
> second is SOUTH, the third EAST, the fourth WEST, the
> fifth UP and the sixth DOWN. Notice that each of these
> DATA columns corresponds to a room location number.
> Lines 507 through 523 are thus the basis for a
> 6-directional map for a 16 room adventure game. It can
> obviously be expanded to include many more rooms, but
> this will suffice for now.
>
> There is much more to the structure of an adventure
> game than either the parser or data tables themselves.
> The length of such an explanation is beyond the scope
> of this article. However, a storyline and introduction
> would help the casual game player to understand what
> your adventure game is all about. You might also add
> in the ability to talk to game objects (such as the
> villager or clerk), face combat with various monsters
> (such as the werewolf or barbarian) and handle random
> gaming events (such as time, weather, magical rooms,
> etc).
>
> As you can see, the structure of an adventure game
> (even the parser and data structures) is fairly
> straightforward. Even a novice with little coding
> experience can sit down and write a simple text
> adventure in as few as three weeks. All it takes in
> imagination, a willingness to learn and the ability to
> develop a storyline.
>
> The limits of the imagination (and available RAM) are
> the only limitations to what you can accomplish while
> writing a text adventure.
>
> Sincerely,
>
> Paul Allen Panks

> dunric@yahoo.com

2727. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-15 20:57:54 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0407151257.71b6f286@posting.google.com>
Source record: 15084

however Dave was asking:

>
> I'm looking for a copy of the Action! manual does anyone know where I
> might be able to download a copy?
>

anybody knows where to get it? (already I know it's not good)

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<GHOEc.19843$Fo4.264509@typhoon.sonic.net>...
> SgtSilicon <secretspam@ihatespam.net> wrote:
> > There is nothing wrong inherrently wrong with the Action manual. It
> > is a language reference manual, with just a sprinkle of programming
> > concpets, structured or otherwise. As a reference manual it is short
> > and to the point. It is not a learn programming book really.
>
> Folks like Rick here on c.s.a.8 were my programming book for Action!
>
> I think it's a great reference, but I agree, learning some C and Pascal
> really helped me understand Action! :^) (And vice-versa!)
>
> Thx Rick, and everyone else from ~10yrs ago ;) (DAYAMN!)
>
> -bill!

2728. Re: atari ? the first cd rom ? who would've thought ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-16 07:58:52 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0407152358.4d1d6f69@posting.google.com>
Source record: 15085

yes, possibly, i remember hearing (and seeing in a display case) an atari add on for the stfm series called CDAR, best electronics had a piccy of it on one of their old back catalogues, the devices was made by a californian/US company called activenture who did a JV with atari to 'try' and bring it to the mass market, I remember seeing this device in a display case at a UK atari fair in Ally PAlly (Alexander Palace, Where the BBC originally started doing their TV broadcasting experiments back in the late 20's and early 30's, just north of tottenham, north London)

2729. Re: atari ? the first cd rom ? who would've thought ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-16 09:22:08 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040716102206.2904B@ilba14195.www.blueyonder.co.uk>
Source record: 15086

In article <6912483e.0407152358.4d1d6f69@posting.google.com>,
carmel_andrews@hotmail.com (carmel) wrote:

> yes, possibly, i remember hearing (and seeing in a display case) an
> atari add on for the stfm series called CDAR, best electronics had a
> piccy of it on one of their old back catalogues, the devices was made
> by a californian/US company called activenture who did a JV with atari
> to 'try' and bring it to the mass market, I remember seeing this
> device in a display case at a UK atari fair in Ally PAlly (Alexander
> Palace, Where the BBC originally started doing their TV broadcasting
> experiments back in the late 20's and early 30's, just north of
> tottenham, north London)
There were two different versions and AFAIK, both came to market in
limited numbers. Quite a few ended up knocking around Europe. Trouble was,
there were no CDROMs to play on it apart from a 747 parts inventory and
other exciting things. Ahead of its time :-(

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2730. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-16 13:32:17 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <548764cf4c.planet14@localhost.local>
Source record: 15087
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In message <9684631432552.NC-1.61.drHirudo@News.Individual.NET>
"Ventzislav Tzvetkov" wrote:
> Ok, look at the SAM Coupe as a Sinclair on steroids. Then I will just
> add only one steroid to the C64 - SuperCPU and compare now..... Sorry
> the Sinclair lost once again. Of course you are free to attach any
> Z80/Z180 accelerator board.

Then I add PeterPlus Sprinter (28MHz Z80 with 4MB RAM) or Jarek's
Accelerator or Si's Accelerator and the Spectrum/SAM wins.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2731. Atari and classic show July 17th free admission!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-16 15:24:56 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20040716112456.13519.00001421@mb-m12.aol.com>
Source record: 15088

In Lombard Illinois.

Visit the VGS website: http://avc.atari-users.net/Events/FestVGS.html
For more information about Video Game Summit contact Daniel Iacovelli at
AtariVideoClub@yahoo.com

The 2004 Video Game Summit is being held on July 17th, 2004 from 9am to 6pm at
the Lombard Inn and Suites hotel (Heron Point Building) formerly the Quality
Inn and suites hotel 645 West North Avenue, Lombard, IL.

I'll have a table there with some interesting items, boxed virtual boy, some
other boxed systems. Might bring a Best Electronics Waterworld "proto" Will be
selling AND trading, so check my "wish list". Feel free to post if you are
coming, I'd be interested to know.

Thanks,
Tom

http://TomMage.com/ Visit my Ultima Infocom and RPG page for a history of
Ultima (including pics of Ultima Escape from Mt. Drash), some nice music and
games for sale/trade.

2732. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-16 21:40:01 UTC
From: a__936@hotmail.com
Message-ID: <f39ca412.0407161340.1f9485e2@posting.google.com>
Source record: 15089
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tarquin Mills <accus@nojunkmail.com> wrote in message
news:<548764cf4c.planet14@localhost.local>...
> In message <9684631432552.NC-1.61.drHirudo@News.Individual.NET>
> "Ventzislav Tzvetkov" wrote:
> > Ok, look at the SAM Coupe as a Sinclair on steroids. Then I will just
> > add only one steroid to the C64 - SuperCPU and compare now........ Sorry
> > the Sinclair lost once again. Of course you are free to attach any
> > Z80/Z180 accelerator board.

Can I attach a PC to the back of my Spectrum? I bet
my 2GHz PC beats the SuperCPU hands down. As would
a z380 or ez80 :-) An original 20MHz z80
wouldn't quite do it. A z180 I'd have to look into to
see how fast they can go and how they modified the
instruction timings. It would certainly come with
a lot more interesting gadgets on chip.

Alvin

2733. Atari 400 bad RF Video

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 04:09:06 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10fh9j2l5vpt15e@corp.supernews.com>
Source record: 15090

I got this nice Atari 400 from the Thrift Store for .99 cents. Didn't know if it worked but for $1 who cares. I plugged it into my TV with a old TV Switchbox and it seems to work. BUT the video is really really bad. Snowy and crappy. I tried to hook up a 800 I had and the same thing. Also tried a 130XE and same. How can I get better video from the RF? (I also tried another TV, same problem)

Tim

2734. Re: Atari 400 bad RF Video

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 06:09:38 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10fhgl4atimabb2@corp.supernews.com>
Source record: 15091

Tried a Coax to RCA adaptor and it seems to have fixed the problem!

Tim

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10fh9j2l5vpt15e@corp.supernews.com...
> I got this nice Atari 400 from the Thrift Store for .99 cents. Didn't know
> if it worked but for $1 who cares. I plugged it into my TV with a old TV
> Switchbox and it seems to work. BUT the video is really really bad. Snowy
> and crappy. I tried to hook up a 800 I had and the same thing. Also tried
a
> 130XE and same. How can I get better video from the RF? (I also tried
> another TV, same problem)
>
> Tim
>
>

2735. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 12:13:44 UTC
From: spike1@freenet.co.uk
Message-ID: <oohns1-b7a.ln1@ridcully.fsnet.co.uk>
Source record: 15092
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
"|<evin" <nospam@nospam.com> did eloquently scribble:
> In the USA, the only Sinclair computer that had any impact was called
> the Timex Sinclair 1000 or something like that. It was little black
> box with a flat keyboard and 16k of memory or something like that.

Try 2K.

> It was a horrible computer.

Why? because it had a flat keyboard?
Because it didn't do colour (after all, it was only a zx81, not a spectrum)

> Personally I prefer the Atari 8-bits (and started out on a Atari 400)

Ahhhhh, you mean the one with the flat keyboard... um...

--
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

2736. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 12:32:18 UTC
From: spike1@freenet.co.uk
Message-ID: <irins1-b7a.ln1@ridcully.fsnet.co.uk>
Source record: 15093
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
"|<evin" <nospam@nospam.com> did eloquently scribble:
> On 6 Jul 2004 12:20:12 -0700, A936@hotmail.com (Alvin) wrote:
>
>>here was a time when
>>the TS1000 was outselling Commodore, Atari, Apple and
>>Tandy combined.
>
>
> Maybe in your country. In the US nothing outsold the Commodore 64 and
> there were always more Atari's & Apple's then Sinclairs!!!

Of course it outsold the commodore 64, you idiot.
The c64 didn't even EXIST when the TS1000 was outselling the
commodore/apple/atari,etc.
--
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

2737. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 15:38:49 UTC
From: spike1@freenet.co.uk
Message-ID: <9ptns1-4ma.ln1@ridcully.fsnet.co.uk>
Source record: 15094
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>
> "James Weatherley" <news@weatherley.net> wrote ...
>
>> In article <YILGc.31455$qw1.28956@nwrddc01.gnilink.net>,
>> samgillettnospam@diespammermsn.com says...
>>> If you want to compare the original Spectrum to something, be fair about
>>> it. Compare it with the C128. If I remember correctly both were
>>> introduced in 1985.
>>
>> The original Spectrum is from 1982
>
> Point taken. The C64 was introduced in 1982 and widely available by 1983.
> The ZX Spectrum+ was introduced in 1984, but still might be a good machine to
> compare with the C64. Lets see...

Why bother with the speccy plus? The spectrum was introduced in 1982.
It had exactly the same hardware as the + apart from the enhanced keyboard.

> The Spectrum has a slight edge here, but not as great an edge as it might at
> frist appear. The 6502 family of processors, the 6510 included, use less
> clock cycles for most tasks, that the Z80. So, the processor in the C64
> would be roughly equivalent to a 2 MHz Z80.

The z80 had a lot more registers how ever, so less need to address RAM.
The z80 had a heck of a lot more flexibility with its far more advanced
instruction set, so you could do more in the same amount of RAM.

> RAM:
> Spectrum+ 48Kb
> C64 64Kb
>
> Display:
> Text:
> Spectrum+ 32 Columns x 22 Lines
> C64 40 Columns x 25 Lines
> Resolution:
> Spectrum+ 256 x 192 Pixels
> C64 320 x 200 Pixels
> Colors (Colours for the Spectrum ;-))
> Spectrum+ 8

8? where did you pull that one from?

> C64 16
>
> Sound:
> Spectrum+ 1 Channel, 5 Octaves
> C64 3 Channels, 7 Octaves
>
> I/O:
> Spectrum+ Z80 bus, tape, RF television
> C64 6510 bus, tape, RF television, Composite Video and Sound, Joystick
> (2), Serial Port (disk drives, printers, etc. [up to 4 may be
> daisy-chained]), RS-232 (user port, modems, adapter for PC serial
> printers, etc.)
>
> Storage:
> Spectrum+ tape recorder or microdrive or disk drive or wafadrive
> C64 Datasette or disk drive

slight correction there.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

2738. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 16:14:07 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <2lt1jkFgnf2hU1@uni-berlin.de>
Source record: 15095
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<spike1@freenet.co.uk> wrote in message
news:irins1-b7a.ln1@ridcully.fsnet.co.uk...
> "|<evin" <nospam@nospam.com> did eloquently scribble:
> > On 6 Jul 2004 12:20:12 -0700, A936@hotmail.com (Alvin) wrote:
> >
> >>here was a time when
> >>the TS1000 was outselling Commodore, Atari, Apple and
> >>Tandy combined.
> >
> >
> > Maybe in your country. In the US nothing outsold the Commodore 64 and
> > there were always more Atari's & Apple's then Sinclairs!!!
>
> Of course it outsold the commodore 64, you idiot.
> The c64 didn't even EXIST when the TS1000 was outselling the
> commodore/apple/atari,etc.

No you're the idiot... The TS1000 was released in July 1982, the C64 in
January 1982. Even if the C64 wasn't around, the VIC-20 would have been
outselling it anyway. I think you owe someone an apology...

-Bill.

2739. Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 16:46:33 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407170846.b4523e3@posting.google.com>
Source record: 15096

I haven't been around in this group for a looooooonnnngggg time.
Been reading the articles about movies on a XL/XE, nice discussions.
Download the next video-clip and have a look at it.

http://www.mr-atari.com/docs/mra_showing_matrix.mpg

It's done on my Atari 800XL with internal MyIDE 4.8G 2.5" HD.
With the use of new IDE-drivers (blockmode) I reach >80 k/s!
No video-editing tricks, just raw video/audio data live from the HD.

Specs:
Audio 6.144 kHz 4 bit
Video 8 fps 64x216 16 grey (4:3)
Data-rating 60 k/s (the maximum with a 6144Hz IRQ busy with audio).

Mr.Atari

2740. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 18:15:40 UTC
From: spike1@freenet.co.uk
Message-ID: <cv6os1-u2b.ln1@ridcully.fsnet.co.uk>
Source record: 15098
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Bill Bertram <ADSR6581_removethis_@aol.com> did eloquently scribble:
>
> <spike1@freenet.co.uk> wrote in message
> news:irins1-b7a.ln1@ridcully.fsnet.co.uk...
>> "|<evin" <nospam@nospam.com> did eloquently scribble:
>> > On 6 Jul 2004 12:20:12 -0700, A936@hotmail.com (Alvin) wrote:
>> >
>> >>here was a time when
>> >>the TS1000 was outselling Commodore, Atari, Apple and
>> >>Tandy combined.
>> >
>> >
>> > Maybe in your country. In the US nothing outsold the Commodore 64 and
>> > there were always more Atari's & Apple's then Sinclairs!!!
>>
>> Of course it outsold the commodore 64, you idiot.
>> The c64 didn't even EXIST when the TS1000 was outselling the
>> commodore/apple/atari,etc.
>
> No you're the idiot... The TS1000 was released in July 1982, the C64 in
> January 1982. Even if the C64 wasn't around, the VIC-20 would have been
> outselling it anyway. I think you owe someone an apology...

OK, consider it given, as the zx81 was released in '81, I assumed the TS1000
was released not long after the british counterpart.
The only difference between the two machines was the TS had 2K of RAM rather
than 1K.
--

-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

2741. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 19:35:57 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <tcfKc.2169$kb1.1291@bignews6.bellsouth.net>
Source record: 15097
Cross-posted to: comp.sys.atari.8bit,alt.buddha.short.fat.guy

"Mr.Atari" <sijmen@mr-atari.com> wrote in message
news:2f6d7e2e.0407170846.b4523e3@posting.google.com...
> I haven't been around in this group for a looooooonnnnggggg time.
> Been reading the articles about movies on a XL/XE, nice discussions.
> Download the next video-clip and have a look at it.
>
> http://www.mr-atari.com/docs/mra_showing_matrix.mpg
>
> It's done on my Atari 800XL with internal MyIDE 4.8G 2.5" HD.
> With the use of new IDE-drivers (blockmode) I reach >80 k/s!
> No video-editing tricks, just raw video/audio data live from the HD.
>
> Specs:
> Audio 6.144 kHz 4 bit
> Video 8 fps 64x216 16 grey (4:3)
> Data-rating 60 k/s (the maximum with a 6144Hz IRQ busy with audio).
>
> Mr.Atari

You're my hero!

2742. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 21:52:42 UTC
From: spike1@freenet.co.uk
Message-ID: <amjos1-akb.ln1@ridcully.fsnet.co.uk>
Source record: 15099
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

deKay <andyk@lofi-gaming.org.uk> did eloquently scribble:
> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 6 Jul 2004
> 21:56:11 -0500, sefini jorgo geanyet des mani yeof do comp.sys.sinclair,
> yawatina tan reek esk Cameron Kaiser <ckaiser@floodgap.com> fornis do marikano
> es bono tan el:
>
>>Dear me, is it that time of the year again, or did someone let the denizens
>>of comp.sys.sinclair out of the asylum?
>
> Funny you should say that - I was just saying on css's sister IRC channel only
> yesterday that css has become a haven for mad people. Madder than its usual
> standards even.

No you didn't
You've not been in #speccy in a while.
I think you mean css's bastard son irc channel...
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

2743. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 23:40:57 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <dOiKc.3475$lz3.263@nwrddc01.gnilink.net>
Source record: 15104
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Bill Bertram" <ADSR6581_removethis_@aol.com> wrote ...

> <spike1@freenet.co.uk> wrote in message
> news:irins1-b7a.ln1@ridcully.fsnet.co.uk...
>> "|<evin" <nospam@nospam.com> did eloquently scribble:
>>>
>>> Maybe in your country. In the US nothing outsold the Commodore 64 and
>>> there were always more Atari's & Apple's then Sinclairs!!!
>>
>> Of course it outsold the commodore 64, you idiot.
>> The c64 didn't even EXIST when the TS1000 was outselling the
>> commodore/apple/atari,etc.
>
> No you're the idiot... The TS1000 was released in July 1982, the C64 in
> January 1982. Even if the C64 wasn't around, the VIC-20 would have been
> outselling it anyway. I think you owe someone an apology...

I don't have any sales figures, but do think quite a few TS1000's were sold in the US. They were *cheap* and a lot of people bought one just to see what it was like.

Some of those people were completely turned off on the idea of a home computer by the cheap little Timex/Sinclair. They just threw it in the trash and didn't fool around with another computer until years later when the computer industry had matured quite a bit.

Others found that they liked tinkering with computers, and/or BASIC, but were very disappointed by the lack of capabilities found in the little TS1000. So, they went out and bought another computer. Having been once burned, however, they were not about to buy anything with the name Timex, or the name Sinclair , on it.

Some of them bought a Commodore, some an Atari, and others an IBM Clone. They also told their friends, relatives, and co-workers about their horrible experience with the TS1000. Even if Sinclair had tried to get into the US market, they were dead in the water, even before launch. The Timex/Sinclair fiasco had seen to that!

Timex, on the other hand, saw the handwriting on the wall, and left the computer business before losing a lot of money in it. They returned to their core business of watches and expanded into more closely related areas, such as clocks and clock radios. A field they did quite well in for many years.

The big mistake Timex made with the TS1000 was a marketing mistake. They marketed it as a home computer. A mistake which made the Sinclair name

worthless in the US.

Had they marketed the TS1000 as they should have, as an educational toy, I see two things that might have happened.

1. They might have been able to sell computers based on the Spectrum line, and remained in the computer business until the end of the 8-bit age.

2. The Sinclair name would not have suffered as it did. Instead of being worthless, the Sinclair name might be right up there with Commodore and Atari.

BTW, the TS1000 may have even hurt Timex in their core business. At about the same period of time Timex went from being the number one purveyor of wrist watches in the US to about number three or four. Speaking for myself, up to that time, I had worn Timex watches since the late 1950's. For about ten years I wore Casio watches instead, as the name Timex carried with it the stench of CHEAP rubbish. I have forgiven Timex for the TS1000 though. Once again, I use Timex watches.

However, the Sinclair name is still one of low esteem in the US. Clive can thank the TS1000 for that!

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2744. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 23:40:58 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <eOiKc.3476$lz3.2578@nwrddc01.gnilink.net>
Source record: 15105
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<spike1@freenet.co.uk> wrote ...

> Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>>
>> Point taken. The C64 was introduced in 1982 and widely available by 1983.
>> The ZX Spectrum+ was introduced in 1984, but still might be a good machine
>> to compare with the C64. Lets see...
>
> Why bother with the speccy plus? The spectrum was introduced in 1982.
> It had exactly the same hardware as the + apart from the enhanced keyboard.

The C64 is from 1982 and the Spectrum + from 1984. I tried to be nice by
giving Sinclair a couple of years to catch up to the C64... but it is obvious
that he was unable to do so.

>> Display:
>> Text:
>> Spectrum+ 32 Columns x 22 Lines
>> C64 40 Columns x 25 Lines
>> Resolution:
>> Spectrum+ 256 x 192 Pixels
>> C64 320 x 200 Pixels
>> Colors (Colours for the Spectrum ;-))
>> Spectrum+ 8
>
> 8? where did you pull that one from?

The Planet Sinclair web site (Spectrum+ page)

> Storage:
> Spectrum+ tape recorder or microdrive or disk drive or wafadrive
> C64 Datasette or disk drive
>
> slight correction there.

If we start counting after-market add ons, we might as well add hard drives
for the C64. And, battery backed, 16 megabyte, RAM drives, with a real time
clock. ;-)

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2745. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-17 23:40:59 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <fOiKc.3477$lz3.2292@nwrddc01.gnilink.net>
Source record: 15106
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<spike1@freenet.co.uk> wrote in message
news:oohns1-b7a.ln1@ridcully.fsnet.co.uk...
> "|<evin" <nospam@nospam.com> did eloquently scribble:
>> In the USA, the only Sinclair computer that had any impact was called
>> the Timex Sinclair 1000 or something like that. It was little black
>> box with a flat keyboard and 16k of memory or something like that.
>
> Try 2K.
>
> > It was a horrible computer.
>
> Why? because it had a flat keyboard?

Even worse! A membrane keyboard with no _real_ keys. Have you ever tried to work with even the most rudimentary inventory program on such a keyboard? If you have, and if you _liked_ it, you might be a masochist.

Besides, if you got up to answer the phone, and if you bumped the table leg with your knee getting up, the damn thing crashed!

> Because it didn't do colour (after all, it was only a zx81, not a spectrum)

Being kin to a ZX81, perhaps it condemned itself. I hear a voice booming, "ZX81, go and be used as a doorstop, oh incompetent one.

>> Personally I prefer the Atari 8-bits (and started out on a Atari 400)
>
> Ahhhhh, you mean the one with the flat keyboard... um...

At least it had real keys, I suppose.

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2746. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 01:12:31 UTC
From: classics@atarimax.com
Message-ID: <38kKc.2162$4L7.1634@newssvr33.news.prodigy.com>
Source record: 15100
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

2747. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 01:12:37 UTC
From: classics@atarimax.com
Message-ID: <98kKc.2163$4L7.725@newssvr33.news.prodigy.com>
Source record: 15101
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

2748. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 01:12:42 UTC
From: classics@atarimax.com
Message-ID: <e8kKc.2164$4L7.564@newssvr33.news.prodigy.com>
Source record: 15103
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

2749. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 01:12:47 UTC
From: classics@atarimax.com
Message-ID: <j8kKc.2165$4L7.823@newssvr33.news.prodigy.com>
Source record: 15102
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

2750. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 10:31:22 UTC
From: spike1@freenet.co.uk
Message-ID: <q40qs1-04e.ln1@ridcully.fsnet.co.uk>
Source record: 15108
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>
> <spike1@freenet.co.uk> wrote ...
>
>> Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>>>
>>> Point taken. The C64 was introduced in 1982 and widely available by 1983.
>>> The ZX Spectrum+ was introduced in 1984, but still might be a good machine
>>> to compare with the C64. Lets see...
>>
>> Why bother with the speccy plus? The spectrum was introduced in 1982.
>> It had exactly the same hardware as the + apart from the enhanced keyboard.
>
> The C64 is from 1982 and the Spectrum + from 1984. I tried to be nice by
> giving Sinclair a couple of years to catch up to the C64... but it is obvious
> that he was unable to do so.

You mean to give the C64 an artificial head start.
Spectrum: released april 1982. No amount of hand waving or trying to make it
a spectrum + will change that. There WAS no difference between the spectrum
and + as mentioned earlier. The next hardware change in the spectrum line
was in 85 with the 128.

>>> Display:
>>> Text:
>>> Spectrum+ 32 Columns x 22 Lines
>>> C64 40 Columns x 25 Lines
>>> Resolution:
>>> Spectrum+ 256 x 192 Pixels
>>> C64 320 x 200 Pixels
>>> Colors (Colours for the Spectrum ;-))
>>> Spectrum+ 8
>>
>> 8? where did you pull that one from?
>
> The Planet Sinclair web site (Spectrum+ page)

Bright adds 6 colours. As has been pointed out numerous times here in this
thread.

>> Storage:
>> Spectrum+ tape recorder or microdrive or disk drive or wafadrive
>> C64 Datasette or disk drive
>>

>> slight correction there.
>
> If we start counting after-market add ons, we might as well add hard drives
> for the C64. And, battery backed, 16 megabyte, RAM drives, with a real time
> clock. ;-)
>
They had 16 meg add ons in 1983 or 4?
--

spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

2751. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 10:49:46 UTC
From: deKay <andyk@lofi-gaming.org.uk>
Message-ID: <tdlkf05r6jpjt03ekmtuc6o02tabqjav59@4ax.com>
Source record: 15107
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Sat, 17 Jul 2004 22:52:42 +0100, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk spike1@freenet.co.uk fornis do marikano es bono tan el:

>No you didn't
>You've not been in #speccy in a while.
>I think you mean css's bastard son irc channel...

I was in there last week.

deKay
--
+ Lofi Gaming - www.lofi-gaming.org.uk AC: deKay in Sponge
|- ugvm Magazine - www.ugvm.org.uk Gamertag: deKay 01
|- My computer runs at 3.5MHz and I'm proud of that
|- Currently buying games at a rate of one every 14.33 hours

2752. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 14:36:06 UTC
From: spike1@freenet.co.uk
Message-ID: <mfeqs1-nqe.ln1@ridcully.fsnet.co.uk>
Source record: 15109
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

deKay <andyk@lofi-gaming.org.uk> did eloquently scribble:
> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Sat, 17 Jul
> 2004 22:52:42 +0100, sefini jorgo geanyet des mani yeof do comp.sys.sinclair,
> yawatina tan reek esk spike1@freenet.co.uk fornis do marikano es bono tan el:
>
>>No you didn't
>>You've not been in #speccy in a while.
>>I think you mean css's bastard son irc channel...
>
> I was in there last week.

Yes, but you didn't say that in there...
:-p
--

---

spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

2753. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 16:45:28 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <e6alf05k8npdduqog2nk8fupvp7t3r514f@4ax.com>
Source record: 15110

On 17 Jul 2004 09:46:33 -0700, sijmen@mr-atari.com (Mr.Atari) wrote:

>http://www.mr-atari.com/docs/mra_showing_matrix.mpg
>
>It's done on my Atari 800XL with internal MyIDE 4.8G 2.5" HD.
>With the use of new IDE-drivers (blockmode) I reach >80 k/s!
>No video-editing tricks, just raw video/audio data live from the HD.

amazing... good job!!! I had to laugh when I read the description of
your system!! An Atari 800xl with 4.8gb is hell of a lot of
storage!!!!

kvn
kvn

---
yahoo IM: kevstar242

2754. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 20:14:13 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <pSAKc.11113$gt1.10264@nwrddc02.gnilink.net>
Source record: 15111
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

<spike1@freenet.co.uk> wrote ...

> Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>
>> If we start counting after-market add ons, we might as well add hard
>> drives for the C64. And, battery backed, 16 megabyte, RAM drives, with a
>> real time clock. ;-)
>>
> They had 16 meg add ons in 1983 or 4?

If I remember correctly Commodore released a 256 Kb RAM cartridge in '83, and later a 512 Kb RAM expansion cartridge. The 16 meg RAM expansion came several years later from a third party vendor.

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2755. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 20:59:41 UTC
From: spike1@freenet.co.uk
Message-ID: <tu4rs1-32g.ln1@ridcully.fsnet.co.uk>
Source record: 15112
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

```
Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>
> <spike1@freenet.co.uk> wrote ...
>
>> Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>>
>>> If we start counting after-market add ons, we might as well add hard
>>> drives for the C64. And, battery backed, 16 megabyte, RAM drives, with a
>>> real time clock. ;-)
>>>
>> They had 16 meg add ons in 1983 or 4?
>
> If I remember correctly Commodore released a 256 Kb RAM cartridge in '83, and
> later a 512 Kb RAM expansion cartridge. The 16 meg RAM expansion came
> several years later from a third party vendor.

Memotech released 256 and 512k memory expansions *FOR THE ZX81*

--

_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

2756. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-18 23:22:06 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <5WDKc.8656$GT3.1166@bignews6.bellsouth.net>
Source record: 15113

"Mr.Atari" <sijmen@mr-atari.com> wrote in message
news:2f6d7e2e.0407170846.b4523e3@posting.google.com...
> I haven't been around in this group for a loooooonnnngggg time.
> Been reading the articles about movies on a XL/XE, nice discussions.
> Download the next video-clip and have a look at it.
>
> http://www.mr-atari.com/docs/mra_showing_matrix.mpg
>
> It's done on my Atari 800XL with internal MyIDE 4.8G 2.5" HD.
> With the use of new IDE-drivers (blockmode) I reach >80 k/s!
> No video-editing tricks, just raw video/audio data live from the HD.

What format is the video in on the Hard Drive? Is it already in the 64x216
16 grey? How did you get it into that format?

>
> Specs:
> Audio 6.144 kHz 4 bit
> Video 8 fps 64x216 16 grey (4:3)
> Data-rating 60 k/s (the maximum with a 6144Hz IRQ busy with audio).
>
> Mr.Atari

2757. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 06:25:20 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407182225.64689f17@posting.google.com>
Source record: 15114

> What format is the video in on the Hard Drive? Is it already in the 64x216
> 16 grey? How did you get it into that format?
>

The movie is converted by TMPGEnc to the 64x216 format as a
uncompressed AVI. The AVI then is read by the Atari and frames
(BMP-files) are converted to Atari-images, saved as a 'movie-file'.
Audio is saved by TMPGEnc to 16 bit mono and shaped, modified and
saved as 8 bit by GOLDWAVE. The Atari then reads / converts this to 4
bit, saving as a 'audio-file'. Both Atari-files are then stored for
use with SIO2PC. (This part is done on the PC and the Atari is infact
the emulator).

On a real Atari: Audio and Video at a frame-rate of 8 fps are then
sandwiched together and saved to the HD as a raw audio/video-stream.
Uploading a movie of 1.5 hours (about 250Mb data) takes 24 hours using
3xSIO speed (11 Mb/hour).

The player is a relative short program that loads the audio and video
packets in a buffer, plays the audio part and shows the corresponding
picture. This way I'm sure audio and video are in sync ;-)
I use IDE block-mode to read the packets, reaching the extremely high
speed needed to play the video (60 kbyte/s). Sound is played using a
IRQ that sends audio-data to the POKEY soundchip.

You must think that I'm crazy, but it's nice to show what a 'old'
computer can do with todays technology (IDE-port).

Current movies on my 800XL are:
TRON
StarWars IV
Black Hole

Greetings!
Mr.Atari.

2758. Re: Free Atari stuff - Puget Sound WA local pickup only

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 07:17:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10fmtbcjpi5au4f@corp.supernews.com>
Source record: 15115

I'll take it I am in Tacoma!

Tim

"William H. Gatez" <bgatez@@att.net> wrote in message
news:j891f0dj4fkohgr0lod0l1nutdbii9ckcl@4ax.com...
> I need the room. The following items are free to the first person who
> says they'll take them. All worked when last tested, but that was
> atleast 4 years ago, and longer for some items. Are stored in plastic
> containers indoors - this is not garage/attic junk. Everything clean
> and in good condition cosmetically. Some manuals included, a few items
> in original boxes. I think I have enough power supplies for
> everything, but not sure. Pretty close, tho. Must take all!
>
> Atari 600XL AT85010762
> Atari 1200XL 72R DA03011 163
> Atari 1200XL 83S DA036969 178
> Atari 800 426411
> Atari 800 439132
> Atari 800 454907
> Atari 800XL 83AHA 57378 024
> Atari 800XL 72RHA 106140 D-364
> Atari 800XL 7YJ HA 11411473
> Atari 800XL 72RHA 196411 D-454
> Atari 400 201860
> Atari 400 370264
> Atari XEP-80 1004303 boxed/complete with manual, software, cables
> Atari 1050 disk drive 7VDFF 44168 374
> Atari 410 data recorder 405221
> Atari 1010 data recorder
> Atari 1050 disk drive 7VDFF 33749 364
> Atari 1050 disk drive 83A FF 36071 524
> Atari 810 disk drive AZ129534
> Atari CX-85 numeric keypad boxed/complete w/all docs
> Atari Bookkeeper Kit boxed/complete, w/all docs, software
> shrinkwrapped
> Atari 1030 Modem 976 FE 33326 045 w/docs
> Atari 1027 printer 9Z6FD36124463 boxed/complete - manuals, oil,
> power supply
> Centronics printer adapter (1 boxed w/manual, 1 boxed; Mfr: Supra
> Corp)
> Atari 1027 printer 9Z6FD36235463 with dust cover
> Power supply model CO61636 for 1027
> Centronics printer adapter mfr Digital Devices Corp.
> Supra parallel interface 50690 model MPP1150

> Atari MODEM XM301 A16B1033155
> Atari remote-control joysticks 1 set
> ICD P: R: Connection (interface)
> Centronics printer adapter mfr: Digital Devices 'APE FACE' model XLP
>
> serious inquiries only - please understand the following before
> contacting me:
>
> 1. this stuff weighs a ton - I WILL NOT SHIP SO PLEASE DON'T ASK.
> 2. all items are as-is
> 3. you must pick up - city of allyn, wa (near bremerton)
> 4. you will need a large vehicle
> 5. you must take all
>
> e-mail me at 034507691@excite.com
>
> thanks
>

2759. Re: XF551 Upgrading

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 08:39:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407190135150.19566-100000@onyx.spiritone.com>
Source record: 15116

Bob Puff does this very thing. Look him up in Michael Currents list of
Atari Dealers. Thanx! ===Ben===

On Wed, 14 Jul 2004, John ter Haar wrote:

> Hello,
> I have an XF551 and was wondering if anyone has plans / schematics or
> instructions to upgrade the unit to a 3.5" drive. I know it can be done
> with a 720k, can it also handle a 1.44MB as well? Also can a use a double
> system, a 3.5 and 5.25 in one unit on the upgrade? ANy help would be
> greatly apprecitaed.
> John

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2760. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 13:06:25 UTC
From: Tarquin Mills <speccyverse@ntlworld.com>
Message-ID: <2ab3edd04c.planet14@localhost.local>
Source record: 15117
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

spike1 wrote:
> Sam Gillett did eloquently scribble:
> > spike1 wrote ...
> >> Sam Gillett did eloquently scribble:
> >>
> >>> If we start counting after-market add ons, we might as well add hard
> >>> drives for the C64. And, battery backed, 16 megabyte, RAM drives,
> >>> with a real time clock. ;-)
> >>>
> >> They had 16 meg add ons in 1983 or 4?
> >>
> > If I remember correctly Commodore released a 256 Kb RAM cartridge in
> > '83, and later a 512 Kb RAM expansion cartridge. The 16 meg RAM
> > expansion came several years later from a third party vendor.
>
> Memotech released 256 and 512k memory expansions *FOR THE ZX81*

While TV Services of Cambridge (who still exist) used to fit a 4MB RAM
expansions system to the Spectrum, with an altered multi-tasking BASIC,
called the XK System.

--
Tarquin Mills

ACCUS (Anglia Classic Computer Users Society)
http://www.speccyverse.me.uk/comp/accus/

2761. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 16:08:49 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <emSKc.3694$a64.3363@bignews5.bellsouth.net>
Source record: 15118

"Mr.Atari" <sijmen@mr-atari.com> wrote in message
news:2f6d7e2e.0407182225.64689f17@posting.google.com...
> > What format is the video in on the Hard Drive? Is it already in the
64x216
> > 16 grey? How did you get it into that format?
> >
>
> The movie is converted by TMPGEnc to the 64x216 format as a
> uncompressed AVI. The AVI then is read by the Atari and frames
> (BMP-files) are converted to Atari-images, saved as a 'movie-file'.
> Audio is saved by TMPGEnc to 16 bit mono and shaped, modified and
> saved as 8 bit by GOLDWAVE. The Atari then reads / converts this to 4
> bit, saving as a 'audio-file'. Both Atari-files are then stored for
> use with SIO2PC. (This part is done on the PC and the Atari is infact
> the emulator).
>
> On a real Atari: Audio and Video at a frame-rate of 8 fps are then
> sandwiched together and saved to the HD as a raw audio/video-stream.
> Uploading a movie of 1.5 hours (about 250Mb data) takes 24 hours using
> 3xSIO speed (11 Mb/hour).
>
> The player is a relative short program that loads the audio and video
> packets in a buffer, plays the audio part and shows the corresponding
> picture. This way I'm sure audio and video are in sync ;-)
> I use IDE block-mode to read the packets, reaching the extremely high
> speed needed to play the video (60 kbyte/s). Sound is played using a
> IRQ that sends audio-data to the POKEY soundchip.
>
> You must think that I'm crazy,

Not at all...it's a great hobby trying to see how far you can push the old
Atari's.

> but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
>
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
>
> Greetings!
> Mr.Atari.

2762. Re: My Silicon Tits 649

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-19 17:39:56 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <HHTKc.32146$5Y.20795@cyclops.nntpserver.com>
Source record: 15119
Cross-posted to: alt.drugs.cow-shit,alt.binaries.world-languages,comp.sys.atari.8bit,alt.disney.criticism,alt.fan.alan.tam,alt.flame.fucking.faggots,alt.games.marathon,alt.mac.games.marathon,alt.missing-kids.want-ads,alt.movies.hitchcock

<karen@gmail.com> wrote in message
news:40f832d9$1$10382$61fed72c@news.rcn.com...
> Hi!! I recently had my titties enlarged and am really proud of my new
knockers, feel free to have a look, ive zipped some before and after pics
here for you to enjoy as much as i am.
> http://www.theparadise.x-y.net/BoobJob.zip
>
momecdgblgnjvweizwbgsnwmckrevdxiuxokwbotzjqpordfvshecwpfhtrvskcumlogfnkhjjjf
illjemcoiutv
>

are they 8K or 16K roms ?

2763. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 04:28:06 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0407192028.4ff1a00@posting.google.com>
Source record: 15120

Michael Current <hunmanik@earthlink.net> wrote in message
news:<atari-8-bit/welcome_1089087315@rtfm.mit.edu>...
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: March 14, 2004
>
> Welcome to the comp.sys.atari.8bit newsgroup!
>
> You've found the Usenet newsgroup for discussion about the Atari 8-bit
> family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
> 65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
> California, USA) produced this line of computers from 1979-1992.
[...]

These two links were dead when I tried them:

> Atari 8-Bit Telnet BBS List (Nolan Friedland)
> http://tcfreenet.org/~friednw/bbs-telnet.html
>
> Atari 8-Bit Dialup BBS List (Nolan Friedland)
> http://tcfreenet.org/~friednw/bbs-dialup.html

Is anyone maintaining an IRC channel for Atari 8-bit users/programmers?

2764. Re: What is the best Win32 Atari 8 bit emulator out there?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 06:32:50 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <m03Lc.99607$eO.40442@edtnps89>
Source record: 15121

Anonymous wrote:
> I know there have been a number of Win32 based Atari 8 bit emulators under
> active development for some time. This being said, which is considered the
> "best" available today? Are there any that are still under
> development/improvement or in 2003 has the Win32 community actually managed
> to completely replicated the old 8 bits with nothing left to improve?
> Thanks in advance for any responses.
>
>
> ----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
> http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
> ---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

That would definately be Atari800WinPlus. I think it's up to version 4 now.

2765. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 07:38:27 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <TZ3Lc.99614$eO.73633@edtnps89>
Source record: 15122

Michael Gale wrote:
> Here is the link I listed in the thread:
>
> http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
> tno=85501&search=MONITOR&rsite=pccables.com&rcode=
>
> This will allow you to connect to a standard VGA monitor.
>
> Michael
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
>
>>hey -
>>
>>That recent video related post sparked a thought in me...
>>
>>Has anybody here used a converter so they can use their 8-bit atari with a
>>standard PC monitor? (instead of a t.v.)
>>
>>I see they do exist for sale. Anybody with personal experience?
>>I was thinking about looking into it, but wouldn't want to spend too much
>>money on a 'toy'...
>>Nor am I interested in seeing a diagram of the video pinouts so I can make
>>it myself.
>>
>>-z-
>>
>>
>
>
>
Keep in mind though that a VGA monitor is so much higher quality than an
atari 8bit is able to produce that things may look a little weird. For
instance even in 320x200 res the pixels will look blocky. And I'm not
sure that 320x200 artifacting will work on a VGA monitor.

2766. Re: Repairing Atari Disk Images

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 08:02:21 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <hk4Lc.99616$eO.7162@edtnps89>
Source record: 15123

Jeremy Bell wrote:
> I have finally managed to convert all my old Atari 800XL floppy disks
> to disk images that I can use with an emulator. Most of them work
> fine, but a few of them are kind of scrambled -- when I try to view
> the disk directory, I'll get part of a file instead. I'm pretty sure
> these problems have nothing to do with the transfer to my modern
> computer, because I remember having the same problems on the actual
> Atari. So anyway, my question is, are there any Mac or PC utilities
> that I could use to repair my disk images? I do have an Atari program
> called Sherlock that I've been using, but I think something that would
> run natively on my computer would be more helpful.
>
> I'm using a Macintosh, but I do have Virtual PC, if there's nothing
> available on Mac.
>
> jeremy
I would think from my roughly 21 years experience with computers that it would be impossible to fix them from the images. I would think that occured when reading the original disks. You might try converting those images again. If they still have errors I would try converting them using a different disk drive as it may be able to read the data from that section whereas the one you used originally could not.

Thats all I can think of without getting too exotic.

2767. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 08:11:23 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <Ls4Lc.99617$eO.25194@edtnps89>
Source record: 15124

Roy G Biv wrote:
> On 14 Dec 2003 at 00:52:07 GMT, Larry White scribbled:
> ->I should mention that there was a *real* 65816 custom Atari ma-
> ->chine that was sold mainly for cable TV operators. I *saw* this
> ->at the "World of Atari" in 1998. It was in a small PC case --
> ->about the size of a PS2 case. Had a 65816, a built-in Black Box,
> ->3-1/2" drive, and had the ability to run at 3.52 (?) MHz when run-
> ->ning in the 65816 mode outside of the normal 64K.
>
> Now the story can be told: In the early '80s, when the chip came
> out that Apple later used for the Apple II-GS, my original computer
> mentor got the details from the manufacturer (Intel, or was it Motor-
> ola?). He called the Atari Company to try to convince them to put
> out an "8-16" version of the 8-bit computers, but they were stone
> cold to the idea. So they had the chance, but they blew it!
>
> The above post is the first I've ever heard of any 8-16 mod of
> the Atari 8-bit that supposedly was done in any quantity (or so the
> poster implies). Even if so, the quantity was presumably on the
> small side.

One idea I've had is just adding a second primitive computer you could give routines to. I have a few samples of some National Cop8 microcontrollers that can run at 20 Mhz and if I'm not mistaken (I haven't taken the time to read the datasheet yet) they are very close architecturely to the 6502. A hack to have that run some processor intensive routines on could be interesting.

2768. Re: The Sinclair Spectrum is the King of 8 Bit computers... NOT !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 08:14:36 UTC
From: agila61@netscape.net
Message-ID: <c8cbc925.0407200014.276f85fa@posting.google.com>
Source record: 15125
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tarquin Mills <speccyverse@ntlworld.com> wrote in message
news:<2ab3edd04c.planet14@localhost.local>...

> > > If I remember correctly Commodore released a 256 Kb RAM cartridge in
> > > '83, and later a 512 Kb RAM expansion cartridge. The 16 meg RAM
> > > expansion came several years later from a third party vendor.

> > Memotech released 256 and 512k memory expansions *FOR THE ZX81*

> While TV Services of Cambridge (who still exist) used to fit a 4MB RAM
> expansions system to the Spectrum, with an altered multi-tasking BASIC,
> called the XK System.

Yes, the 16MB C64 cartridge is out ... only the 256KB and 512KB RAM
expansion cartridges count. What was the maximum expansion of the
Spectrum by whichever company it is that produced this "mythical"
machine (in the sense of storied in myth and legend, not in the sense
of being imaginary since, although I have never personally seen one or
met anyone who has had one, I do believe that they once existed).

2769. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 14:34:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <A3aLc.9263$Qu5.4216@newsread2.news.pas.earthlink.net>
Source record: 15126

Dan Ritter wrote:
> Roy G Biv wrote:
>
>> On 14 Dec 2003 at 00:52:07 GMT, Larry White scribbled:
>> ->I should mention that there was a *real* 65816 custom Atari ma-
>> ->chine that was sold mainly for cable TV operators. I *saw* this
>> ->at the "World of Atari" in 1998. It was in a small PC case --
>> ->about the size of a PS2 case. Had a 65816, a built-in Black Box,
>> ->3-1/2" drive, and had the ability to run at 3.52 (?) MHz when run-
>> ->ning in the 65816 mode outside of the normal 64K.
>>
>> Now the story can be told: In the early '80s, when the chip came
>> out that Apple later used for the Apple II-GS, my original computer
>> mentor got the details from the manufacturer (Intel, or was it Motor-
>> ola?). He called the Atari Company to try to convince them to put
>> out an "8-16" version of the 8-bit computers, but they were stone
>> cold to the idea. So they had the chance, but they blew it!
>>
>> The above post is the first I've ever heard of any 8-16 mod of
>> the Atari 8-bit that supposedly was done in any quantity (or so the
>> poster implies). Even if so, the quantity was presumably on the
>> small side.
>
>
> One idea I've had is just adding a second primitive computer you could
> give routines to. I have a few samples of some National Cop8
> microcontrollers that can run at 20 Mhz and if I'm not mistaken (I
> haven't taken the time to read the datasheet yet) they are very close
> architecturely to the 6502. A hack to have that run some processor
> intensive routines on could be interesting.

It could be done w/o much more then programming effort and a SIO2PC cable.

Just add another command to the SIO buss that causes the IBM to execute
an extended or complex operation and returns the results.

I don't think math complexity or intensity of calculations is a problem
though. For instance you could probably have the IBM calculate a fractal
and return a full 8k screen worth of data at 56k on the SIO buss in less
then 10 seconds instead of the 1-9 hours an Atari may take. Problem is
you end up with a fractal landscape<or whatever> on an Atari which isn't
exactly in high demand. It is a solution in search of a problem if you
get my meaning.

Even if you do get a killer app, lets say an Eliza type parser that plays a game of chess while carrying on a conversation, you still have to deal with things like "Should I use my Atari 400 with membrane keyboard or my Dell to interact with it?"

2770. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 15:10:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <40FD35E0.A12916B@students.uni-mainz.de>
Source record: 15127

Well,
are all/some of the mentioned movies available as 16MB SIO2PC images ?!?
Would like to download and add them to my "Atari 8bit Movies"
collection. I already have the Yar`s Revenge and 3SAT movies as well as
some demos from Poland that are very movie-like (Madteam demos Bill-Pie,
Killer-Whales, Comet, X-Demo, Journey, etc. as well as some quite old
Movie-Maker/*.MVM files).

alas, the 3Sat movie by Mirko Sobe has some bugs/errors, it uses more
than 3 boot sectors and as a result the VTOC and DIR sectors also do not
appear where they should, so SIO2PC or MyDOS under SIO2PC cannot read
this 16MB image (it shows no directory and reports 000 free sectors).
Maybe you can repair this (since I have not found any repair tools for
16MB images yet and all the sectors and data seem to be there)...
greetings, Andreas.

"Mr.Atari" schrieb:
>
> > What format is the video in on the Hard Drive? Is it already in the 64x216
> > 16 grey? How did you get it into that format?
> >
>
> The movie is converted by TMPGEnc to the 64x216 format as a
> uncompressed AVI. The AVI then is read by the Atari and frames
> (BMP-files) are converted to Atari-images, saved as a 'movie-file'.
> Audio is saved by TMPGEnc to 16 bit mono and shaped, modified and
> saved as 8 bit by GOLDWAVE. The Atari then reads / converts this to 4
> bit, saving as a 'audio-file'. Both Atari-files are then stored for
> use with SIO2PC. (This part is done on the PC and the Atari is infact
> the emulator).
>
> On a real Atari: Audio and Video at a frame-rate of 8 fps are then
> sandwiched together and saved to the HD as a raw audio/video-stream.
> Uploading a movie of 1.5 hours (about 250Mb data) takes 24 hours using
> 3xSIO speed (11 Mb/hour).
>
> The player is a relative short program that loads the audio and video
> packets in a buffer, plays the audio part and shows the corresponding
> picture. This way I'm sure audio and video are in sync ;-)
> I use IDE block-mode to read the packets, reaching the extremely high
> speed needed to play the video (60 kbyte/s). Sound is played using a
> IRQ that sends audio-data to the POKEY soundchip.
>
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).

>
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
>
> Greetings!
> Mr.Atari.

2771. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 20:01:43 UTC
From: jack <abc@def.it>
Message-ID: <8ftqf0pt7bgrpfdei1mjhj27ga53j18j65@4ax.com>
Source record: 15128

On Tue, 20 Jul 2004 07:38:27 GMT, Dan Ritter <danritter@telus.net>
wrote:

>> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>> news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
>>
>>>That recent video related post sparked a thought in me...
>>>
>>>Has anybody here used a converter so they can use their 8-bit atari with a
>>>standard PC monitor? (instead of a t.v.)
>>>
>>>I see they do exist for sale. Anybody with personal experience?
>>>I was thinking about looking into it, but wouldn't want to spend too much
>>>money on a 'toy'...
>>>Nor am I interested in seeing a diagram of the video pinouts so I can make
>>>it myself.
>>>
>Keep in mind though that a VGA monitor is so much higher quality than an
>atari 8bit is able to produce that things may look a little weird. For
>instance even in 320x200 res the pixels will look blocky. And I'm not
>sure that 320x200 artifacting will work on a VGA monitor.

I'd have agreed with you before I found this card (no brand):

Input: Composite Video + Audio, S-Video, YUV, VGA
Output: Composite Video + Audio, S-Video, VGA

I bought it in order to save space in my room (no more need for a
TV!), and it works great with my Atari 800 and my Jaguar on my Sony
17" LCD (SDM HX-73). The card has an on-screen menu which allows you
to set brightness, contrast, color and volume. It handles PAL/NTSC
signals flawlessly.
The great thing about it is that it is a stand-alone card and you
don't need a PC in order to use it, which is very nice if you want to
watch a DVD or a video tape in peace (no fan, no hard disk spinning).

I consider the results really excellent, and (more important!) much
better than I had expected. I found the card second hand and I think I
paid 30 euros for it...

I'd be happy if I could connect my Atari 400 to it... any ideas?

Ciao,
gianfranco

2772. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 20:32:39 UTC
From: Local H <localh@chartertn.net>
Message-ID: <10fr0b7l3oal52c@corp.supernews.com>
Source record: 15129
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Patrick Kain wrote:
> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
> Sinclair to mankind, the truly most advanced computer ever created by
> skilled English developers who are much more intelligent than
> Americans.
>
> But there are heretics who don't accept the godlike status of the
> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>
> Both these computers are utter crap and nothing compared to the
> godlike Spectrum !
>
> Spectrum = King of computers, C64 and ATARI 800 = court jesters !

Is it that time of year ALREADY? Shit, I thought that was a few months
away yet...

2773. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:34:42 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <66hLc.100003$eO.72316@edtnps89>
Source record: 15130

Rick Cortese wrote:
> Dan Ritter wrote:
>
>> Roy G Biv wrote:
>>
>>> On 14 Dec 2003 at 00:52:07 GMT, Larry White scribbled:
>>> ->I should mention that there was a *real* 65816 custom Atari ma-
>>> ->chine that was sold mainly for cable TV operators. I *saw* this
>>> ->at the "World of Atari" in 1998. It was in a small PC case --
>>> ->about the size of a PS2 case. Had a 65816, a built-in Black Box,
>>> ->3-1/2" drive, and had the ability to run at 3.52 (?) MHz when run-
>>> ->ning in the 65816 mode outside of the normal 64K.
>>>
>>> Now the story can be told: In the early '80s, when the chip came
>>> out that Apple later used for the Apple II-GS, my original computer
>>> mentor got the details from the manufacturer (Intel, or was it Motor-
>>> ola?). He called the Atari Company to try to convince them to put
>>> out an "8-16" version of the 8-bit computers, but they were stone
>>> cold to the idea. So they had the chance, but they blew it!
>>>
>>> The above post is the first I've ever heard of any 8-16 mod of
>>> the Atari 8-bit that supposedly was done in any quantity (or so the
>>> poster implies). Even if so, the quantity was presumably on the
>>> small side.
>>
>>
>>
>> One idea I've had is just adding a second primitive computer you could
>> give routines to. I have a few samples of some National Cop8
>> microcontrollers that can run at 20 Mhz and if I'm not mistaken (I
>> haven't taken the time to read the datasheet yet) they are very close
>> architecturely to the 6502. A hack to have that run some processor
>> intensive routines on could be interesting.
>
>
> It could be done w/o much more then programming effort and a SIO2PC cable.
>
> Just add another command to the SIO buss that causes the IBM to execute
> an extended or complex operation and returns the results.
>
> I don't think math complexity or intensity of calculations is a problem
> though. For instance you could probably have the IBM calculate a fractal
> and return a full 8k screen worth of data at 56k on the SIO buss in less
> then 10 seconds instead of the 1-9 hours an Atari may take. Problem is

> you end up with a fractal landscape<or whatever> on an Atari which isn't
> exactly in high demand. It is a solution in search of a problem if you
> get my meaning.
>
> Even if you do get a killer app, lets say an Eliza type parser that
> plays a game of chess while carrying on a conversation, you still have
> to deal with things like "Should I use my Atari 400 with membrane
> keyboard or my Dell to interact with it?"
>
Of course then why write any program for the atari. I was thinking of
building into it some basic program building blocks in the cop8. For
example the chip I have costs $12 Canadian at www.digikey.ca and is a 20
Mhz computer with 32k rom and 1k ram. The rom is flash memory that can
be reprogrammed 100,000 times so you could put in there standard
building blocks for programs. IE fast math routines including floating
point with can get kinda crazy using a 6502. Also how about zip type
compression 3d manipulation routines etc. And if its directly
interfaced to the 6502 than it will be able to transfer data back and
forth much faster than 56k.

2774. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:41:14 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ui7rf0lqh5hcqri30qqcnkr2lc51g9jbrt@4ax.com>
Source record: 15131

On 19 Jul 2004 21:28:06 -0700, synthetoonz@bellsouth.net (Ken Jennings) wrote:

>These two links were dead when I tried them:
>
>> Atari 8-Bit Telnet BBS List (Nolan Friedland)
>> http://tcfreenet.org/~friednw/bbs-telnet.html
>>
>> Atari 8-Bit Dialup BBS List (Nolan Friedland)
>> http://tcfreenet.org/~friednw/bbs-dialup.html

Thanks Ken!

I found them, at:

http://www.ilmarinen.us/spacebbs/bbs-telnet.html

and

http://www.ilmarinen.us/spacebbs/bbs-dialup.html

I'll have to chide Nolan, who I just saw at the July SPACE meeting, for not
telling me. :)

>
>
>Is anyone maintaining an IRC channel for Atari 8-bit users/programmers?

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2775. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:49:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7da@fmlynet.org>
Source record: 15140

FamilyNet Newsgate

Tell him Doctor Clu says hi. And that the Atari Hangout chat room is still around, just moved.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> a.k.a. oldatarian.
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's alive.
> unfortunately he told me he doesn't have internet access or an email address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's got
> a few friends who miss him (not to mention a certain someone who misses his
> atari disks collection). If anyone wants me to pass along message drop me a
> line at sysop at rtdos dot com or post here.
> mo, are you still around ?
> as soon as we get my disks converted over to a format used by emulators
> (discommunicator, for example) i'll be hoping to post my entire collection
> online as soon as possible. any, um, volunteers ? :-)
> --
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/guestbook (submit your links here)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2776. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:49:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7db@fmlynet.org>
Source record: 15144

FamilyNet Newsgate

Tell him Doctor Clu says hi. And that the Atari Hangout chat room is still around, just moved.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> a.k.a. oldatarian.
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's alive.
> unfortunately he told me he doesn't have internet access or an email address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's got
> a few friends who miss him (not to mention a certain someone who misses his
> atari disks collection). If anyone wants me to pass along message drop me a
> line at sysop at rtdos dot com or post here.
> mo, are you still around ?
> as soon as we get my disks converted over to a format used by emulators
> (discommunicator, for example) i'll be hoping to post my entire collection
> online as soon as possible. any, um, volunteers ? :-)
> --
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/guestbook (submit your links here)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2777. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:49:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7dc@fmlynet.org>
Source record: 15142

FamilyNet Newsgate

Tell him Doctor Clu says hi. And that the Atari Hangout chat room is still around, just moved.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> a.k.a. oldatarian.
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's alive.
> unfortunately he told me he doesn't have internet access or an email address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's got
> a few friends who miss him (not to mention a certain someone who misses his
> atari disks collection). If anyone wants me to pass along message drop me a
> line at sysop at rtdos dot com or post here.
> mo, are you still around ?
> as soon as we get my disks converted over to a format used by emulators
> (discommunicator, for example) i'll be hoping to post my entire collection
> online as soon as possible. any, um, volunteers ? :-)
> --
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/guestbook (submit your links here)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2778. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:49:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7dd@fmlynet.org>
Source record: 15143

FamilyNet Newsgate

Tell him Doctor Clu says hi. And that the Atari Hangout chat room is still around, just moved.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> a.k.a. oldatarian.
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's alive.
> unfortunately he told me he doesn't have internet access or an email address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's got
> a few friends who miss him (not to mention a certain someone who misses his
> atari disks collection). If anyone wants me to pass along message drop me a
> line at sysop at rtdos dot com or post here.
> mo, are you still around ?
> as soon as we get my disks converted over to a format used by emulators
> (discommunicator, for example) i'll be hoping to post my entire collection
> online as soon as possible. any, um, volunteers ? :-)
> --
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/guestbook (submit your links here)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2779. *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:49:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7de@fmlynet.org>
Source record: 15136

FamilyNet Newsgate

Tell him Doctor Clu says hi. And that the Atari Hangout chat room is still around, just moved.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> a.k.a. oldatarian.
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's alive.
> unfortunately he told me he doesn't have internet access or an email address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's got
> a few friends who miss him (not to mention a certain someone who misses his
> atari disks collection). If anyone wants me to pass along message drop me a
> line at sysop at rtdos dot com or post here.
> mo, are you still around ?
> as soon as we get my disks converted over to a format used by emulators
> (discommunicator, for example) i'll be hoping to post my entire collection
> online as soon as possible. any, um, volunteers ? :-)
> --
> Woodzy
> http://www.rtdos.com (alternate OS for games based on the classics)
> http://rtdos.com/debate (politically charged discussions)
> http://rtdos.com/guestbook (submit your links here)
> http://rtdos.com/forum (rtdos message boards)
> http://rtdos.com/rtdos (rtdos active developer chat)
> http://rtdos.com/chat
> retro themed chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
> every Sunday @ 1PM MDT (1900 GMT)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2780. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7df@fmlynet.org>
Source record: 15137

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2781. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e0@fmlynet.org>
Source record: 15138

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2782. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e1@fmlynet.org>
Source record: 15139

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2783. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e2@fmlynet.org>
Source record: 15141

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2784. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e3@fmlynet.org>
Source record: 15145

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2785. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e4@fmlynet.org>
Source record: 15146

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2786. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 22:59:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e5@fmlynet.org>
Source record: 14899

FamilyNet Newsgate

> From: sijmen@mr-atari.com (Mr.Atari)
> You must think that I'm crazy, but it's nice to show what a 'old'
> computer can do with todays technology (IDE-port).
> Current movies on my 800XL are:
> TRON
> StarWars IV
> Black Hole
> Greetings!
> Mr.Atari.

I have seen the movie player before since you mentioned it on the Atari hangout practically since the start. Just awesome. Almost surreal to see it do that.

Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2787. Apologies...

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 23:06:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7e9@fmlynet.org>
Source record: 14898

FamilyNet Newsgate

Sorry for sending out the multiple messages. The web interface from the
BBS I check this newsgroup from is acting a bit weird. Hopefully this goes
better.

Again my profuse apologies.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2788. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 23:16:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ab7ea@fmlynet.org>
Source record: 14897

FamilyNet Newsgate

> From: Dan Ritter <danritter@telus.net>

>>> Has anybody here used a converter so they can use their 8-bit atari with a
>>> standard PC monitor? (instead of a t.v.)
>>
> Keep in mind though that a VGA monitor is so much higher quality than an
> atari 8bit is able to produce that things may look a little weird. For
> instance even in 320x200 res the pixels will look blocky. And I'm not
> sure that 320x200 artifacting will work on a VGA monitor.

I have used a A/V Mac to accomplish this. Worked fairly well. Yes, was
blocky. But yeh, was kewl.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2789. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-20 23:19:27 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns952D59BB304Fstevefarrell1falsebi@217.32.252.50>
Source record: 15132
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Tue, 20 Jul 2004 20:32:39 GMT, as it happens),
somebody called Local H <localh@chartertn.net> made the following views
known to all at comp.sys.sinclair

> Patrick Kain wrote:
>> The Sinclair Spectrum is truly a masterpiece, a gift of the god Clive
>> Sinclair to mankind, the truly most advanced computer ever created by
>> skilled English developers who are much more intelligent than
>> Americans.
>>
>> But there are heretics who don't accept the godlike status of the
>> Sinclair Spectrum and use crap like the C64 or the ATARI 800.
>>
>> Both these computers are utter crap and nothing compared to the
>> godlike Spectrum !
>>
>> Spectrum = King of computers, C64 and ATARI 800 = court jesters !
>
> Is it that time of year ALREADY? Shit, I thought that was a few months
> away yet...
>

Where have you been? The flamefest's almost dead already. (Oh, and for
comedy value, do a google groups search for 'Patrick Kain'. He's trolled
EVERY SINGLE NEWSGROUP. Literally. He has a thing about testicles).

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2790. Re: Repairing Atari Disk Images

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 01:27:33 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <40ffc44c.42587935@news>
Source record: 15133

Dan Ritter <danritter@telus.net>:
>Jeremy Bell wrote:
>> I have finally managed to convert all my old Atari 800XL floppy disks
>> to disk images that I can use with an emulator. Most of them work
>> fine, but a few of them are kind of scrambled -- when I try to view
>> the disk directory, I'll get part of a file instead. I'm pretty sure
>> these problems have nothing to do with the transfer to my modern
>> computer, because I remember having the same problems on the actual
>> Atari. So anyway, my question is, are there any Mac or PC utilities
>> that I could use to repair my disk images? I do have an Atari program
>> called Sherlock that I've been using, but I think something that would
>> run natively on my computer would be more helpful.
>>
>> I'm using a Macintosh, but I do have Virtual PC, if there's nothing
>> available on Mac.
>>
>> jeremy
>I would think from my roughly 21 years experience with computers that it
>would be impossible to fix them from the images. I would think that
>occured when reading the original disks. You might try converting those
>images again. If they still have errors I would try converting them
>using a different disk drive as it may be able to read the data from
>that section whereas the one you used originally could not.
>
>Thats all I can think of without getting too exotic.

Some commercial software used to move the directory sectors to another location on the disk. In this case, viewing the directory of these disks would give you garbage, or some clever message the programmers put in the proper directory sectors.

It sounds like these are data disks though and errors were probably introduced into the images.

Shawn Jefferson
(fix reply to for email)

2791. What is the best Linux Atari 8 bit emulator out there? (was: ... Win32 ...)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 03:27:55 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0407201927.541724e9@posting.google.com>
Source record: 15134

Continuing the theme....

Which Atari 8-bit emulator is considered the "best" available today on Linux?

I'm looking at something that can substitute for my 800XL for development. -- I use the Newell Ramrod XL OS, Mac/65, and it has 256K RAM (192K MyDOS RAMdisk). The emulator would have to support alternate OS ROM images, the OSS supercartridge, and bank switching RAM.

2792. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 04:17:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1090383427@rtfm.mit.edu>
Source record: 15135
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2793. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 07:14:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <zJoLc.8938$mL5.2993@newsread1.news.pas.earthlink.net>
Source record: 14900

Dan Ritter wrote:
> Rick Cortese wrote:
<snip>
> Of course then why write any program for the atari.

There are times when it is the proper tool for the job.
> I was thinking of
> building into it some basic program building blocks in the cop8. For
> example the chip I have costs $12 Canadian at www.digikey.ca and is a 20
> Mhz computer with 32k rom and 1k ram. The rom is flash memory that can
> be reprogrammed 100,000 times so you could put in there standard
> building blocks for programs. IE fast math routines including floating
> point with can get kinda crazy using a 6502. Also how about zip type
> compression 3d manipulation routines etc. And if its directly
> interfaced to the 6502 than it will be able to transfer data back and
> forth much faster than 56k.

I'm not sure I need the Atari to be made into a different type of tool.

I do all my zip stuff on my Windoze computer and use an SIO2PC cable to get it to the Atari. This is kind of what I mean about a killer app. The applicationns you use as examples are already done and running on giga Hz Intel boxes. By ~definition a killer app is something that you buy a box to run because it is so valuble/necessary.

Just as a for instance, if you could hook up a network card or 56k modem to the Atari after the mod, then it would have value in that it performs something you otherwise can't do and eliminates the need for a PC gateway.

2794. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 07:40:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <f6pLc.3416$54.47091@typhoon.sonic.net>
Source record: 14901

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> I have seen the movie player before since you mentioned it on the Atari
> hangout practically since the start. Just awesome. Almost surreal to see it
> do that.
>
> Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)

I'm hoping to exhibit Atari stuff at the Vintage Computer Festival again
this year. This would definitely be a trip to show off!

Bob, you out there? Can we cram some huge CF card into that 1200XL of yours
and play a video off it, like this? >:^)

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2795. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 08:48:59 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040721094857.128F@ilba14195.www.blueyonder.co.uk>
Source record: 14902

In article <10fr0b7l3oal52c@corp.supernews.com>, localh@chartertn.net
(Local H) wrote:

> Is it that time of year ALREADY? Shit, I thought that was a few months
> away yet...
Assuming you're talking about the newbie influx come start of term, I
think that blip has long since gone now everyone and their dog are online.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2796. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 10:29:44 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407210229.2a1314b2@posting.google.com>
Source record: 14903

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<40FD35E0.A12916B@students.uni-mainz.de>...
> Well,
> are all/some of the mentioned movies available as 16MB SIO2PC images ?!?
> Would like to download and add them to my "Atari 8bit Movies"
> collection. I already have the Yar`s Revenge and 3SAT movies as well as
> some demos from Poland that are very movie-like (Madteam demos Bill-Pie,
> Killer-Whales, Comet, X-Demo, Journey, etc. as well as some quite old
> Movie-Maker/*.MVM files).
>
> alas, the 3Sat movie by Mirko Sobe has some bugs/errors, it uses more
> than 3 boot sectors and as a result the VTOC and DIR sectors also do not
> appear where they should, so SIO2PC or MyDOS under SIO2PC cannot read
> this 16MB image (it shows no directory and reports 000 free sectors).
> Maybe you can repair this (since I have not found any repair tools for
> 16MB images yet and all the sectors and data seem to be there)...
> greetings, Andreas.

Hello Andreas!

At the JHV-2004, there will be a nice presentation of the viewer :-)

The files are 250 Mb for 90 minutes of video, so too large for SIO2PC
to handle. If you want I can burn some MOV and RAW files on CD, for
you to have.

For anybody with a MyIDE-drive, I have uploaded the 2 min. commercial
"What we come up next" on my homepage. Instructions how to upload to
your Atari are all there. Remarks / questions are most welcome.
www.mr-atari.com/demo

The 16 Mb image from Mirco is here:
www.mr-atari.com/docs
It playes OK, perhaps he fixed it?

Cheers,
Mr.Atari

2797. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 18:37:44 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <2m7rfsFk2besU1@uni-berlin.de>
Source record: 14904
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Steve Farrell wrote:
> Oh, and for
> comedy value, do a google groups search for 'Patrick Kain'. He's trolled
> EVERY SINGLE NEWSGROUP. Literally.

In alphabetical order, too. Didn't Douglas Adams write about this guy?

http://hhgproject.org/entries/wowbagger.html

2798. Re: Atari 65816

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-21 20:53:57 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <FJALc.81652$Rf.16547@edtnps84>
Source record: 14905

Rick Cortese wrote:
> Dan Ritter wrote:
>
>> Rick Cortese wrote:
>
> <snip>
>
>> Of course then why write any program for the atari.
>
>
>
> There are times when it is the proper tool for the job.
>
>> I was thinking of building into it some basic program building blocks
>> in the cop8. For example the chip I have costs $12 Canadian at
>> www.digikey.ca and is a 20 Mhz computer with 32k rom and 1k ram. The
>> rom is flash memory that can be reprogrammed 100,000 times so you
>> could put in there standard building blocks for programs. IE fast
>> math routines including floating point with can get kinda crazy using
>> a 6502. Also how about zip type compression 3d manipulation routines
>> etc. And if its directly interfaced to the 6502 than it will be able
>> to transfer data back and forth much faster than 56k.
>
>
> I'm not sure I need the Atari to be made into a different type of tool.
>
> I do all my zip stuff on my Windoze computer and use an SIO2PC cable to
> get it to the Atari. This is kind of what I mean about a killer app. The
> applicationns you use as examples are already done and running on giga
> Hz Intel boxes. By ~definition a killer app is something that you buy a
> box to run because it is so valuble/necessary.
>
> Just as a for instance, if you could hook up a network card or 56k modem
> to the Atari after the mod, then it would have value in that it performs
> something you otherwise can't do and eliminates the need for a PC gateway.

Well I guess it's just the hardware hacker in me. 8-)

2799. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 03:44:10 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <40ff3766$0$1574$45beb828@newscene.com>
Source record: 14906
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Matthew Westcott <gasman@raww.org> writes:

>>Oh, and for
>>comedy value, do a google groups search for 'Patrick Kain'. He's trolled
>>EVERY SINGLE NEWSGROUP. Literally.

>In alphabetical order, too. Didn't Douglas Adams write about this guy?
>http://hhgproject.org/entries/wowbagger.html

You're a no-good dumbo nothing. I thought you should know that before you
went.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

2800. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 09:38:00 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2004.07.22.09.38.00.541601@strotmann.de>
Source record: 14907

On Mon, 28 Jun 2004 20:38:02 -0700, Dave Dezinski wrote:

> Can anyone tell me where I can get a complete copy of the OSS Action!
> manual? I haven't had any luck searching the net and it appears as
> though none of the remaining Atari vendors sell Action! any longer.
>
> Thanks,
> Dave

The ACTION! Toolsdisk Handbook is in the ABBUC Infothek
http://www.strotmann.de/twiki/bin/view/Infothek/ActionToolkit

You can find a lot ACTION! Source in the ABBUC APG
http://www.strotmann.de/twiki/bin/view/APG/LangACTION

Best regards

Carsten

2801. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 09:40:52 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns952E6EFBED34Astevefarrell1falsebi@217.32.252.50>
Source record: 14908
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Thu, 22 Jul 2004 03:44:10 GMT, as it
happens), somebody called Cameron Kaiser <ckaiser@floodgap.com> made the
following views known to all at comp.sys.sinclair

> Matthew Westcott <gasman@raww.org> writes:
>
>>>Oh, and for
>>>comedy value, do a google groups search for 'Patrick Kain'. He's
>>>trolled EVERY SINGLE NEWSGROUP. Literally.
>
>>In alphabetical order, too. Didn't Douglas Adams write about this guy?
>>http://hhgproject.org/entries/wowbagger.html
>
> You're a no-good dumbo nothing. I thought you should know that before
> you went.

What the hell was that for?

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2802. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 11:59:50 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <W_NLc.9112$f4.90@newsread3.news.atl.earthlink.net>
Source record: 14909
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Steve Farrell" <mr_holtz1980@obviouslyfalsepart.hotmail.com> wrote in
message news:Xns952E6EFBED34Astevefarrell1falsebi@217.32.252.50...
> At some point in the past (Thu, 22 Jul 2004 03:44:10 GMT, as it
> happens), somebody called Cameron Kaiser <ckaiser@floodgap.com> made the
> following views known to all at comp.sys.sinclair
>
> > Matthew Westcott <gasman@raww.org> writes:
> >
> >>>Oh, and for
> >>>comedy value, do a google groups search for 'Patrick Kain'. He's
> >>>trolled EVERY SINGLE NEWSGROUP. Literally.
> >
> >>In alphabetical order, too. Didn't Douglas Adams write about this guy?
> >>http://hhgproject.org/entries/wowbagger.html
> >
> > You're a no-good dumbo nothing. I thought you should know that before
> > you went.
>
> What the hell was that for?

Do yourself a favor and read The Hitchhiker's Guide to the Galaxy and all
will be made clear.

2803. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 14:01:11 UTC
From: Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com>
Message-ID: <Xns952E9B1F6D537stevefarrell1falsebi@217.32.252.50>
Source record: 14910
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

At some point in the past (Thu, 22 Jul 2004 11:59:50 GMT, as it happens),
somebody called "Alan" <areed65@earthlink.net> made the following views
known to all at comp.sys.sinclair

>> > You're a no-good dumbo nothing. I thought you should know that before
>> > you went.
>>
>> What the hell was that for?
>
> Do yourself a favor and read The Hitchhiker's Guide to the Galaxy and all
> will be made clear.

No... I've read it, although it's been a while, and it hit me. But by then
it was too late.

Steve
--
'Oh, silly me. I forgot we just bought a big box of wanker' - Weebl and Bob

2804. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 16:52:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407220949590.6495-100000@onyx.spiritone.com>
Source record: 14911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2805. ADV: July Sale! More New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 16:56:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407220953050.6495-100000@onyx.spiritone.com>
Source record: 14912
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2806. Telnet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 17:34:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b12f1@fmlynet.org>
Source record: 14914

FamilyNet Newsgate

Ok, what are the current Atari telnet BBS's? I need to pay at least
Closer To Home a visit. :)

Looking for the names and telnet addresses.

Thanks!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2807. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-22 21:56:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <SJWLc.3726$54.51828@typhoon.sonic.net>
Source record: 14913

Mr.Atari <sijmen@mr-atari.com> wrote:
> For anybody with a MyIDE-drive, I have uploaded the 2 min. commercial
> "What we come up next" on my homepage. Instructions how to upload to
> your Atari are all there. Remarks / questions are most welcome.
> www.mr-atari.com/demo

Hrm, any way to use this on an emulator (like Atari800 under Linux)...
just to see?

(I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
with a big ATR disk image in the emu.)

thx

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2808. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 04:19:19 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <41009122$0$74435$45beb828@newscene.com>
Source record: 14915
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Steve Farrell <mr_holtz1980@obviouslyfalsepart.hotmail.com> writes:

>>>>You're a no-good dumbo nothing. I thought you should know that before
>>>>you went.

>>>What the hell was that for?

>>Do yourself a favor and read The Hitchhiker's Guide to the Galaxy and all
>>will be made clear.

>No... I've read it, although it's been a while, and it hit me. But by then
>it was too late.

Once again, you're a no-good dumbo nothing. I thought you should know that
before you went. ;)

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

2809. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 07:44:22 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407222344.6f689b31@posting.google.com>
Source record: 14916

> Hrm, any way to use this on an emulator (like Atari800 under Linux)...
> just to see?
>
> (I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
> with a big ATR disk image in the emu.)
>
> thx
>
> -bill!
> bill@newbreedsoftware.com "Avoid missing ball for high score"
> http://www.newbreedsoftware.com/
> New Breed Software

MyIDE is a hardware expension for the XL/XE-computer for connecting IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's parrallel, so extremely fast compared to SIO. I'm the creator of MyIDE. It's all freeware and schematics, software and instructions are on my homepage. I made 2 productions (whe first sold out in a few month!) of 60 each and are selling them for people who are not able to make the interface themself.

Anyhow,
I do not thing there is a emulator out there that supports this.....
yet....

I saw your question about TRON. If you like I can burn the .MOV and .RAW file on a CD and send them to you. For the demonstration you need a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
sijmen@mr-atari.com

Kind regards,
Sijmen.

2810. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 14:39:17 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <8q9Mc.6083$5e.1811@animal.nntpserver.com>
Source record: 14918

"Mr.Atari" <sijmen@mr-atari.com> wrote in message
news:2f6d7e2e.0407222344.6f689b31@posting.google.com...
> > Hrm, any way to use this on an emulator (like Atari800 under Linux)...
> > just to see?
> >
> > (I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
> > with a big ATR disk image in the emu.)
> >
> > thx
> >
> > -bill!
> > bill@newbreedsoftware.com "Avoid missing ball for high score"
> > http://www.newbreedsoftware.com/
> > New Breed Software
>
> MyIDE is a hardware expension for the XL/XE-computer for connecting
> IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> parrallel, so extremely fast compared to SIO. I'm the creator of
> MyIDE. It's all freeware and schematics, software and instructions are
> on my homepage. I made 2 productions (whe first sold out in a few
> month!) of 60 each and are selling them for people who are not able to
> make the interface themself.
>
> Anyhow,
> I do not thing there is a emulator out there that supports this.....
> yet....
>
> I saw your question about TRON. If you like I can burn the .MOV and
> .RAW file on a CD and send them to you. For the demonstration you need
> a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> sijmen@mr-atari.com
>
> Kind regards,
> Sijmen.

That would be cool ?

2811. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 14:39:17 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <gF9Mc.6114$5e.3496@animal.nntpserver.com>
Source record: 14920

"Mr.Atari" <sijmen@mr-atari.com> wrote in message
news:2f6d7e2e.0407222344.6f689b31@posting.google.com...
> > Hrm, any way to use this on an emulator (like Atari800 under Linux)...
> > just to see?
> >
> > (I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
> > with a big ATR disk image in the emu.)
> >
> > thx
> >
> > -bill!
> > bill@newbreedsoftware.com "Avoid missing ball for high score"
> > http://www.newbreedsoftware.com/
> > New Breed Software
>
> MyIDE is a hardware expension for the XL/XE-computer for connecting
> IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> parrallel, so extremely fast compared to SIO. I'm the creator of
> MyIDE. It's all freeware and schematics, software and instructions are
> on my homepage. I made 2 productions (whe first sold out in a few
> month!) of 60 each and are selling them for people who are not able to
> make the interface themself.
>
> Anyhow,
> I do not thing there is a emulator out there that supports this.....
> yet....
>
> I saw your question about TRON. If you like I can burn the .MOV and
> .RAW file on a CD and send them to you. For the demonstration you need
> a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> sijmen@mr-atari.com
>
> Kind regards,
> Sijmen.

That would be cool ?

2812. Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 14:43:56 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <41012437.41FEEE15@ix.netcom.com>
Source record: 14917

Can anyone point me to documents, notes, etc. which might
describe how Galaxian manages to get
so many independent players per row? Is there a forum for
discussions of this sort?

Thanks.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2813. Re: Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 15:13:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cdr9v0bcf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14919

Hi,

> Can anyone point me to documents, notes, etc. which might
> describe how Galaxian manages to get
> so many independent players per row? Is there a forum for
> discussions of this sort?

Well, I would say you've found the right forum.

Not all you see in this game are players, actually. The game
uses mostly a line-synchronized kernel routine that alters
the horizontal position of some players (thus, cuts them
vertically) plus combines this with playfield graphics (Antic E)
with vertical/horizontal scrolling enabled. The 'tricky' part
is to replace the playfield graphics with similar looking
players so you don't see what is what.

So long,
Thomas

2814. Re: Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 17:39:59 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <41014D79.CBA4E51B@ix.netcom.com>
Source record: 14921

Thomas Richter wrote:

> Hi,
>
> > Can anyone point me to documents, notes, etc. which might
> > describe how Galaxian manages to get
> > so many independent players per row? Is there a forum for
> > discussions of this sort?
>
> Well, I would say you've found the right forum.
>
> Not all you see in this game are players, actually. The game
> uses mostly a line-synchronized kernel routine that alters
> the horizontal position of some players (thus, cuts them
> vertically) plus combines this with playfield graphics (Antic E)
> with vertical/horizontal scrolling enabled. The 'tricky' part
> is to replace the playfield graphics with similar looking
> players so you don't see what is what.
>
> So long,
> Thomas

Thanks, I knew it was complicated. But even if I completely
understand your explanation(?), I don't see how
collision detection is done.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2815. Re: Action manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 17:45:28 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0407230945.6fec0643@posting.google.com>
Source record: 14922

thanks a lot!!!

Carsten Strotmann <cas_news@strotmann.de> wrote in message
news:<pan.2004.07.22.09.38.00.541601@strotmann.de>...
> On Mon, 28 Jun 2004 20:38:02 -0700, Dave Dezinski wrote:
>
> > Can anyone tell me where I can get a complete copy of the OSS Action!
> > manual? I haven't had any luck searching the net and it appears as
> > though none of the remaining Atari vendors sell Action! any longer.
> >
> > Thanks,
> > Dave
>
> The ACTION! Toolsdisk Handbook is in the ABBUC Infothek
> http://www.strotmann.de/twiki/bin/view/Infothek/ActionToolkit
>
> You can find a lot ACTION! Source in the ABBUC APG
> http://www.strotmann.de/twiki/bin/view/APG/LangACTION
>
> Best regards
>
> Carsten

2816. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 20:02:16 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0407231202.468cf267@posting.google.com>
Source record: 14923

>
> MyIDE is a hardware expension for the XL/XE-computer for connecting
> IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> parrallel, so extremely fast compared to SIO. I'm the creator of
> MyIDE. It's all freeware and schematics, software and instructions are
> on my homepage. I made 2 productions (whe first sold out in a few
> month!) of 60 each and are selling them for people who are not able to
> make the interface themself.
>
> Anyhow,
> I do not thing there is a emulator out there that supports this.....
> yet....
>
> I saw your question about TRON. If you like I can burn the .MOV and
> .RAW file on a CD and send them to you. For the demonstration you need
> a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> sijmen@mr-atari.com
>
> Kind regards,
> Sijmen.

Hi Sijmen,

with the right device handler would it be possible to load these file
from a cd-rom drive as well?
So distribution of these hughe files would be easier.

Regards
Frank

2817. Looking for Spy Hunter on cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 20:11:54 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10g2s8an3fm1q47@corp.supernews.com>
Source record: 14924

Anyone have one to sell?

Tim

2818. Re: Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 20:34:25 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <dDeMc.10146$QO.8486@bignews5.bellsouth.net>
Source record: 14925

"C. Bond" <cbond@ix.netcom.com> wrote in message
news:41014D79.CBA4E51B@ix.netcom.com...
> Thomas Richter wrote:
>
> > Hi,
> >
> > > Can anyone point me to documents, notes, etc. which might
> > > describe how Galaxian manages to get
> > > so many independent players per row? Is there a forum for
> > > discussions of this sort?
> >
> > Well, I would say you've found the right forum.
> >
> > Not all you see in this game are players, actually. The game
> > uses mostly a line-synchronized kernel routine that alters
> > the horizontal position of some players (thus, cuts them
> > vertically) plus combines this with playfield graphics (Antic E)
> > with vertical/horizontal scrolling enabled. The 'tricky' part
> > is to replace the playfield graphics with similar looking
> > players so you don't see what is what.
> >
> > So long,
> > Thomas
>
> Thanks, I knew it was complicated. But even if I completely
> understand your explanation(?), I don't see how
> collision detection is done.

Collision detection is not always done using the registers....x and y
coordinates could be compared to see if a collision has taken place.

>
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com
>
>

2819. Re: Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-23 20:51:21 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0407231251.4d173e07@posting.google.com>
Source record: 14926

"C. Bond" <cbond@ix.netcom.com> wrote in message news:<41012437.41FEEE15@ix.netcom.com>...
> Can anyone point me to documents, notes, etc. which might
> describe how Galaxian manages to get
> so many independent players per row? Is there a forum for
> discussions of this sort?

This doesn't describe exactly how it is done, but describes the
principles behind it:

http://www.atariarchives.org/agagd/chapter6.php

2820. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-24 12:40:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <410203b8d3a241@comcast.net>
Source record: 14927

>The movie is converted by TMPGEnc to the 64x216 format as a
>uncompressed AVI. The AVI then is read by the Atari and frames
>(BMP-files) are converted to Atari-images, saved as a 'movie-file'.
>Audio is saved by TMPGEnc to 16 bit mono and shaped, modified and
>saved as 8 bit by GOLDWAVE. The Atari then reads / converts this to 4
>bit, saving as a 'audio-file'. Both Atari-files are then stored for
>use with SIO2PC. (This part is done on the PC and the Atari is infact
>the emulator).

>Greetings!
>Mr.Atari.

It looked real good when I showed the clip at my local Atari
meeting on my Atari Hades. For some reason it always quits in the
middle and Aniplay tells me the file is not a MPEG file. Can't
hear the sound either, but I am thinking the file is not 100%
totally compatible with my player. Still, good job.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2821. Re: Telnet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-24 12:40:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <410203b8d3a242@comcast.net>
Source record: 14928

>FamilyNet Newsgate
>
> Ok, what are the current Atari telnet BBS's? I need to pay at least
>Closer To Home a visit. :)
>
> Looking for the names and telnet addresses.
>
> Thanks!
>
> Doctor Clu

Hello again Doc,

Here is my current list:

spacebbs.no-ip.com hit the return key about 4 times to get on

atari.thebbs.org

shadow.skeleton.org login as bbs

commodore.thebbs.org

jybolac.dyndns.org:520 login in as bbstest

cabell.tzo.com mostly open from 11am to 6pm (EST)

213.10.217.144:8888 or 213.10.217.144.8887

Inside the 8bit BBS: 216.78.136.26.8888 or 8889

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2822. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-24 12:40:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <410203b8d3a243@comcast.net>
Source record: 14929

>Michael Gale wrote:
>> Here is the link I listed in the thread:
>>
>> http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
>> tno=85501&search=MONITOR&rsite=pccables.com&rcode=
>>
>> This will allow you to connect to a standard VGA monitor.
>>
>> Michael
>>
>> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>> news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
>>
>>>hey -
>>>
>>>That recent video related post sparked a thought in me...
>>>
>>>Has anybody here used a converter so they can use their 8-bit atari with a
>>>standard PC monitor? (instead of a t.v.)
>>>
>>>I see they do exist for sale. Anybody with personal experience?
>>>I was thinking about looking into it, but wouldn't want to spend too much
>>>money on a 'toy'...
>>>Nor am I interested in seeing a diagram of the video pinouts so I can make
>>>it myself.
>>>
>>>-z-
>>>
>>>
>>
>>
>>
>Keep in mind though that a VGA monitor is so much higher quality than an
>atari 8bit is able to produce that things may look a little weird. For
>instance even in 320x200 res the pixels will look blocky. And I'm not
>sure that 320x200 artifacting will work on a VGA monitor.

If you use an XL or XE, a monitor cable from Commodore and a video
converter you can hook your Atari 8-bit up to any SVGA monitor and
get wonderful color.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2823. Re: Galaxian Programming Tricks

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-24 12:58:21 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0407240458.3c6f2070@posting.google.com>
Source record: 14930

Hello,

There is a very good programming forum at:

atariage.com

Click on foreums and scroll down to programming.

2824. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-25 17:42:22 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407250942.56f83a6e@posting.google.com>
Source record: 14931

f-schuster@gmx.net (Frank Schuster) wrote in message
news:<add8fcf3.0407231202.468cf267@posting.google.com>...
> >
> > MyIDE is a hardware expension for the XL/XE-computer for connecting
> > IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> > parrallel, so extremely fast compared to SIO. I'm the creator of
> > MyIDE. It's all freeware and schematics, software and instructions are
> > on my homepage. I made 2 productions (whe first sold out in a few
> > month!) of 60 each and are selling them for people who are not able to
> > make the interface themself.
> >
> > Anyhow,
> > I do not thing there is a emulator out there that supports this.....
> > yet....
> >
> > I saw your question about TRON. If you like I can burn the .MOV and
> > .RAW file on a CD and send them to you. For the demonstration you need
> > a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> > sijmen@mr-atari.com
> >
> > Kind regards,
> > Sijmen.
>
> Hi Sijmen,
>
> with the right device handler would it be possible to load these file
> from a cd-rom drive as well?
> So distribution of these hughe files would be easier.
>
> Regards
> Frank

Hi Frank!

Unfortunately MyIDE handles 8 bit only.... Since a CD-player
uses ATAPI-standard 16 bit data packets are needed to transfer
data. I'm still working on a 16 bit version of the MyIDE-interface,
but i'm not getting anywere yet.......

Perhaps in future, you can play a kind of VCD on your Atari XL/XE.
Would be nice :-)
Let see what time brings.

See ya,
Mr.Atari (sijmen@mr-atari.com)

2825. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-25 19:52:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <FbUMc.4121$54.60933@typhoon.sonic.net>
Source record: 14932

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> It looked real good when I showed the clip at my local Atari
> meeting on my Atari Hades. For some reason it always quits in the
> middle and Aniplay tells me the file is not a MPEG file. Can't
> hear the sound either, but I am thinking the file is not 100%
> totally compatible with my player. Still, good job.

Perhaps a corrupt download? Maybe check MD5 sums (Mr. Atari? :))

FYI, the video played fine on my wife's Linux laptop using mplayer.
shrug

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2826. Re: Telnet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-26 03:53:59 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <rf%Mc.12537$qT3.1946@nwrddc03.gnilink.net>
Source record: 14933

Boot Factory 2k+ bfbbs.no-ip.com 24/7

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:410203b8d3a242@comcast.net...
> >FamilyNet Newsgate
> >
> > Ok, what are the current Atari telnet BBS's? I need to pay at
least
> >Closer To Home a visit. :)
> >
> > Looking for the names and telnet addresses.
> >
> > Thanks!
> >
> > Doctor Clu
>
> Hello again Doc,
>
> Here is my current list:
>
>
>
> spacebbs.no-ip.com hit the return key about 4 times to get on
>
> atari.thebbs.org
>
> shadow.skeleton.org login as bbs
>
> commodore.thebbs.org
>
> jybolac.dyndns.org:520 login in as bbstest
>
> cabell.tzo.com mostly open from 11am to 6pm (EST)
>
> 213.10.217.144:8888 or 213.10.217.144.8887
>
> Inside the 8bit BBS: 216.78.136.26.8888 or 8889
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig

> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2827. Runtime for Basic A+?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-26 11:36:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040726073657.10918.00001529@mb-m25.aol.com>
Source record: 14934

Once upon a time, I remember seeing a disk that had a shortened runtime-only version of Basic A+. IIRC, it was on a tax program disk or something similar. Does anyone else recall this?

Incidently, I also found what appeared to be a shortened version of the the Basic XL runtime interpreter on another disk, but this isn't the same thing as the Basic A+ version.

Larry

2828. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-26 12:46:28 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20040726144228.25EE.0@mbox.troja.mff.cuni.cz>
Source record: 14935

Very nice. Exists somewhere schematics of this adapter or of some other
like this?

I want to try to build it by myself.

> >> Here is the link I listed in the thread:
> >>
> >> http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
> >> tno=85501&search=MONITOR&rsite=pccables.com&rcode=
> >>
> >> This will allow you to connect to a standard VGA monitor.
> >>
> >> Michael
> >>

2829. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-26 13:24:28 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4105060c@news.inet.com.pl>
Source record: 14936

jack wrote:

[...]

> I'd have agreed with you before I found this card (no brand):
>
> Input: Composite Video + Audio, S-Video, YUV, VGA
> Output: Composite Video + Audio, S-Video, VGA
>
> I bought it in order to save space in my room (no more need for a
> TV!), and it works great with my Atari 800 and my Jaguar on my Sony
> 17" LCD (SDM HX-73). The card has an on-screen menu which allows you
> to set brightness, contrast, color and volume. It handles PAL/NTSC
> signals flawlessly.
> The great thing about it is that it is a stand-alone card and you
> don't need a PC in order to use it, which is very nice if you want to
> watch a DVD or a video tape in peace (no fan, no hard disk spinning).
>
> I consider the results really excellent, and (more important!) much
> better than I had expected. I found the card second hand and I think I
> paid 30 euros for it...
>

Is there a chance you could give some more specs/pictures
(outside/inside) of the card in question? Something that would give a
good hint what to look for?

2830. Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-26 23:44:20 UTC
From: Richard Forester <"richard_ forester"@msn.com>
Message-ID: <41059755$1_2@127.0.0.1>
Source record: 14937

Has anyone been successful at connected their 8-bit machine to ATI All In Wonder card on their PC? I am trying using the typical connectors for a TV to the back of the AIW card's coax connector without any luck. The TV application is set to the proper channel and to "antenna" (not cable tv). I am guessing that the signal the Atari generates is just too weak for the tuner card or that this is just something that cannot be done.

Any help is appreciated.

Thanks!

-----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

2831. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 05:03:38 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <ZNqdnYaBDqO3f5jcRVn-gw@adelphia.com>
Source record: 14938

"Richard Forester" <richard_(no-spam)forester@msn.com> wrote in
news:41059755$1_2@127.0.0.1:

> Has anyone been successful at connected their 8-bit machine to ATI All
> In Wonder card on their PC? I am trying using the typical connectors
> for a TV to the back of the AIW card's coax connector without any luck.
> The TV application is set to the proper channel and to "antenna" (not
> cable tv). I am guessing that the signal the Atari generates is just
> too weak for the tuner card or that this is just something that cannot
> be done.
>
> Any help is appreciated.
>
> Thanks!
>

Ive done it. You cannot hook it to the Coax(F conector). You need to
hook it to the Video in which is the yellow RCA connector on the input
side of the card. My card had a input and output cables. It does work

Don

2832. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 06:30:42 UTC
From: Richard Forester <"richard_ forester"@msn.com>
Message-ID: <4105f695$1_1@127.0.0.1>
Source record: 14939

Could you elaborate on your setup a little more? I have tried both the coax
and the composite video in (yellow) connector and have had no luck with
either of my Atari 800XLs. I am using an ATI All In Wonder 9800 Pro with
version 9.1 MMC TV app as my video card/application. I have tried these
scenarios:

Atari supplied RF cable + TV/Computer Switchbox + ATI coax input (Channels 2
and 3 checked) - I can get a faint rolling screen in this scenario
SuperNintendo RF cable + ATI coax input (Channels 2 and 3 checked) - Nothing
Atari supplied RF cable + ATI composite (yellow) input - Nothing
Monster Cable Video cable + ATI composite (yellow) input - Nothing

"Atari Only" <atarionly@adelphia.net> wrote in message
news:ZNqdnYaBDqO3f5jcRVn-gw@adelphia.com...
> "Richard Forester" <richard_(no-spam)forester@msn.com> wrote in
> news:41059755$1_2@127.0.0.1:
>
> > Has anyone been successful at connected their 8-bit machine to ATI All
> > In Wonder card on their PC? I am trying using the typical connectors
> > for a TV to the back of the AIW card's coax connector without any luck.
> > The TV application is set to the proper channel and to "antenna" (not
> > cable tv). I am guessing that the signal the Atari generates is just
> > too weak for the tuner card or that this is just something that cannot
> > be done.
> >
> > Any help is appreciated.
> >
> > Thanks!
> >
>
> Ive done it. You cannot hook it to the Coax(F conector). You need to
> hook it to the Video in which is the yellow RCA connector on the input
> side of the card. My card had a input and output cables. It does work
>
> Don
>

-----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

2833. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 12:09:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040727080940.04845.00001554@mb-m24.aol.com>
Source record: 14940

Hi Richard-

I've done this for several years with two different AIW cards (128 Pro and 9000). Works perfectly. Haven't used the 9800.
I've used MMC 8.1 and 9.1 successfully and have used both with composite and S-Video input. For my system, 8.1 works better, overall. Doesn't work with the XEP80, because ATI says it needs the color burst to sync on. I use both 130XE's and 800 XL's (stock and with video mods).

Does the 9800 accept component video? I have noticed that fewer new devices seem to accept the signal from an Atari, so they may have updated something in the 9800 series.

Have you tried setting the MMC setup input to "cable" instead of "antenna"?
What kind of Atari video cable are you using (not the RF)? You mentioned a "Monster Cable" -- what did you connect it to on the Atari?
Regardless of what ATI has done, it still should work with an RF cable. Have you tried inputs from any other devices (VCR, DVD, etc.) Any error messages?
Did you do the "channel scan" in the software?
Let us know how this goes -- and good luck!
Larry White

2834. Atari 400/800 VSYNC

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 15:01:35 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <41066E5A.8BB1619F@ix.netcom.com>
Source record: 14941

Can someone tell me how and where VBLANK and VSYNC are
generated within the 400/800? Are they initiated by a
predetermined line count? -- or by some other condition? Can
you force a VSYNC?

Thanks... (I'd say TIA, but that's another chip!)

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2835. Re: Atari 400/800 VSYNC

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 15:47:30 UTC
From: Sascha Springer <sspringer@convision.com>
Message-ID: <2mnbm1F8eonpU1@uni-berlin.de>
Source record: 14942

C. Bond wrote:
> Can someone tell me how and where VBLANK and VSYNC are
> generated within the 400/800? Are they initiated by a
> predetermined line count? -- or by some other condition? Can
> you force a VSYNC?

Probably this link is helpful for you:
http://www2.asw.cz/~kubecj/atanttim.htm

Regards
Sascha

2836. Re: Atari 400/800 VSYNC

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 19:14:10 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <4106A98E.2CA61A02@ix.netcom.com>
Source record: 14943

Sascha Springer wrote:

> C. Bond wrote:
> > Can someone tell me how and where VBLANK and VSYNC are
> > generated within the 400/800? Are they initiated by a
> > predetermined line count? -- or by some other condition? Can
> > you force a VSYNC?
>
> Probably this link is helpful for you:
> http://www2.asw.cz/~kubecj/atanttim.htm
>
> Regards
> Sascha

Thanks. Apparently VSYNC is generated by the ANTIC chip and output
as a logic combination
of the ANx lines to the GTIA chip. Also it evidently always occurs
on the same scanline. I wonder
how VBLANK is determined, since it starts before VSYNC?

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2837. Offtopic - I seem to have wiped my USB key (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-27 21:47:07 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4106cd5f$0$766$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14944

Howdy folks

This is totally off topic, but I hope you guys can help.

I bought two USB keys, 128 MB each. Lexar JumpDrive Sport.

I read in all these magazines that you shouldn't remove them from the PC as long as the LED if flashing. Wel, the LED keeps flashing slowly. So I right clicked (Windows XP Professional) on one of them (removable drive, the PC tells me they are), and selected "uitwerpen" which means "Eject". Now all the data is gone. How do I get my files back. It's my email that's on there.

CU Mathy van Nisselroy

PS since the keys don't really fit easily into the computer, I'm using a USB hub. One of those that come with a cable and a power supply. "Medion" sold by "Aldi" in the Netherlands.

2838. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 02:46:34 UTC
From: Richard Forester <"richard_ forester"@msn.com>
Message-ID: <4107138d$1_1@127.0.0.1>
Source record: 14945

Hi Larry. Thanks for your comments.

I tried again today and found that I was able to get a signal from one of my Atari 800XLs to another PC I have that has an ATI All In Wonder Radeon (the orginal Radeon). I was using MMC 7.7.0.1 and it was pretty clear except for the usual noise you would see when connecting directly to the coax. As before, the other 800XL failed this test as well. I was also unable to get a signal using the composite input on the AIW Radeon with both Ataris.

So, it seems there are a few things in play here... One is that not all Atari 800XLs are created equal. A look at the bottom of these two show very different serial numbers, completely different manufacturing stickers. Two, there may be a difference in the way that the original Radeon cards handled signals than the more current ones (like my AIW 9800 Pro). I say may be because this might be a function of the MMC. I am using 7.7.0.1 on my older system and 9.1 on my newer system. With the newer system I cannot get either Atari computers on the screen no matter what I do.

In reference to your questions, yes I've tried "cable" vs "antenna" in MMC and neither works. I only have the Atari video cable (RF cable) and a video cable made by Monster Cables. I was trying the Monster cable because it was specifically designed to carry video signals. No difference there (it has RCA plugs on both ends like the Atari RF cable). Other devices seem to work just fine on both ATI cards. I can hook up my old Super Nintendo just fine using either the coax connector or composite input. There are no error messages. Yes, I did do a rescan of the channels in the MMC application.

Whew....

I think I will just have to wait it out and take these computers to my parents house when I see them next month. They have several TV sets to hook the Ataris up to and I have none (very long story). At least I will see if both Atari 800XLs are working properly.

Thanks,
Richard

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040727080940.04845.00001554@mb-m24.aol.com...
> Hi Richard-
>
> I've done this for several years with two different AIW cards (128 Pro and
> 9000). Works perfectly. Haven't used the 9800.
> I've used MMC 8.1 and 9.1 successfully and have used both with composite
and
> S-Video input. For my system, 8.1 works better, overall. Doesn't work

with
> the XEP80, because ATI says it needs the color burst to sync on. I use
both
> 130XE's and 800 XL's (stock and with video mods).
>
> Does the 9800 accept component video? I have noticed that fewer new
devices
> seem to accept the signal from an Atari, so they may have updated
something in
> the 9800 series.
>
> Have you tried setting the MMC setup input to "cable" instead of
"antenna"?
> What kind of Atari video cable are you using (not the RF)? You mentioned
a
> "Monster Cable" -- what did you connect it to on the Atari?
> Regardless of what ATI has done, it still should work with an RF cable.
Have
> you tried inputs from any other devices (VCR, DVD, etc.) Any error
messages?
> Did you do the "channel scan" in the software?
> Let us know how this goes -- and good luck!
> Larry White
>

-----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

2839. Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 05:18:29 UTC
From: piclistguy@yahoo.com
Message-ID: <97d41df6.0407272118.644dbe3d@posting.google.com>
Source record: 14946
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I just downloaded a great atari emulator Atari800Win PLus 4.
Where can I download games to play on it (websites)
Did a google search and had a difficult time finding .atr files etc.
Thanks

2840. Re: Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 05:54:27 UTC
From: Mad_Kat <nobody@hotmail.com>
Message-ID: <smfeg0d8142d03g62ntctbq8l67g7jfk9e@4ax.com>
Source record: 14997

On 27 Jul 2004 22:18:29 -0700, piclistguy@yahoo.com (Sanjay Punjab)
wrote:

>I just downloaded a great atari emulator Atari800Win PLus 4.
>Where can I download games to play on it (websites)
>Did a google search and had a difficult time finding .atr files etc.
>Thanks

Here's a few:

ftp://ftp.spudster.org/pub/Atari/CTH/Games2/ATR/

ftp://atari:st@208.42.19.22/8-bit%20(XL,%20XE%20&%205200)/

http://atarigame.cjb.net/

Have fun!

MK

2841. Re: Offtopic - I seem to have wiped my USB key (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 10:37:23 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20040728113719.2080B@ilba14195.www.blueyonder.co.uk>
Source record: 14998

They look like HDs to the PC so any HD fixing software ought to work OK.
Norton is the obvious one but there are a few free or shareware progs
about for uneraseing files or recovering from corrupt disks.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

2842. Re: Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 12:17:54 UTC
From: Michael Koenig <mikoenig@web.de>
Message-ID: <2mpjrkFpm35mU1@uni-berlin.de>
Source record: 14999
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Sanjay Punjab wrote:
> I just downloaded a great atari emulator Atari800Win PLus 4.
> Where can I download games to play on it (websites)
> Did a google search and had a difficult time finding .atr files etc.

Try 'XL Search':
<http://www.newbreedsoftware.com/xlsearch/>

--
M.I.K.e

2843. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 14:19:26 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <OBONc.3499$Hs.2828@newssvr32.news.prodigy.com>
Source record: 15000

It looks like you may not be using a proper composite cable for the computer. You need to have, I think, a 5 pin DIN connector to the composite monitor port, with RCA plugs on the other end. You'd only be interested in the composite and sound wires.
Those cables are a little hard to find, maybe e-bay. Hmmm... seems like the power adapter is an identical 5 pin DIN, or maybe I'm not remembering right, ie. you could accidentally plug the power into the monitor, I must be wrong.
Russ
Richard Forester <richard_(no-spam)forester@msn.com> wrote in message news:4107138d$1_1@127.0.0.1...
> Hi Larry. Thanks for your comments.
>

2844. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 16:44:59 UTC
From: jack <abc@def.it>
Message-ID: <onlfg0ptbjk2lr04n5pdp5320st4cv2pip@4ax.com>
Source record: 15001

On Mon, 26 Jul 2004 15:24:28 +0200, silverdr
<silverdr@inet.remove.it.pl> wrote:

>jack wrote:

>> I'd have agreed with you before I found this card (no brand):
>>
>> Input: Composite Video + Audio, S-Video, YUV, VGA
>> Output: Composite Video + Audio, S-Video, VGA
>>
>> I bought it in order to save space in my room (no more need for a
>> TV!), and it works great with my Atari 800 and my Jaguar on my Sony
>> 17" LCD (SDM HX-73). The card has an on-screen menu which allows you
>> to set brightness, contrast, color and volume. It handles PAL/NTSC
>> signals flawlessly.
>>
>> I consider the results really excellent, and (more important!) much
>> better than I had expected. I found the card second hand and I think I
>> paid 30 euros for it...

>Is there a chance you could give some more specs/pictures
>(outside/inside) of the card in question? Something that would give a
>good hint what to look for?

Of course I can try to send pictures of the outside. For the inside,
if you really want them you have to be patient, as I'm quite busy
these days (my girlfriend is moving in and a lot of work has to be
done!).

Please send a reminder if you don't receive them by next tuesday (I'll
be away until next sunday, and I'm likely to forget about it
afterwards...)

Ciao,
gianfranco

2845. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 17:51:49 UTC
From: machf <no_me_j.machf@hijos_de.terra.com.pe>
Message-ID: <kepfg05nrgtkcdieq1kic5gv0m8bcpphcq@4ax.com>
Source record: 15002

On Tue, 27 Jul 2004 22:46:34 -0400, "Richard Forester"
<richard_(no-spam)forester@msn.com> wrote:

>Hi Larry. Thanks for your comments.
>
>I tried again today and found that I was able to get a signal from one of my
>Atari 800XLs to another PC I have that has an ATI All In Wonder Radeon (the
>orginal Radeon). I was using MMC 7.7.0.1 and it was pretty clear except for
>the usual noise you would see when connecting directly to the coax. As
>before, the other 800XL failed this test as well. I was also unable to get
>a signal using the composite input on the AIW Radeon with both Ataris.
>
>So, it seems there are a few things in play here... One is that not all
>Atari 800XLs are created equal. A look at the bottom of these two show very
>different serial numbers, completely different manufacturing stickers. Two,
>there may be a difference in the way that the original Radeon cards handled
>signals than the more current ones (like my AIW 9800 Pro). I say may be
>because this might be a function of the MMC. I am using 7.7.0.1 on my older
>system and 9.1 on my newer system. With the newer system I cannot get
>either Atari computers on the screen no matter what I do.
>
>In reference to your questions, yes I've tried "cable" vs "antenna" in MMC
>and neither works. I only have the Atari video cable (RF cable) and a video
>cable made by Monster Cables. I was trying the Monster cable because it was
>specifically designed to carry video signals. No difference there (it has
>RCA plugs on both ends like the Atari RF cable). Other devices seem to work
>just fine on both ATI cards. I can hook up my old Super Nintendo just fine
>using either the coax connector or composite input. There are no error
>messages. Yes, I did do a rescan of the channels in the MMC application.
>
>Whew....
>
>I think I will just have to wait it out and take these computers to my
>parents house when I see them next month. They have several TV sets to hook
>the Ataris up to and I have none (very long story). At least I will see if
>both Atari 800XLs are working properly.
>
>Thanks,
>Richard
>
>"LarryWhite" <llppwhite@aol.comnsp> wrote in message
>news:20040727080940.04845.00001554@mb-m24.aol.com...
>> Hi Richard-
>>

>> I've done this for several years with two different AIW cards (128 Pro and
>> 9000). Works perfectly. Haven't used the 9800.
>> I've used MMC 8.1 and 9.1 successfully and have used both with composite
>and
>> S-Video input. For my system, 8.1 works better, overall. Doesn't work
>with
>> the XEP80, because ATI says it needs the color burst to sync on. I use
>both
>> 130XE's and 800 XL's (stock and with video mods).
>>
>> Does the 9800 accept component video? I have noticed that fewer new
>devices
>> seem to accept the signal from an Atari, so they may have updated
>something in
>> the 9800 series.
>>
>> Have you tried setting the MMC setup input to "cable" instead of
>"antenna"?
>> What kind of Atari video cable are you using (not the RF)? You mentioned
>a
>> "Monster Cable" -- what did you connect it to on the Atari?
>> Regardless of what ATI has done, it still should work with an RF cable.
>Have
>> you tried inputs from any other devices (VCR, DVD, etc.) Any error
>messages?
>> Did you do the "channel scan" in the software?
>> Let us know how this goes -- and good luck!
>> Larry White
>>
You're doing it all wrong. Forget the RF cable, the TV switchbox and all that.
Forget about monster cables, and setting the AIW's input to "cable" or
"antenna". What you need is a special composite video cable to hook it to the
800XL's monitor output (not the TV output). That cable has to have a 5-pin DIN
connector on one end, and 4 RCA plugs on the other end. Usually, these will be
colored red, white, yellow and black, when connecting it to the 800XL you have
to find out which one is carrying composite video, mono audio, luma and chroma
(the four signals that should be present at the 800XL's monitor jack [*]), and
connect the audio and composite video to your PC's inputs. And set your source
to "video" or "composite", whatever it's called in the MMC (can't remember right
now).

[*] actually, unmodified 800XLs are lacking chroma output, as the corresponding
pin isn't connected as it should be
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

2846. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 19:13:09 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4107fac6$1@news.inet.com.pl>
Source record: 15003

jack wrote:
[...]
>
>>Is there a chance you could give some more specs/pictures
>>(outside/inside) of the card in question? Something that would give a
>>good hint what to look for?
>
[...]
> Please send a reminder if you don't receive them by next tuesday (I'll
> be away until next sunday, and I'm likely to forget about it
> afterwards...)

OK. TNX.

2847. SIO plugs - where to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 19:14:43 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4107fb24$1@news.inet.com.pl>
Source record: 15004

```
... for a reasonable price... anybody knows a source?
```

2848. Re: Attach Atari 800XL to All In Wonder card?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-28 21:59:36 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <clVNc.626$YG3.387@newsfe1-gui.ntli.net>
Source record: 15005

By-pass the RF modulation/demodulation:

http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

2849. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 04:17:29 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1091074573@rtfm.mit.edu>
Source record: 15006
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2850. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 04:42:11 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <41088023.9BF2C05A@a8maestro.com>
Source record: 15007

Music Shop Landgraaf wrote:

> Howdy folks
>
> Has anybody ever tried to get a laserprinter (possibly one that does color)
> to work with our beloved Atari 8 bit computer?
>
> My Canon BJC4200 Color Inkjet is go thrue it's cartridges like there is no
> tomorrow.
>
> CU Mathy van Nisselroy
>
> PS the Canon BJC's speak Epson, do Laser printers have that feature too? Or
> are they Mac or PC only?

I have an HP Deskjet500plus that I use with an Epson FX80 emulation cartridge.
Have to use legal paper with it though.
I have a driver I made for Paperclip 3.0 that uses its HP codes. Problem is
that it can easily take 10 commands to do one setup, so
most A8 software will not work.
I have also used a HP LJII by setting the front panel features then just dumping
to P:. Not good for GFX.
I seem to recall doing the same with my HP LJ6L. One was is creating a setup
with the PC, printing it to
disk, and transferring to the A8 as a dump file.

I use my Canon BJ4100 since it uderstands most Epson codes, but again, legal
paper.

I have several new printers I am looking for control code manuals so I can play
with them, but the data formatting will be a nightmare!

Rick D.

2851. Re: Offtopic - I seem to have wiped my USB key (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 04:47:42 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <4108816D.32781124@a8maestro.com>
Source record: 15008

Music Shop Landgraaf wrote:

> Howdy folks
>
> This is totally off topic, but I hope you guys can help.
>
> I bought two USB keys, 128 MB each. Lexar JumpDrive Sport.
>
> I read in all these magazines that you shouldn't remove them from the PC as
> long as the LED if flashing. Wel, the LED keeps flashing slowly. So I
> right clicked (Windows XP Professional) on one of them (removable drive, the
> PC tells me they are), and selected "uitwerpen" which means "Eject". Now
> all the data is gone. How do I get my files back. It's my email that's on
> there.
>
> CU Mathy van Nisselroy
>
> PS since the keys don't really fit easily into the computer, I'm using a USB
> hub. One of those that come with a cable and a power supply. "Medion" sold
> by "Aldi" in the Netherlands.

Slow flashing is probably O.K. It is on mine. Fast flashing is a read/write
indicator.
But it depends on the drive. There will be a difference particularly when a
copy or delete action is going on.

Eject should have worked fine. Though I never use it. Was there a source for
the email files?
Maybe its still there.

Rick D.

2852. Re: SIO plugs - where to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 04:53:12 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <410882B8.C5797C3A@a8maestro.com>
Source record: 15009

silverdr wrote:

> ... for a reasonable price... anybody knows a source?

Reasonable Price? Don't know. Cut a cable up is the cheapest.
Best Electronics and B&C are probably the current places to look.
I stopped depending on plug/socket availability years ago. I pick up
cables/extra
hardware whenever I find them.

Rick D.

2853. Re: Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 08:22:41 UTC
From: redraven@deletelibertysurf.fr
Message-ID: <ceac1mdgi1@news.tiscali.fr>
Source record: 15010
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2mpjrkFpm35mU1@uni-berlin.de>, mikoenig@web.de says...
>
>Sanjay Punjab wrote:
>> I just downloaded a great atari emulator Atari800Win PLus 4.
>> Where can I download games to play on it (websites)
>> Did a google search and had a difficult time finding .atr files etc.
>
>Try 'XL Search':
><http://www.newbreedsoftware.com/xlsearch/>
>
>--
>M.I.K.e
You can go here:
http://the-redraven-site.chez.tiscali.fr/
Allmost all my disk are here ('bout 700 double-side disks)
the 3 first pages are the listing, and the last, the download files.
ENJOY

2854. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 08:31:59 UTC
From: redraven@deletelibertysurf.fr
Message-ID: <ceackrdgi2@news.tiscali.fr>
Source record: 15011

In article <2f6d7e2e.0407222344.6f689b31@posting.google.com>, sijmen@mr-atari.com says...
>
>> Hrm, any way to use this on an emulator (like Atari800 under Linux)...
>> just to see?
>>
>> (I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
>> with a big ATR disk image in the emu.)
>>
>> thx
>>
>> -bill!
>> bill@newbreedsoftware.com "Avoid missing ball for high score"
>> http://www.newbreedsoftware.com/
>> New Breed Software
>
>MyIDE is a hardware expension for the XL/XE-computer for connecting
>IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
>parrallel, so extremely fast compared to SIO. I'm the creator of
>MyIDE. It's all freeware and schematics, software and instructions are
>on my homepage. I made 2 productions (whe first sold out in a few
>month!) of 60 each and are selling them for people who are not able to
>make the interface themself.
>
>Anyhow,
>I do not thing there is a emulator out there that supports this.....
>yet....
>
>I saw your question about TRON. If you like I can burn the .MOV and
>.RAW file on a CD and send them to you. For the demonstration you need
>a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
>sijmen@mr-atari.com
>
>Kind regards,
>Sijmen.
Hello,
The movie just play well with atari800win on my PC

REDRAVEN

2855. atari games for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 09:52:35 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0407290152.73ad08e2@posting.google.com>
Source record: 15012

f:s a large box (v. heavy) of ORIGINAL atari 8bit tape/cassette software (arround 200 games, some not in original boxes, but all are ORIGINALS)

UK ONLY

Buyer Collects or arranges collection/delivery

Open to offers, best prices secures (this is not been offered on ebay.. crappy auction site)

please email only

carmel_andrews@yahoo.com

happy atari'ng

CA

2856. Re: Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 09:57:50 UTC
From: Sascha Springer <sspringer@convision.com>
Message-ID: <2mrvucFoa7csU1@uni-berlin.de>
Source record: 15013
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

http://www.atarimania.com/

2857. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 11:05:56 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040729070556.23846.00002954@mb-m28.aol.com>
Source record: 15014

Hi Rick-

> I have an HP Deskjet500plus that I use with an Epson FX80 emulation
cartridge.
Have to use legal paper with it though. <

I'm curious -- why the legal paper? I had a DJ 500 and used it with the Epson
FX cart for several years (with 8-1/2 X 11" paper.)

Larry

2858. Re: SIO plugs - where to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 11:48:50 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4108e422$1@news.inet.com.pl>
Source record: 15015

Rick D. wrote:

>>... for a reasonable price... anybody knows a source?
>
>
> Reasonable Price? Don't know. Cut a cable up is the cheapest.

Yeah...

> Best Electronics and B&C are probably the current places to look.
> I stopped depending on plug/socket availability years ago. I pick up
> cables/extra hardware whenever I find them.

I ran out of defunct XC12s recently :-(

2859. Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 15:09:39 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <4109133C.29323090@ix.netcom.com>
Source record: 15016

There is a common version of Space Invaders for the Atari
400/800 which has the invaders
appearing onscreen by descending from above. But I recall
another, similar, version which
had the invaders appearing from a rocket on the left of the
screen. Does anyone know what
this version was called?--or where to find it?

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2860. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 15:57:44 UTC
From: Sascha Springer <sspringer@convision.com>
Message-ID: <2msl16Fpv122U1@uni-berlin.de>
Source record: 15017

C. Bond wrote:

> There is a common version of Space Invaders for the Atari
> 400/800 which has the invaders
> appearing onscreen by descending from above. But I recall
> another, similar, version which
> had the invaders appearing from a rocket on the left of the
> screen. Does anyone know what
> this version was called?--or where to find it?

This reminds me of the game "Bandits" from "Sirius Software".

You will find it here:

http://atari.online.pl/arch/B/Bandits/Bandits.atr

Regards
Sascha

2861. Re: Offtopic - I seem to have wiped my USB key (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 18:39:30 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41094464$0$154$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15018

Howdy Rick and Iain

> Slow flashing is probably O.K. It is on mine. Fast flashing is a
read/write
> indicator.
> But it depends on the drive. There will be a difference particularly when
a
> copy or delete action is going on.
>
> Eject should have worked fine. Though I never use it. Was there a source
for
> the email files?
> Maybe its still there.

Tried it again today. It works now. I guess the Eject somehow made the USBkey "disappear". Removing it from the hub didn't help. (remember, I'm using the hub, cause the keys are a wee bit to big to fit nicely into my brothers laptop. I'm gonna get my own computer later this year.) Today, the computer showed me all the files. Maybe the key wasn't physically removed from the computer long enough. I also noticed that the LEDs aren't blinking all the time anymore. Guess that's because I'm not using the hubs power supply, but hoping the computer can deliver enough juice to power both keys and hub. The cable to the power supply is a bit short, and I don't wanna trip over it.

CU Mathy van Nisselroy

PS I've seen (in magazines) photo's of electric toothbrushes and even coffeecups that keep your coffee warm that are powered only by the usb port. If it can power that, then two usbkeys should work too.

2862. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 18:43:19 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41094549$0$152$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15019

Howdy Rick

> I use my Canon BJ4100 since it uderstands most Epson codes, but again,
legal
> paper.
>
> I have several new printers I am looking for control code manuals so I can
play
> with them, but the data formatting will be a nightmare!

Did I ever sent you something with control codes? Somebody once sent me a
really nice Software Developement Kit for my 4200 and it's kin.

CU Mathy van Nisselroy

2863. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 18:46:18 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <410945fc$0$153$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 15020

Howdy Larry, Rick

> Have to use legal paper with it though. <
>
> I'm curious -- why the legal paper? I had a DJ 500 and used it with the
Epson
> FX cart for several years (with 8-1/2 X 11" paper.)

I forgot to mention. You can set the Canon BJC4x00 series to different paper sizes by powering it up while keeping one of the two buttons pressed for a while. The printer will beep. All you have to do is release the button aftre the right beep to get the configuration you want. If I don't forget, I'll check it out at home.

CU Mathy van Nisselroy

2864. Mr.Atari's viewer: somebody wanna convert it to support the BlackBox?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 19:15:53 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41094cec$0$764$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 15021

Howdy Folks

I just watched Mr.Atari (Sijmen Schouten's) viewer. This is great stuff. Check out his demo at http://mr-atari.com/docs/mra_showing_matrix.mpg (remove that last part to get to the menu and remove everything behind "com" to see the site.)

I asked Sijmen if he was willing to convert his viewer from MyIDE only to ASPI compatible or BlackBox. Unfortunately he doesn't have enough knowledge about hte BlackBox to do so. So now I'm asking everybody: "Can this viewer (sourcecode is included in the VIEWER.ARC - see menu mentioned above) be converted and if yes, who wants to do it?"

You can find information about ASPI on my ASPI page (as long as my site is still up) at http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm

BTW let me worry about the size of the movie, I'll come up with a way to get that to the Atari, trust me.

CU Mathy van Nisselroy

2865. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-29 23:59:01 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ebgOc.1450$V%.785@okepread03>
Source record: 15022

Sounds like Gorf to me.

Thomas

"C. Bond" <cbond@ix.netcom.com> wrote in message
news:4109133C.29323090@ix.netcom.com...
> There is a common version of Space Invaders for the Atari
> 400/800 which has the invaders
> appearing onscreen by descending from above. But I recall
> another, similar, version which
> had the invaders appearing from a rocket on the left of the
> screen. Does anyone know what
> this version was called?--or where to find it?
>
>
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com
>
>

2866. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 00:11:04 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <41099223.44B25E1B@ix.netcom.com>
Source record: 15023

C. Bond wrote:

> There is a common version of Space Invaders for the Atari
> 400/800 which has the invaders
> appearing onscreen by descending from above. But I recall
> another, similar, version which
> had the invaders appearing from a rocket on the left of the
> screen. Does anyone know what
> this version was called?--or where to find it?

Thanks for the responses. I got a private email (thanks)
informing me that Atari originally released a versionof Space
Invaders with the Invaders emerging from a rocket on the left
of the screen and no barriers along
the bottom. A later version, called Atari Invaders, has the
barriers and no rocket on the left. This was
intended to be more like the arcade version of Space Invaders.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2867. paperclip 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 07:43:10 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10gjv0e3c548d7@corp.supernews.com>
Source record: 15024

Paperclip is my favorite word processor, but I have never been able
to find the 130XE version. It was supposedly on the flip side of the
version 2+ disk. Anyone know where I can find it. I have version
1.0 and the dongle.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

2868. Re: Mr.Atari's viewer: somebody wanna convert it to support the BlackBox?

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 07:48:47 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407292348.6b0d9156@posting.google.com>
Source record: 15025

Please note that the latest viewer (that shows the matrix
in hi-res with better audio) is here:

www.mr-atari.com/demo

The source-code for viewer and uploader to your Atari
plus .mov and .raw files are all there! The video-clip
is the Atari commercial "The fly, what we come up next"

Cheers,
Sijmen.

The other URL (/docs) is the old version (low-res, poor audio)

2869. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 07:50:16 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0407292350.51c75195@posting.google.com>
Source record: 15026

Hi Red!

Please note that the latest viewer (that shows the matrix
in hi-res with better audio) is here:

www.mr-atari.com/demo

The source-code for viewer and uploader to your Atari
plus .mov and .raw files are all there! The video-clip
is (also) the Atari commercial "The fly, what we come up next"

Cheers,
Sijmen.

The other URL (/docs) is the old version (low-res, poor audio)

2870. Atari 8-bit $5 Weekend Special (30Jul-2Aug 04)

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 08:57:15 UTC
From: dgs@clara.net
Message-ID: <3568e886.0407300057.4acb1777@posting.google.com>
Source record: 15027

Hello All,

It's Weekend special time again. This weekend (30 July - 2 August 2004), it's our Atari 8-bit CD-ROM collection of virtually all our commercial software products on one CD, inlcuding the Quick programming language, SAM 80 col desktop system, Digi-Studio, 26 issues of our old magazine, commercial games, a selection of PD disks, our 22 minute video of the AMS96 show in MPEG1 format, and more! All products are in DCM and ATR format, with original manuals in PDF format. All this for just $5 DELIVERED!

For more info, and to order right now with a credit/debit card, please visit our website: http://www.dgs.clara.net

Dean Garraghty

2871. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 09:05:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407300158370.31573-100000@onyx.spiritone.com>
Source record: 15028
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

My inventory covers a vast expanse! I have Acres and Acres of Games /
Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

With purchase over $100.00 receive a FREE Gift!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games!
Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari
Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://BensCatalogs.Atari.org Bens FREE Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See what's New Here!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2872. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 09:14:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407300209430.31573-100000@onyx.spiritone.com>
Source record: 15029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2873. 7 Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-30 15:25:29 UTC
From: Mike Morgan <mmorgan27@nospam.yahoo.com>
Message-ID: <cedp9a$3ju@netnews.proxy.lucent.com>
Source record: 15030
Body handling: HTML body converted to readable text

I was just reading some history about The
Seven Cities of Gold and discovered that there were some "secrets"
in the game.

I've only ever found 1; have your party pause for a bit and the Indian
bearers will identify the location of any near-by gold mine.

Anyone know any others?

Mike

2874. Re: *GOOD NEWS* Ron Hamilton is *ALIVE* Ron Hamilton has been *FOUND*

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-31 07:28:40 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <ISHOc.1413$uL.197@news02.roc.ny>
Source record: 15031

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:twiJc.9166$Jk2.1717@roc.nntpserver.com...
> a.k.a. oldatarian.
>
> hes alive and well. took a couple more long distance phone calls to a
> mortuary of all places (hasn't bought his ticket there yet) but he's
alive.
> unfortunately he told me he doesn't have internet access or an email
address
> he can check (hmmm...) but we're working on getting my disks collection
> back. i asked him to post here as soon as he can telling him that he's
got
> a few friends who miss him (not to mention a certain someone who misses
his
> atari disks collection). If anyone wants me to pass along message drop me
a
> line at sysop at rtdos dot com or post here.
>
> mo, are you still around ?
>

I'm still around and glad to here Ron is too! I've been offline for a month
while moving from Houston TX to Selma OR. The move was a five day cross
country drive and the rest of the time was spent getting a connection in the
valley I'm living in. Just dial up for right now but DSL possibly in a week
or so.
Mo

2875. *ANNC* retro computing community links page

Newsgroup: comp.sys.atari.8bit
Date: 2004-07-31 23:10:53 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <FoKdnbQOCaFmu5HcRVn-vg@bresnan.com>
Source record: 15032
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy

http://www.rtdos.com/community.htm

did i miss any that are still active ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/forum (rtdos message boards)

2876. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 00:44:16 UTC
From: ron@argus.lpl.arizona.edu
Message-ID: <dc312199.0408011644.71cdde9f@posting.google.com>
Source record: 15033
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

If anyone is interested, I have a copy of Don Lancasters TV Typewriter Cookbook for sale on ebay.

2877. Re: Fore Sale! NEW Multi-Game cartridge for Atari 5200 SuperSystem NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 06:35:19 UTC
From: Ianoid <ian@hotmail.comoid>
Message-ID: <MglPc.16224$Xn.3517@fed1read05>
Source record: 15034
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

This guy is classic with his quick reply retorts. Someone egg him on a
little more. This is fun! Mr. Lee, come out and play-ay!

-ian

"Mr. Lee" <sega_man@msn.com> wrote in message
news:LqpFc.10898$jo3.5130@newssvr24.news.prodigy.com...
> Suck off fag!!!!!!!!!!!!
>
>
> > Know what? You are a freakin idiot! Take your over priced Pirate
> cartridge
> > and stick it where the sun don't shine!!! Or lower the price like $100.
> > Which ever you prefer..
>
>

2878. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 07:52:52 UTC
From: agila61@netscape.net
Message-ID: <c8cbc925.0408012352.5208d78f@posting.google.com>
Source record: 15035
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Tarquin Mills <accus@nojunkmail.com> wrote in message
news:<20433dca4c.planet14@localhost.local>...

> Even though the ZX81 family of computers, which the TS1000 is a part
> predates the Spectrum, it is still better than C=64, as of course are the
> Spectrum, SAM Coupe and other Sinclair (and related) computers are.

Well, of course it depends on what you want to use it for, but
the TS1000 was the first almost completely closet compatible
computer. It was certainly more closet compatible than a C64,
which would be far more likely to be dragged out of the closet
to play games if not for use as a home computer. But after
using the TS1000 to learn a little bit of Basic programming ...
into the closet, no muss, no fuss, no bother.

> The fact you all bought the TS1000, shows how popular it was. The TS1000
> can use normal printers to, and if the ZX printer was so bad why was
> an interface made so that the C64 could use it. On sunday I gave my local
> computer club a crossword, one of the clues involved the C64 most members
> had not heard of it. Instead of getting the C64 you should have upgraded to
> a TS1500 (like the TS1000 but better) or TS2068 (a speccy clone).

Where could you possibly buy any of those machines, unless you
wanted to jump in a jet and go off to pommie-land to pick one
up in a rummage sale?

2879. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 10:11:37 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <2n6iakFsmfisU1@uni-berlin.de>
Source record: 15036
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

In news:c8cbc925.0408012352.5208d78f@posting.google.com,
Dr. Bruce R. McFarling <agila61@netscape.net> typed:
> Tarquin Mills <accus@nojunkmail.com> wrote in message
> news:<20433dca4c.planet14@localhost.local>...
>
>> Even though the ZX81 family of computers, which the TS1000 is a part
>> predates the Spectrum, it is still better than C=64, as of course
>> are the
>> Spectrum, SAM Coupe and other Sinclair (and related) computers are.
>
> Well, of course it depends on what you want to use it for, but
> the TS1000 was the first almost completely closet compatible
> computer. It was certainly more closet compatible than a C64,
> which would be far more likely to be dragged out of the closet
> to play games if not for use as a home computer. But after
> using the TS1000 to learn a little bit of Basic programming ...
> into the closet, no muss, no fuss, no bother.

Christ, there's no wonder nobody takes you seriously.

D.

2880. FA: Classic Atari Pole Position II Upright Arcade machine

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 11:59:34 UTC
From: ryan_haskell@hotmail.com
Message-ID: <e426fc0.0408020359.6a9ca83b@posting.google.com>
Source record: 15037

Hey gang,
Here's your chance to own a REAL Atari game. I've had this in my
personal collection for several years, but finally have decided to
part with it. Check it out on ebay:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=6111299414

Thanks!
Ryan

2881. Re: Where can I download games for Atari800Win emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 17:53:13 UTC
From: miro <c_square@beztego.poczta.onet.pl>
Message-ID: <8qvsg0l6efs8u8udej4066m23gqe6caufc@4ax.com>
Source record: 15038

On 27 Jul 2004 22:18:29 -0700, piclistguy@yahoo.com (Sanjay Punjab)
wrote:

>I just downloaded a great atari emulator Atari800Win PLus 4.
>Where can I download games to play on it (websites)
>Did a google search and had a difficult time finding .atr files etc.
>Thanks

http://atari.online.pl

many, many games. what's more - there is one ZIP file with all games
;-)

miro

2882. Re: 7 Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 19:43:05 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10gt6acle4697f1@corp.supernews.com>
Source record: 15039

Whats the patch for on the site?
"Mike Morgan" <mmorgan27@nospam.yahoo.com> wrote in message
news:cedp9a$3ju@netnews.proxy.lucent.com...
I was just reading some history about The Seven Cities of Gold and discovered that there were some "secrets" in the game.
I've only ever found 1; have your party pause for a bit and the Indian bearers will identify the location of any near-by gold mine.
Anyone know any others?

Mike

2883. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-02 22:53:35 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <PBzPc.14965$Je5.8636@nwrddc03.gnilink.net>
Source record: 15040
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Dr. Bruce R. McFarling" <agila61@netscape.net> wrote ...

> Tarquin Mills <accus@nojunkmail.com> wrote in message
news:<20433dca4c.planet14@localhost.local>...
>
> > Even though the ZX81 family of computers, which the TS1000 is a part
> > predates the Spectrum, it is still better than C=64, as of course are the
> > Spectrum, SAM Coupe and other Sinclair (and related) computers are.
>
> Well, of course it depends on what you want to use it for, but
> the TS1000 was the first almost completely closet compatible
> computer. It was certainly more closet compatible than a C64,
> which would be far more likely to be dragged out of the closet
> to play games if not for use as a home computer. But after
> using the TS1000 to learn a little bit of Basic programming ...
> into the closet, no muss, no fuss, no bother.

I would like to take this opportunity to point out the the TS1000 was also
landfill compatible.

It could also be used as a doorstop. It wasn't heavy enough to make a good
doorstop, unless you kicked it a few times to wedge it firmly under the
door... which made it FUN to use as a doorstop! ;-)

--
Best regards,

Sam Gillett

I saw Elvis making crop circles.

2884. Re: *ANNC* retro computing community links page

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 00:45:01 UTC
From: Sander Zuidema <snout@msx.org>
Message-ID: <410EE00D.1040406@msx.org>
Source record: 15041
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy

> http://www.rtdos.com/community.htm
>
> did i miss any that are still active ?

Uhm, you're kidding, right? There are only 31 links on that page. My bet is that you haven't even got 1 percent of the active retro computing community websites at the moment. So, yup, I think you did miss quite a few that are still active.

How about adding http://www.msx.org/ ? Lotsa news, active forum, MSX only. You're welcome ;)

Greetings,

Sander

2885. Re: *ANNC* retro computing community links page

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 00:46:12 UTC
From: Sander Zuidema <snout@msx.org>
Message-ID: <410EE054.3060309@msx.org>
Source record: 15042
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy

> http://www.rtdos.com/community.htm
>
> did i miss any that are still active ?

Uhm, you're kidding, right? There are only 31 links on that page. My bet is that you haven't even got 1 percent of the active retro computing community websites at the moment. So, yup, I think you did miss quite a few that are still active.

How about adding http://www.msx.org/ ? Lotsa news, active forum, a bunch of freeware downloads, 250 links to other active websites, MSX only. You're welcome ;)

Greetings,

Sander

2886. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 06:25:56 UTC
From: agila61@netscape.net
Message-ID: <c8cbc925.0408022225.6ea61f3b@posting.google.com>
Source record: 15043
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:<PBzPc.14965$Je5.8636@nwrddc03.gnilink.net>...
> "Dr. Bruce R. McFarling" <agila61@netscape.net> wrote ...

> > Well, of course it depends on what you want to use it for, but
> > the TS1000 was the first almost completely closet compatible
> > computer. It was certainly more closet compatible than a C64,
> > which would be far more likely to be dragged out of the closet
> > to play games if not for use as a home computer. But after
> > using the TS1000 to learn a little bit of Basic programming ...
> > into the closet, no muss, no fuss, no bother.

> I would like to take this opportunity to point out the the TS1000 was also
> landfill compatible.

> It could also be used as a doorstop. It wasn't heavy enough to make a good
> doorstop, unless you kicked it a few times to wedge it firmly under the
> door... which made it FUN to use as a doorstop! ;-)

The thing is that someone might be tempted to slip it between the door
and the door jamb to use as a door stop, and then it would fail, when
it snapped in two.

However, the 16K RAM which would crash the machine on a whim or a car
pulling out of the house next door always made a good paperweight. It
definitely worked better as a paperweight than as a ram expansion.

Needless to say, my dad bought me the TS1000, I then bought the Ram
expansion, since 2K RAM seemed a bit confining, and my experience with
that and with tape as storage led me to buy the machine with a disk
drive and the most possible RAM included that I could afford ... which
was a Commodore 64 / 1541 combo. I bought it from a place that
advertised it as something like a "84K Home Computer". You see, 64K
RAM, plus 8K kernal makes 72K, plus 8K Basic makes 80K, and then I
think the character roms are where they get the rest.

I guess they would have been proud of me a couple of years later when
I got a WarpSpeed cartridge to make it workable as a word processor
together with The Write Stuff and a daisywheel printer, which would
have pushed it up over 90K.

2887. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 10:39:20 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0408030239.6b8237f6@posting.google.com>
Source record: 15044

sijmen@mr-atari.com (Mr.Atari) wrote in message
news:<2f6d7e2e.0407292350.51c75195@posting.google.com>...

I have uploaded 3 demos now:
A fly, what we come up next. Atari commercial.
Matrix-reloaded. First 3 minutes of the movie.
SoutPark. "What whould brian boitano do". Video-clip

MyIDE, SIO2PC, ASSEMBLER-EDITOR NEEDED.

Have fun!
Mr.Atari

2888. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 10:53:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <410F6E9F.F1164F93@students.uni-mainz.de>
Source record: 15045

Well,
with a My-IDE by Mr. Atari (Sijmen Schouten) this is no problem. He and
another MyIDE guy already use 256Megabyte CF cards running via MyIDE...
So, if you know how to install a MyIde into your 1200XL this should
really be no problem... -Andreas.

William Kendrick schrieb:
>
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> > I have seen the movie player before since you mentioned it on the Atari
> > hangout practically since the start. Just awesome. Almost surreal to see it
> > do that.
> >
> > Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)
>
> I'm hoping to exhibit Atari stuff at the Vintage Computer Festival again
> this year. This would definitely be a trip to show off!
>
> Bob, you out there? Can we cram some huge CF card into that 1200XL of yours
> and play a video off it, like this? >:^)
>
> -bill!
> bill@newbreedsoftware.com "Avoid missing ball for high score"
> http://www.newbreedsoftware.com/
> New Breed Software

2889. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 10:57:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <410F6FA0.ED44D2A@students.uni-mainz.de>
Source record: 15046

Hello Sijmen,
maybe you can bring such a CD to the ABBUC JHV in Herten in
October...?!? Thanks - Andreas.

"Mr.Atari" schrieb:
>
> > Hrm, any way to use this on an emulator (like Atari800 under Linux)...
> > just to see?
> >
> > (I'm honestly not familiar with MyIDE, so dunno if I can 'simulate it'
> > with a big ATR disk image in the emu.)
> >
> > thx
> >
> > -bill!
> > bill@newbreedsoftware.com "Avoid missing ball for high score"
> > http://www.newbreedsoftware.com/
> > New Breed Software
>
> MyIDE is a hardware expension for the XL/XE-computer for connecting
> IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> parrallel, so extremely fast compared to SIO. I'm the creator of
> MyIDE. It's all freeware and schematics, software and instructions are
> on my homepage. I made 2 productions (whe first sold out in a few
> month!) of 60 each and are selling them for people who are not able to
> make the interface themself.
>
> Anyhow,
> I do not thing there is a emulator out there that supports this.....
> yet....
>
> I saw your question about TRON. If you like I can burn the .MOV and
> .RAW file on a CD and send them to you. For the demonstration you need
> a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> sijmen@mr-atari.com
>
> Kind regards,
> Sijmen.

2890. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 11:04:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <410F7159.6C898D0E@students.uni-mainz.de>
Source record: 14947

Oh,
if you ever come out with a 16Bit version of My-IDE please reserve one
for me !!
Besides, I like the image option of MyIDE (booting any image with the
STARt key). Alas, the naming of these images is a little bit awkward
(just 3 or 4 numbers), it would be nice if one could use at least up to
8 characters (alpha- and numeric letters). The extender would not be
important then, but the filename - 8 letters make it much easier to
identify a program then just 3 or 4 numbers (especially if you have
uploaded/saved hundreds of images and have to remember which number
stands for which image)... just a thought... greetings, Andreas.

"Mr.Atari" schrieb:
>
> f-schuster@gmx.net (Frank Schuster) wrote in message
news:<add8fcf3.0407231202.468cf267@posting.google.com>...
> > >
> > > MyIDE is a hardware expension for the XL/XE-computer for connecting
> > > IDE devices (like Hard drives / CF-card) to your 8 bit machine. It's
> > > parrallel, so extremely fast compared to SIO. I'm the creator of
> > > MyIDE. It's all freeware and schematics, software and instructions are
> > > on my homepage. I made 2 productions (whe first sold out in a few
> > > month!) of 60 each and are selling them for people who are not able to
> > > make the interface themself.
> > >
> > > Anyhow,
> > > I do not thing there is a emulator out there that supports this.....
> > > yet....
> > >
> > > I saw your question about TRON. If you like I can burn the .MOV and
> > > .RAW file on a CD and send them to you. For the demonstration you need
> > > a 8 bit machine with MyIDE and a (FAST) IDE drive and some software.
> > > sijmen@mr-atari.com
> > >
> > > Kind regards,
> > > Sijmen.
> >
> > Hi Sijmen,
> >
> > with the right device handler would it be possible to load these file
> > from a cd-rom drive as well?
> > So distribution of these hughe files would be easier.
> >
> > Regards

> > Frank
>
> Hi Frank!
>
> Unfortunately MyIDE handles 8 bit only.... Since a CD-player
> uses ATAPI-standard 16 bit data packets are needed to transfer
> data. I'm still working on a 16 bit version of the MyIDE-interface,
> but i'm not getting anywere yet.......
>
> Perhaps in future, you can play a kind of VCD on your Atari XL/XE.
> Would be nice :-)
> Let see what time brings.
>
> See ya,
> Mr.Atari (sijmen@mr-atari.com)

2891. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-03 17:28:28 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0408030928.55272ee2@posting.google.com>
Source record: 14948

yes, the version you mention was released in cartridge.
very popular game in those years.
and thats right the rocket version was called just "space invaders"

"C. Bond" <cbond@ix.netcom.com> wrote in message news:<41099223.44B25E1B@ix.netcom.com>...
> C. Bond wrote:
>
> > There is a common version of Space Invaders for the Atari
> > 400/800 which has the invaders
> > appearing onscreen by descending from above. But I recall
> > another, similar, version which
> > had the invaders appearing from a rocket on the left of the
> > screen. Does anyone know what
> > this version was called?--or where to find it?
>
> Thanks for the responses. I got a private email (thanks)
> informing me that Atari originally released a versionof Space
> Invaders with the Invaders emerging from a rocket on the left
> of the screen and no barriers along
> the bottom. A later version, called Atari Invaders, has the
> barriers and no rocket on the left. This was
> intended to be more like the arcade version of Space Invaders.
>
> --
> Democracy: The triumph of popularity over principle.

2892. NBA JAM TE FOR JAGUAR RARE

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 00:23:25 UTC
From: innercircle27@comcast.net
Message-ID: <4239bd9a.0408031623.78dab3ed@posting.google.com>
Source record: 14949

classic jaguar games for sale here: nba jam etc. http://tinyurl.com/1zor

2893. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 02:11:19 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <411045C7.927FE1A1@a8maestro.com>
Source record: 14950

LarryWhite wrote:

> Hi Rick-
>
> > I have an HP Deskjet500plus that I use with an Epson FX80 emulation
> cartridge.
> Have to use legal paper with it though. <
>
> I'm curious -- why the legal paper? I had a DJ 500 and used it with the Epson
> FX cart for several years (with 8-1/2 X 11" paper.)
>
> Larry

Well, I don't HAVE to use legal, but so much commercial software for the A8 expects to
have a skip top perf margin. With this printer(and other modern printers), there is no need.
There is also usually no way to turn it off, so the page gets split between two letter sheets
because the skip top perf LFs get sent anyway, the bottom has the page eject.

Software where I can change the printer config usually, not always, lets me set skip top perf to 0.

So leaving Legal paper in is just much better. If you just print text where page breaks don't matter,
letter can be used easily.

Rick D.

2894. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 02:19:28 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <411047B0.755D8C04@a8maestro.com>
Source record: 14951

> Music Shop Landgraaf wrote:
>
> > Howdy folks
> >
> > Has anybody ever tried to get a laserprinter (possibly one that does color)
> > to work with our beloved Atari 8 bit computer?
> >
> > My Canon BJC4200 Color Inkjet is go thrue it's cartridges like there is no
> > tomorrow.
> >
> > CU Mathy van Nisselroy
> >
> > PS the Canon BJC's speak Epson, do Laser printers have that feature too? Or
> > are they Mac or PC only?

As another note....

My Canon BJC4100 uses 2 cartridges, a Black, and a tri color. I have been refilling them both for years..
Well four or five time each till they show sinns of not working anymore, then I replace. So I have about
a dozen of each that will last me a decade. But then I bought from ebay, for about $5.00 a pair...may
not bother refilling as much anymore. I also have a couple of the single large black and a couple of
flourescent carts.

Reminds me, I have to shake them a bit.

Rick D.

2895. Re: *ANNC* retro computing community links page

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 04:09:04 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <DL2dnSEogOn9_l3cRVn-vA@bresnan.com>
Source record: 14952
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy

I had a nearl complete list at one time when I had my groups on yahoo...but
lost my account on yahoo and lost that list...was hoping someone who may
have been a member of one of my yahoo groups can fill in the gaps ? ;-)

"Sander Zuidema" <snout@msx.org> wrote in message
news:410EE00D.1040406@msx.org...
> > http://www.rtdos.com/community.htm
> >
> > did i miss any that are still active ?
>
> Uhm, you're kidding, right? There are only 31 links on that page. My bet
> is that you haven't even got 1 percent of the active retro computing
> community websites at the moment. So, yup, I think you did miss quite a
> few that are still active.
>
> How about adding http://www.msx.org/ ? Lotsa news, active forum, MSX
> only. You're welcome ;)
>
> Greetings,
>
> Sander

2896. its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 04:24:54 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <es6dnSYchqEv-I3cRVn-pA@bresnan.com>
Source record: 14953
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

born @ 4:14 PM on Monday, 8 lbs. 1 oz, 21 and 1/4 inches long.

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/forum (rtdos message boards)

2897. Re: its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 04:40:46 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <iNZPc.1840$OC4.1086@news02.roc.ny>
Source record: 14954
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"*ProteanThread*" <sysop at village council dot net> wrote in message
news:es6dnSYchqEv-I3cRVn-pA@bresnan.com...
> born @ 4:14 PM on Monday, 8 lbs. 1 oz, 21 and 1/4 inches long.
>
>
>
> --
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/forum (rtdos message boards)
>
>
>
>

Congrats! 8-)
Mo

2898. xX6 Almost FREE MONEY !! xX6

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 05:43:11 UTC
From: John Meyer <meyer_j@allthis.net>
Message-ID: <A%9Qc.17195$a%1.6519@fe39.usenetserver.com>
Source record: 14961

MAKE MONEY!!!

MAKE THOUSANDS!!!

I found this on a bulletin board and decided to try it: I don't care about the useless pre-fabricated crap this message usually says. All I say is, it works. Continue pre-fab crap.

WELL GUESS WHAT!!!

Within seven days, I started getting money in the mail!! I was shocked!! I figured it would end soon, but the money just kept coming in. In my first week, I made about $25.00. By the end of the second week I had made a total of more than $1000.00!!

Let me tell you how this works and most important, why it works..... also make sure you print this out NOW, so you can get the information off of it, as you will need it. I promise you that if you follow the directions exactly that you will start making more money than you thought possible by doing something
so easy!!

Suggestion: Read this entire message carefully!! (Print it out or download it)

Follow the simple directions and watch the money come in!! It's easy. It's legal. And, your investment is only $6.00 (Plus postage) !!!

You can use any currancy as people can always change it..

IMPORTANT:

This is not a rip-off, it is decent; it's legal; and it is virtually no risk - it really works!! If all the following instructions are adhered to, you will receive extraordinary dividends.

PLEASE NOTE:

Please follow the directions EXACTLY, and $50,000 or more can be yours in 20 to 60 days. This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhering to the instructions. You will now become apart of the Mail Order business.
You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the
mailing lists is secondary to income which is made from people like you and me asking to be included in that list. Here are the four easy steps to

success.

STEP ONE:

Get six separate pieces of paper and write the following on
each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST."
Now get 6 U.S. $1.00 bills and place ONE inside of EACH of the six pieces
of paper so the bill will not be seen through the envelope (to prevent
thievery). Next, place one paper in each of the six envelopes and seal them.
You now should have six sealed envelopes, each with a piece of paper stating
the above phrase, your name and address, and a $1.00 bill. What you are
doing is creating a service.

THIS IS ABSOLUTELY LEGAL!!!!!

You are requesting a legitimate service and you are paying for it!! Like
most of us I was a little skeptical and little worried about the legal
aspects of it all. So I checked it out with the U.S. Post Office
(1-800-238-5355)
and they confirmed that it is indeed legal!!

Mail the six envelopes to the following addresses:

Matthew Dutton
46 Hayworth St
Point Vernon, Hervey Bay
QLD, 4390
Australia

R. Visser
P.O. Box 274
Nobby Beach
QLD, 4218
Australia

S. Phillips
77 Manly Drive
Robina, QLD 4226
Australia

Chris Pittman
7651 Abigail Glen Dr.
Charlotte, NC 28212
USA

Mike Vango
29 Pebblewood Ave
Scarborough, ON M1V-2A7
Canada

C. Wehler
137 Sara Rd
St. Marys, PA 15857
USA

STEP TWO:Now take the #1 name off the list that you see above, move the other names up (six becomes 5, 5 becomes 4, and etc.) and add YOUR NAME as number 6 on the list.

STEP THREE:
Change anything you need to but try to keep this article as close to original as possible. Now post your amended article to at least 200 news groups. : (I think there are close to 24,000 groups) All you need is 200, but
remember, the more you post, the more money you make!! This is perfectly legal!! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal Lottery laws. Keep a copy of these steps for yourself and whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to directions. Look at it this way. If you were of integrity, the program will continue and the money that so many others have received will come your way.

NOTE: You may want to retain every name and address sent to you,> either on a computer or hard copy and keep the notes people send you.
This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft). So, as each post is downloaded and the directions carefully followed, all members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!!!

*****DIRECTIONS FOR HOW TO POST TO NEWS GROUPS!!!*****

STEP ONE: You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.

STEP TWO:
Open a blank 'notepad' file and place your cursor at the top
of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into the notepad so that you will add your name to the list.

STEP THREE:
Save your new notepad file as a text file. If you want to do your posting in different settings, you'll always have this file to go back to.

STEP FOUR:
You can use a program like "postXpert" to post to all the newsgroups at once. You can find this program at <<http://www.download.com>>.

Use Netscape or Internet Explorer and try searching for various new groups (on- line forums, message boards, chat sites, discussions.)

STEP FIVE:
Visit message boards and post this article as a new message by
highlighting the text of this letter and selecting paste from the edit menu.
Fill in the subject, this will be the header that everyone sees as they
scroll through the list of postings in a particular group, click the post
message button. You're done.

Congratulations!!!!!!

THAT'S IT!! All you have to do, and It Really works!!!

BEST WISHES ...

ouYj\

2899. Re: its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 06:51:35 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <XH%Pc.32359$K53.820@news-server.bigpond.net.au>
Source record: 14956
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

ProteanThread wrote:

> born @ 4:14 PM on Monday, 8 lbs. 1 oz, 21 and 1/4 inches long.
>
>
>
Ahhh, Congrats, another Atari user:-)

Like Chris tho, my 1 year old boy was 11 pound, and 4 year old Daughter
a mere 7 pound. Little bugger is now as big as a three year old, and
eats like one too:-)

Regards

Mark

PS Now get some sleep.

2900. Re: its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 08:48:11 UTC
From: Oldbitcollector <oldbit@nospam.com>
Message-ID: <pan.2004.08.04.08.48.09.111616@nospam.com>
Source record: 14957
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Tue, 03 Aug 2004 22:24:54 -0600, *ProteanThread* wrote:

> born @ 4:14 PM on Monday, 8 lbs. 1 oz, 21 and 1/4 inches long.

Congrats!!! You've embarked on the start of a great adventure!
(At least until he's 13.. <GRIN>)

Oldbitcollector

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2901. Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 15:10:56 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <4110FC8C.DCCD1D56@ix.netcom.com>
Source record: 14958

The information I have gotten for the 'undocumented opcode'
called AAX or SAX,
(A & X) -> M, indicates that this opcode affects the N and
Z flags. My own tests suggest that
the flags are *not* affected, and this instruction behaves
like other store operations.

Has anyone tested this and formed an opinion about its
affect on the flags? I'm confused...

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2902. Re: Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 15:23:29 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ceqv1h$3qq$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14959

Hi,

> The information I have gotten for the 'undocumented opcode'
> called AAX or SAX,
> (A & X) -> M, indicates that this opcode affects the N and
> Z flags. My own tests suggest that
> the flags are *not* affected, and this instruction behaves
> like other store operations.

What's the (hex) opcode for this?

As a side remark, some of the "extended" opcodes are not
properly documented as their precise function also depends
on "what's going on at the bus" while they're executed. Thus,
the behaivour may even vary.

Greetings,
Thomas

2903. Re: Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-04 17:17:26 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <41111A2F.F0C8B724@ix.netcom.com>
Source record: 14960

Thomas Richter wrote:

> Hi,
>
> > The information I have gotten for the 'undocumented opcode'
> > called AAX or SAX,
> > (A & X) -> M, indicates that this opcode affects the N and
> > Z flags. My own tests suggest that
> > the flags are *not* affected, and this instruction behaves
> > like other store operations.
>
> What's the (hex) opcode for this?
>
> As a side remark, some of the "extended" opcodes are not
> properly documented as their precise function also depends
> on "what's going on at the bus" while they're executed. Thus,
> the behaivour may even vary.
>
> Greetings,
> Thomas

It comes in various addressing mode flavors, but I tested the
zero page version, opcode $87.
Apparently some undocumented codes are not generally useful,
since they have unknown or
unpredictable dependencies, as you noted. But a few of these
codes appear to be reliable,
and are sometimes used without problems. AAX (or SAX) seems
solid, but as I posted
the flags seem unaffected, contrary to the documents available
on the internet.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2904. Re: its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 01:11:55 UTC
From: Chris D <dicko-news@riverland.AAARRGNOMORESPAM.net.au>
Message-ID: <20040804161155.3409469b.dicko-news@riverland.AAARRGNOMORESPAM.net.au>
Source record: 14955
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Tue, 3 Aug 2004 22:24:54 -0600
"*ProteanThread*" <sysop at village council dot net> wrote:

> born @ 4:14 PM on Monday, 8 lbs. 1 oz, 21 and 1/4 inches long.

Congratulations! Is this your first? Whether is is or isn't,
newborns are always lots of work, and turn your life upsidedown,
but it's worth it, and you'd never want to go back.

<brag>
It's not that big though ;) Our bloke was 11 lbs 3 oz, and
about the same length (Possibly an inch more, I don't remember
exactly). Our girl was about that weight, 8lbs 6 IIRC. :)
</brag>

-Chris D

2905. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 04:23:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1091679810@rtfm.mit.edu>
Source record: 14963
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2906. Re: Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 08:01:50 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cesphe$6ff$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14964

Hi,

> It comes in various addressing mode flavors, but I tested the
> zero page version, opcode $87.
> Apparently some undocumented codes are not generally useful,
> since they have unknown or
> unpredictable dependencies, as you noted. But a few of these
> codes appear to be reliable,
> and are sometimes used without problems. AAX (or SAX) seems
> solid, but as I posted
> the flags seem unaffected, contrary to the documents available
> on the internet.

You seem to be right, the flags are also unaffected according to
my own reference. I made a couple of tests back then for the atari++
emulator, found this opcode also reliable, but it doesn't alter the
flags here either. The reason why this opcode works is not because
it goes thru the AND unit of the ALU where it would set the status
flags. Instead, the CPU pushes the A and X register simultaneously
onto the bus, and due to the electrical characteristics of the
corresponding output drivers, the result is the binary AND of both
A and X register, so you shouldn't expect status flags to be set in
any way. Thus "SAX" is just a combined "STA" and "STX", and both
don't affect the status.

So long,
Thomas

2907. Re: XF551 Upgrading

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 09:10:42 UTC
From: Da Man <DuhMan@hotmail.net>
Message-ID: <Xns953C2A825B4BBDuhManhotmailnet@151.164.30.94>
Source record: 14965

"John ter Haar" <jterhaar@sympatico.ca> wrote in
news:iWiJc.19172$RD4.1378796@news20.bellglobal.com:

> Hello,
> I have an XF551 and was wondering if anyone has plans / schematics or
> instructions to upgrade the unit to a 3.5" drive. I know it can be
> done with a 720k, can it also handle a 1.44MB as well? Also can a use
> a double system, a 3.5 and 5.25 in one unit on the upgrade? ANy help
> would be greatly apprecitaed.
> John
>
>

Hmmmm.... Funny you should ask about that. I possess a XF551 that is
mofified and has a 3.5 inch mechanism in it. I purchased it from an
retired gentleman about a dozen years ago. It works fine with MyDOS.

2908. Re: XF551 Upgrading

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 15:25:29 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0408050725.37abbd1f@posting.google.com>
Source record: 14966

Da Man <DuhMan@hotmail.net> wrote in message
news:<Xns953C2A825B4BBDuhManhotmailnet@151.164.30.94>...
> "John ter Haar" <jterhaar@sympatico.ca> wrote in
> news:iWiJc.19172$RD4.1378796@news20.bellglobal.com:
>
> > Hello,
> > I have an XF551 and was wondering if anyone has plans / schematics or
> > instructions to upgrade the unit to a 3.5" drive.

Hello,

Contact Bob Puff at: http://www.nleaudio.com/css

2909. Re: its a *BIG* boy....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 17:54:30 UTC
From: Chris D <dicko-news@riverland.AAARRGNOMORESPAM.net.au>
Message-ID: <20040805085430.341f50c2.dicko-news@riverland.AAARRGNOMORESPAM.net.au>
Source record: 14962
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Wed, 04 Aug 2004 10:48:11 +0200
Oldbitcollector <oldbit@nospam.com> wrote:

> (At least until he's 13.. <GRIN>)

Looks like you made a typo there - You accidently put a '1' in
before the '3' ;)

-Chris D

2910. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 20:20:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <cEwQc.5935$54.92575@typhoon.sonic.net>
Source record: 14967

German Gonzalez <c03_gg@hotmail.com> wrote:
> yes, the version you mention was released in cartridge.
> very popular game in those years.
> and thats right the rocket version was called just "space invaders"

Wow, I had no idea. The Space Invaders I grew up with was the 2600 version.
I assumed the Atari 8-bit computer version was more like the arcade, but
now that you mention it, I don't remember there being barriers.

(I think I've played the true arcade version _once_, a few years ago.
How sad, huh? :^))

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2911. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 22:22:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408051519310.18890-100000@onyx.spiritone.com>
Source record: 14968
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

My inventory covers a vast expanse! I have Acres and Acres of Games / Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

With purchase over $100.00 receive a FREE Gift!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games! Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://BensCatalogs.Atari.org Bens FREE Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See what's New Here!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2912. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-05 22:27:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408051525150.18890-100000@onyx.spiritone.com>
Source record: 14969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2913. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 01:43:03 UTC
From: dlw <ludwig66.no.spam@comcast.net>
Message-ID: <hbo5h0thgvmse8833guauditu9vf71p9rk@4ax.com>
Source record: 14970

On Thu, 05 Aug 2004 20:20:24 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>German Gonzalez <c03_gg@hotmail.com> wrote:
>> yes, the version you mention was released in cartridge.
>> very popular game in those years.
>> and thats right the rocket version was called just "space invaders"
>
>Wow, I had no idea. The Space Invaders I grew up with was the 2600 version.
>I assumed the Atari 8-bit computer version was more like the arcade, but
>now that you mention it, I don't remember there being barriers.
>

I always thought that 'Deluxe Invaders' by Roklan Software was the most faithful adaption of Space Invaders for the 8 bit machine.

2914. *ANNC* retro themed screen saver available for download

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 03:55:57 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <FvadnWWqNsPWnI7cRVn-vg@bresnan.com>
Source record: 14971
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

http://www.rtdos.com/retro_ss.zip

its not much (only first version) but its a start (at least as a conversation piece). looking to add more screen shots (if anyone wants to contribute, I and the retro community would greatly appreciate it I'm sure)....or maybe someone can help me complete my M.E.S.S. bios rom list (where i got most of the screen shots) so that I can work on getting more screen shots of boot screens (see one of my earlier posts).

next version will include the specific systems where each screen shot is from (this one was just for starters).

comments ? contributions ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/chat
Chats scheduled every Thursday @ 7PM MDT (0100 GMT) and
every Sunday @ 1PM MDT (1900 GMT)

2915. Atari 130XE troubles

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 11:30:58 UTC
From: Laust Brock-Nannestad <laustbn@diku.dk.invalid>
Message-ID: <cevq5i$6fc$1@news.net.uni-c.dk>
Source record: 14972

Hi all,

I'm a newbie when it comes to the Atari 8-bit line, so bear with me.

I recently made an SIO2PC interface for my XE, single chip version with DSR for serial control. The trial version of APE recognized the cable correctly and at first sight it seemed to work.

Unfortunatly, a lot (most) of the programs I try to load just crash, in a variety of ways (reset to BASIC or colourful random graphics. Spellbound, one of the games I tried, freezes with half the loading pic fine and the lower half random graphics). A few demos did work flawlessly, like the "Drunk Chessboard" demo.

I'm using "MyPicoDos" (nice menu based interface, ideal for someone like me ;-) as the DOS in D1 and then mount the disk image I want to load something off in D2. When I tried this setup (same disk images, emulator set to 130XE) in the Atari800 emulator, it worked fine, so MyPicoDos probably isn't to blame here.

I've tried lowering the SIO speed to 1x in APE, but that doesn't help. Even small programs/demos (8k intros for example) won't run. I might add that the programs that do work, do so consistently, and the ones that fail, do so every time as well.

The built-in memory test seems okay, 2.5 lines of green squares.

When I look inside the Atari, there seems to be two unofficial patch-wires, one running from pin 8 on the 74LS08P to pin 32 on the GTIA and one running from pin 9 and 10 (soldered to both) on the 74LS08P to pin 13 on the 74LS138.

I'm leaning towards the XE being faulty here rather than the SIO2PC interface, any ideas on what might be wrong with it or how I go about diagnosing the problem?

Regards,

Laust

2916. Re: Atari 130XE troubles

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 12:56:50 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <meLQc.153$ZC7.137@newssvr19.news.prodigy.com>
Source record: 14973

Laust Brock-Nannestad wrote:
> Hi all,
>
>
> I'm a newbie when it comes to the Atari 8-bit line, so bear with me.
>
> I recently made an SIO2PC interface for my XE, single chip version with
> DSR for serial control. The trial version of APE recognized the cable
> correctly and at first sight it seemed to work.
>
> Unfortunatly, a lot (most) of the programs I try to load just crash,
> in a variety of ways (reset to BASIC or colourful random graphics.
> Spellbound, one of the games I tried, freezes with half the loading pic
> fine and the lower half random graphics). A few demos did work flawlessly,
> like the "Drunk Chessboard" demo.

Are you holding down the OPTION key to disable BASIC when you
turn on the computer? Having BASIC enabled will cause most programs
to crash.

Steve

2917. Re: Atari 130XE troubles

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 14:00:05 UTC
From: Laust Brock-Nannestad <laustbn@diku.dk.invalid>
Message-ID: <cf02t5$90s$1@news.net.uni-c.dk>
Source record: 14974

Steven J Tucker <classics@atarimax.com> wrote:

> Are you holding down the OPTION key to disable BASIC when you
> turn on the computer? Having BASIC enabled will cause most programs
> to crash.

Erm, no, I didn't know that was necsseary. Lo and behold, it
fixed the problem!

Thanks a lot.

Regards,

Laust

2918. Re: Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 17:15:21 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <4113BCB2.7067B02A@ix.netcom.com>
Source record: 14975

Thomas Richter wrote:

> Hi,
>
> > It comes in various addressing mode flavors, but I tested the
> > zero page version, opcode $87.
> > Apparently some undocumented codes are not generally useful,
> > since they have unknown or
> > unpredictable dependencies, as you noted. But a few of these
> > codes appear to be reliable,
> > and are sometimes used without problems. AAX (or SAX) seems
> > solid, but as I posted
> > the flags seem unaffected, contrary to the documents available
> > on the internet.
>
> You seem to be right, the flags are also unaffected according to
> my own reference. I made a couple of tests back then for the atari++
> emulator, found this opcode also reliable, but it doesn't alter the
> flags here either. The reason why this opcode works is not because
> it goes thru the AND unit of the ALU where it would set the status
> flags. Instead, the CPU pushes the A and X register simultaneously
> onto the bus, and due to the electrical characteristics of the
> corresponding output drivers, the result is the binary AND of both
> A and X register, so you shouldn't expect status flags to be set in
> any way. Thus "SAX" is just a combined "STA" and "STX", and both
> don't affect the status.
>
> So long,
> Thomas

Can you point me to a document which *correctly* explains the
undocumented opcodes?

If not, thanks for the the above anyway...

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2919. Re: Undocumented opcode: AAX

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 17:18:08 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cf0egg$j96$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14976

Hi,

> Can you point me to a document which *correctly* explains the
> undocumented opcodes?

Not really. *Sigh*. I wish there would be one. I've seen various on
the net and in magazines, and they're all wrong in one way or another.

And I should of course add this as a disclaimer to my
own guesswork as well. (-; It is likely incomplete and partially
incorrect.

> If not, thanks for the the above anyway...

You're welcome.

So long,
Thomas

2920. Re: Atari Invaders

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 17:40:26 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0408060940.4fd595a8@posting.google.com>
Source record: 14977

yeah, I remember that version wasn't very similar to teh arcade version,
however, I had a atari 400 with 2 games (space invaders and star raiders)
so I finished both games in every level, even in SI I got more
than 9999 points! :)

dlw <ludwig66.no.spam@comcast.net> wrote in message
news:<hbo5h0thgvmse8833guauditu9vf71p9rk@4ax.com>...
> On Thu, 05 Aug 2004 20:20:24 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
>
> >German Gonzalez <c03_gg@hotmail.com> wrote:
> >> yes, the version you mention was released in cartridge.
> >> very popular game in those years.
> >> and thats right the rocket version was called just "space invaders"
> >>
> >Wow, I had no idea. The Space Invaders I grew up with was the 2600 version.
> >I assumed the Atari 8-bit computer version was more like the arcade, but
> >now that you mention it, I don't remember there being barriers.
> >>
>
> I always thought that 'Deluxe Invaders' by Roklan Software was the
> most faithful adaption of Space Invaders for the 8 bit machine.

2921. Re: Telnet BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 19:09:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00106d76@fmlynet.org>
Source record: 14981

FamilyNet Newsgate

> From: "bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net>

> Boot Factory 2k+ bfbbs.no-ip.com 24/7

>> spacebbs.no-ip.com hit the return key about 4 times to get on
>>
>> atari.thebbs.org
>>
>> shadow.skeleton.org login as bbs
>>
>> commodore.thebbs.org
>>
>> jybolac.dyndns.org:520 login in as bbstest
>>
>> cabell.tzo.com mostly open from 11am to 6pm (EST)
>>
>> 213.10.217.144:8888 or 213.10.217.144.8887
>>
>> Inside the 8bit BBS: 216.78.136.26.8888 or 8889
>>

Thanks guys! Anyone have the link to Closer to Home?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2922. Re: XF551 Upgrading

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 20:30:03 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4113ea4a$0$14494$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14978

Howdy folks

> > > I have an XF551 and was wondering if anyone has plans / schematics or
> > > instructions to upgrade the unit to a 3.5" drive.

> Contact Bob Puff at: http://www.nleaudio.com/css

I've been using a 3.5" dual drive conversion by CSS for years. It will NOT do 1.44 meg, 720 is the maximum it can handle. If you need 1.44 meg and/or write access to PC disks, on you Atari 8 bit, get a FloppyBoard (plus a BlackBox if you don't already have one of those).

And if you really wanna contact Bob, try the old phone system, he's a busy man.

CU Mathy van Nisselroy

2923. Re: Parallel Devices

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 20:33:54 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4113eb31$0$14501$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14979

Howdy Frank

> I like to develope a PBI-card and I'm looking for the following
> dokumentation to programm the software as compatible as possible.
>
> SURELY O.S. Rom Specification, S. Scheiman R. Nordin
> Software Implementation of Parallel Devices, R. Nordin
>
> Has ever anybody came across these dokuments. I managed to get
> basically all docs on the hardware specifications.
>
> I would highly appreciate any help in that direction.

Try contacting Roland Scholz, he was developing an ISA card adaptor for the PBI. Untill he started having kids, now he seems to be cured of the Atari 8 bit virus.

CU Mathy van Nisselroy

2924. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-06 20:45:54 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4113ee02$0$14493$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14980

Howdy Rick

> Reminds me, I have to shake them a bit.

I've heard that one before, there has to be some truth in it. I printed out a lot of old emails a month ago, using WE-CARE cartridges for my Canon BJC 4200, and I'm getting characters that aren't as they used to be. They kinda have these things sticking out. Just like when you wash something that's nice and strait before you wash it, and when the washer is ready, it's fuzzy.

BTW the 4100 manual you can get from the Canon site. I just did a search on google using canon 4200 manual (without these ") and was pointed to the site where I could have downloaded the manual and all kinds of stuff.

If I can find your email address, I'll send you something to read. But it's over 600 kB in size.

CU Mathy van Nisselroy

BTW aren't you the guy that makes these "video and audio convertor" thingies? Do you know if it's possible to connect two monitors to the same video and audio output (stereo sound if possible) from one Atari 8 bit computer using some kind of convertor (with or without it's own power supply)?

2925. 8bit Emulator With PC Speaker Support?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-07 16:11:19 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <ckv9h0hkm4c4o1r6nb7tl3rkt3h6q9qvtb@4ax.com>
Source record: 14982

Does anyone know if any of the DOS Atari 8bit emulators support the PC internal speaker? I have an old 386 and I was considering making an experimental machine that just loads and runs a 8bit emulator. The machine has no soundcard and I would also prefer to avoid dealing with speakers and wires.

2926. Black Atari 850 Interface Module Production Run, Quantity, Rarity ...

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-07 22:52:01 UTC
From: Nick Miller <nick@computer-history.org>
Message-ID: <10han7phjpf0n95@corp.supernews.com>
Source record: 14983

I was wondering if anyone out there had any information about the production run of the early black metal Atari 850 Interface Modules. I have two, s/n 218 and 272, and would like to get some more info on them. Anything you can pass on would be much appreciated.

Thanks,
Nick Miller
www.computer-history.org

2927. Program that shows how much memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-08 02:33:03 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10hb46uj5iro5a2@corp.supernews.com>
Source record: 14984

Whats a good program that will show how much memory a Atari has? I want to know how much memory a Atari 800 has, and if it can test the mem that would also be great.

Tim

2928. Re: Program that shows how much memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-08 03:49:53 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <1l8bh0pbammo5r45dhua0oa3v66b6jmnot@4ax.com>
Source record: 14985

On Sat, 7 Aug 2004 19:33:03 -0700, "Tim" <tjlazer@CRAPmail.com> wrote:

>Whats a good program that will show how much memory a Atari has? I want to
>know how much memory a Atari 800 has, and if it can test the mem that would
>also be great.
>
>Tim

Can you do it in BASIC with "PRINT FRE (0)" or am I thinking of
something else?

2929. Re: Program that shows how much memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-08 17:12:20 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <U9tRc.2882$Ow6.230789@newssvr28.news.prodigy.com>
Source record: 14986

"Tim" <tjlazer@CRAPmail.com> wrote in message
> Whats a good program that will show how much memory a Atari has? I want
to
> know how much memory a Atari 800 has, and if it can test the mem that
would
> also be great.
>
> Tim
There's a program called 'memtest.com'. It tests for extra memory.
Then there's a Newell program to test memory.
An 800 should be easy to determine how much memory it has, about the only
way to put more memory is with memory cards. There were some memory
upgrades for the 800, Axlon?, but still I think you'd have to have the
memory cards. I guess if you have unmarked memory cards, you might not know
how much they were. A stock 800 can have up to 48k memory, I believe.
There isn't hardware for the RAM under the OS, I think. The memtest tests
the memory select bits at PORTB, I think. The Newell isn't very
informative, just tests the banks and reports if they are working, and may
only be for 256k upgrades. I have them both, someplace, I'd have to search.
I WILL search and e-mail them to you, if you have an address here.

2930. Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-08 20:16:21 UTC
From: Koltz <koltz@rrsd.k12.wi.us>
Message-ID: <ke2dh09vkbr6oqueimi9q1d541k7um1chf@4ax.com>
Source record: 14987

I have one 1050 drive that works great, have been using it with APE.
I have another 1050, that it starts up normal, but the read light for
disk activity keeps going on and off. And simple things to try? Is
there a website I can look at for troubleshooting?

Thanks, Corey

2931. Re: Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-08 21:54:54 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OixRc.13582$cK.8188@newsread2.news.pas.earthlink.net>
Source record: 14988

Koltz wrote:
> I have one 1050 drive that works great, have been using it with APE.
> I have another 1050, that it starts up normal, but the read light for
> disk activity keeps going on and off. And simple things to try? Is
> there a website I can look at for troubleshooting?
>
> Thanks, Corey

Usually that means the on board power supply is going south. 90% of the time it is just the diodes between the big caps on the back of the board have thermal cycled loose and need to be resolder.

2932. Re: Program that shows how much memory?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-09 08:31:25 UTC
From: voydial@wp.pl
Message-ID: <4afa141.0408090031.17ac8d69@posting.google.com>
Source record: 14989

"Tim" <tjlazer@CRAPmail.com> wrote in message news:<10hb46uj5iro5a2@corp.supernews.com>...
> Whats a good program that will show how much memory a Atari has? I want to
> know how much memory a Atari 800 has, and if it can test the mem that would
> also be great.
>
> Tim

Try this link: http://atari.sk/satantronic/files/XRAM021.COM

2933. Re: 8bit Emulator With PC Speaker Support?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-09 08:47:15 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cf7dmjnuu1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14990

Hi,

> Does anyone know if any of the DOS Atari 8bit emulators support the PC
> internal speaker? I have an old 386 and I was considering making an
> experimental machine that just loads and runs a 8bit emulator. The
> machine has no soundcard and I would also prefer to avoid dealing with
> speakers and wires.

That's actually unlikely to work well, for two reasons: First of all,
the 386 is really a bit too slow for any usable emulation. I would be
astonished if you could get that working.

The second reason is the way how a PC speaker generates sound: It is
more or less the latched/buffered output of a standard timer chip,
allowing just "on" or "off" as its only outputs. There's not much sound
processing you can do there - the CPU had to feed in all the data manually,
and if you've just a 386, it couldn't do much else.)-:

In other words, I believe the answer to your question is "No, there's no
such thing".

So long,
Thomas

2934. atari++ 1.38 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-09 08:51:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cf7dtpnuu2@mamenchi.zrz.TU-Berlin.DE>
Source record: 14991

Hi folks,

a new release of the C++ based Atari 8-bit emulator for Linux and
win32 is ready to download at:

http://www.math.tu-berlin.de/~thor/atari++/

This is only a bug-fix release that corrects all known issues of
the 1.36 and 1.37 release, and thus the next stable release of it.

So, what's fixed here:

- Antic timing (once again), so the Dimension X intro will work again.
- Proper emulation of the SIO sound (got broken in 1.35)
- Emulation of horizontal switching of the CHBASE register of Antic
(new feature)
- In the configure file, added test for the g++-3.4.x compiler series.

So long,
Thomas

2935. Still looking for Gyruss cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-09 15:17:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns954068A703A3Cslorcomcastnet@130.133.1.4>
Source record: 14992

A while back, I posted that I was looking to get ahold of Gyruss for my 8-bits. Someone sent me an email back then, but I have not been able to get ahold of the person to follow up. If anyone happens to have a Gyruss cart to spare, feel free to post here or drop me a line.

Thanks!

--
Slor

2936. Re: 8bit Emulator With PC Speaker Support?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-09 23:43:44 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <de2gh01ta52rtvmc7akcsvskkop1ntcv9f@4ax.com>
Source record: 14993

On 9 Aug 2004 08:47:15 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>> Does anyone know if any of the DOS Atari 8bit emulators support the PC
>> internal speaker? I have an old 386 and I was considering making an
>> experimental machine that just loads and runs a 8bit emulator. The

>That's actually unlikely to work well, for two reasons: First of all,
>the 386 is really a bit too slow for any usable emulation. I would be
>astonished if you could get that working.

You can run an 8bit emulator for DOS on a 386, I've done so before.
I'm not saying the performance is great but it certainly works. On a
fast 386 I'm sure it works acceptably.

>The second reason is the way how a PC speaker generates sound: It is
>more or less the latched/buffered output of a standard timer chip,
>allowing just "on" or "off" as its only outputs. There's not much sound
>processing you can do there - the CPU had to feed in all the data manually,
>and if you've just a 386, it couldn't do much else.)-:

There are DOS games that make use of the PC speaker to make very
creative sounds. Check out CHAMP "Pacem" Pac-man game and also their
Centipede. Those run fine on a 386, I did so on Saturday. :)

There is actually a DIVX-supporting video player for DOS that makes
use of the PC-speaker. Of course I'm not saying you get good fidelity,
that's not the case. In the case of DIVX you need more than a 386
certainly but it does validate the concept and Atari 8bit sound might
not be as hard to reproduce this way.

>In other words, I believe the answer to your question is "No, there's no
>such thing".

There may not be but it might also be technically feasible, even on a
386.

2937. Re: atari++ 1.38 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-10 01:09:32 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <5fVRc.14677$zO3.3276@bignews6.bellsouth.net>
Source record: 14994

Thanks a bunch!

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm
"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:cf7dtpnuu2@mamenchi.zrz.TU-Berlin.DE...
> Hi folks,
>
> a new release of the C++ based Atari 8-bit emulator for Linux and
> win32 is ready to download at:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> This is only a bug-fix release that corrects all known issues of
> the 1.36 and 1.37 release, and thus the next stable release of it.
>
> So, what's fixed here:
>
> - Antic timing (once again), so the Dimension X intro will work again.
> - Proper emulation of the SIO sound (got broken in 1.35)
> - Emulation of horizontal switching of the CHBASE register of Antic
> (new feature)
> - In the configure file, added test for the g++-3.4.x compiler series.
>
> So long,
> Thomas

2938. Re: 8bit Emulator With PC Speaker Support?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-10 04:21:51 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0408092021.7f08edc8@posting.google.com>
Source record: 14995

Hello,

Actually,a 386-33MHz PC will run PCXformer 3.8 quite well.
I think you could use the PC speaker with PCX 3.8 if you used
Windows 3.1,using SPEAK.EXE as a sound driver. In the past I
have set up MS-DOS machines in this manner,and they would play
.WAV files throughtne PC speaker.Easy to set up and worth a try.

I have an IBM Thinkpad that I set up in WIN98 that on boot up runs
an autoexec.bat file that shows an Atari fuji symbol.JPEG,plays a
.WAV file that says "Welcome to the wonderful world of ATARI!" and
using PCX3.8,goes right to SpartaDos 3.3 main screen! Makes my PC
friends really blink,to see an Atari laptop :)

Good Luck,
Ed

2939. Re: The Sinclair Spectrum is the King of 8 Bit computers !

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-10 13:36:26 UTC
From: Tarquin Mills <accus@nojunkmail.com>
Message-ID: <511844dc4c.planet14@localhost.local>
Source record: 14996
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Sam Gillet wrote:
> > "Dr. Bruce R. McFarling" wrote ...
> > > Well, of course it depends on what you want to use it for, but
> > > the TS1000 was the first almost completely closet compatible
> > > computer. It was certainly more closet compatible than a C64,
> > > which would be far more likely to be dragged out of the closet
> > > to play games if not for use as a home computer. But after
> > > using the TS1000 to learn a little bit of Basic programming ...
> > > into the closet, no muss, no fuss, no bother.

The C=64 and Atari could not afford to be put into the closet as they
cost to much, not to use, so users had to keep using them like it or
not.

> > I would like to take this opportunity to point out the the TS1000 was
> > also landfill compatible.

I knew it, the ZX81 is better for the environment (less landfill per unit).

(Dr. Bruce R. McFarling) wrote:
> Needless to say, my dad bought me the TS1000, I then bought the Ram
> expansion, since 2K RAM seemed a bit confining, and my experience with
> that and with tape as storage led me to buy the machine with a disk
> drive and the most possible RAM included that I could afford ... which
> was a Commodore 64 / 1541 combo. I bought it from a place that
> advertised it as something like a "84K Home Computer". You see, 64K
> RAM, plus 8K kernal makes 72K, plus 8K Basic makes 80K, and then I
> think the character roms are where they get the rest.
>
> I guess they would have been proud of me a couple of years later when
> I got a WarpSpeed cartridge to make it workable as a word processor
> together with The Write Stuff and a daisywheel printer, which would
> have pushed it up over 90K.

TS1000 = 2KB RAM & 8KB ROM + 64 KB (e.g. Memotech) memory interface +
Quicksilva Hi-Res Board 6KB RAM & 2KB ROM + back plane (or pass
through connector)
= 82KB

or

TS1500 = 16KB RAM & 8KB ROM + 64 KB Audio Computers memory pack +
Dk'tronics Graphics 4KB ROM & 4KB EPROM/RAM (fitted internally)
= 96KB

or as this CSS

1984 QL= 128KB RAM + 48 KB ROM
= 176KB

The ZX printer could produce graphics unlike a daisywheel while floppy
drive interfaces were also available for the TS1000

> Where could you possibly buy any of those [Zeddy Family] machines,
> unless you wanted to jump in a jet and go off to pommie-land to pick one
> up in a rummage sale?

Have you tried mail order, theres eBay and a number of Retro traders.
Zebra System in the USA and their distributes worldwide e.g. "ZX81 Kits"
sell them new. Or put a wanted ad on CSS. While a ZX81 clone was made
in the Far East.

--
Tarquin Mills
Norwich Sinclair and Clones Show (ORSAM 2004)
http://www.speccyverse.me.uk/orsam/
http://www.PetitionOnline.com/Sinclair/petition.html (Bring Back YS)

2940. Re: Movies on my 800XL, Just click and see.....

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-10 16:16:29 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0408100816.6f94f49d@posting.google.com>
Source record: 14847

William Kendrick schrieb:
> >
> > Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> > > I have seen the movie player before since you mentioned it on the Atari
> > > hangout practically since the start. Just awesome. Almost surreal to see it
> > > do that.
> > >
> > > Seeing TRON on the Atari 800 would be worth the 36 hour upload time. :)
> >
> > I'm hoping to exhibit Atari stuff at the Vintage Computer Festival again
> > this year. This would definitely be a trip to show off!
> >
> > Bob, you out there? Can we cram some huge CF card into that 1200XL of yours
> > and play a video off it, like this? >:^)
> >

I just uploaded a 1m18s demo of the digitized TRON movie.

Note this one is in 2:1 wide screen vision.

Programs needed are on the AVI16G_NEW.ATR
Files needed are ATARI_TRON_DEMO_80x172.MOV and .RAW

URL: www.mr-atari.com/demo

Read the (compleet) readme file for instructions/info.

Enjoy,
Mr.Atari

Also uploaded:
-Matrix reloaded demo
-Southpark videoclip "brian boitano"
-Atari Commercial "A fly"

2941. Re: Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-11 12:01:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4119b5fab94771@comcast.net>
Source record: 14848

>Koltz wrote:
>> I have one 1050 drive that works great, have been using it with APE.
>> I have another 1050, that it starts up normal, but the read light for
>> disk activity keeps going on and off. And simple things to try? Is
>> there a website I can look at for troubleshooting?
>>
>> Thanks, Corey
>
>Usually that means the on board power supply is going south. 90% of the
>time it is just the diodes between the big caps on the back of the board
>have thermal cycled loose and need to be resolder.

And if that is the case, I would send it to a place like B&C
Computers or Best Electronics....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2942. Re: Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 04:37:03 UTC
From: Koltz <koltz@rrsd.k12.wi.us>
Message-ID: <dnhlh01pfi0f0kbcfnvur09nlq13nfcndr@4ax.com>
Source record: 14849

Thanks for the reply. Any chance there is a picture someplace that I
can look at to see exactly what needs to be resoldered. Resoldering
isn't a chore for me.

Thanks, Corey

On Sun, 08 Aug 2004 21:54:54 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>Koltz wrote:
>> I have one 1050 drive that works great, have been using it with APE.
>> I have another 1050, that it starts up normal, but the read light for
>> disk activity keeps going on and off. And simple things to try? Is
>> there a website I can look at for troubleshooting?
>>
>> Thanks, Corey
>
>Usually that means the on board power supply is going south. 90% of the
>time it is just the diodes between the big caps on the back of the board
>have thermal cycled loose and need to be resolder.

2943. Re: Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 06:22:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <k0ESc.18327$9Y6.7388@newsread1.news.pas.earthlink.net>
Source record: 14850

Koltz wrote:
> Thanks for the reply. Any chance there is a picture someplace that I
> can look at to see exactly what needs to be resoldered. Resoldering
> isn't a chore for me.

I don't think the SAMs manuals/picts are on the net. The two diodes will
be fairly obvious, something like:

```
BACK
**************
* *
* CAP *
* diodes CAP *
* CAP *
* xxxxxxxx *
* x tin x *
* xcover x *
* xxxxxxxx *
* *
* *
**************
FRONT
```

2944. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 09:23:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1092302590@rtfm.mit.edu>
Source record: 14851
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2945. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 13:02:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408120558020.8738-100000@onyx.spiritone.com>
Source record: 14852
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

During Summer Atari business is slower. So your business is welcome!

With purchase over $100.00 receive a FREE Gift!

My inventory covers a vast expanse! I have Acres and Acres of Games / Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games! Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://BensCatalogs.Atari.org Bens FREE Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See what's New Here!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2946. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 13:11:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408120608190.8738-100000@onyx.spiritone.com>
Source record: 14853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2947. Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-12 19:44:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZMPSc.7177$54.109414@typhoon.sonic.net>
Source record: 14854
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I'm so happy CG Expo is in San Jose (vs. Las Vegas) this year!
Esp. since I now live about 1/2hr north (rather than 2hr northeast) from
San Jose! >:^)

Any other folks out here on Usenet planning to making it?

-bill!
bill@newbreedsoftware.com "Avoid missing ball for high score"
http://www.newbreedsoftware.com/
New Breed Software

2948. Re: Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-13 01:04:30 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-84948B.20043012082004@news.rcn.com>
Source record: 14855
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

bill@newbreedsoftware.com (William Kendrick) wrote:
> Any other folks out here on Usenet planning to making it?

I'll finally be making it out to CGE again this year. Most
years it runs the same time as another event I go to (that's
THIS weekend this year), but this year they're on different
weekends, so I'm there!
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++===*//

2949. Re: Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-13 07:31:24 UTC
From: rbernardo@value.net
Message-ID: <f890d44d.0408122331.750d91e6@posting.google.com>
Source record: 14856
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Bill Kendrick wrote:

> Any other folks out here on Usenet planning to making it?

I'll be there! Will you have a table there, Bill?

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2950. WTB: Dead keyboard to 600XL/800XL/1200, Keys from a one of these keyboards, or a complete nonfunctioning unit

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-13 15:06:25 UTC
From: ak8141@wayne.edu
Message-ID: <431950ce.0408130706.349ea139@posting.google.com>
Source record: 14857
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I need to replace the physical key components on an 800XL and am hoping that someone out there might have either a dead keyboard complete or from which they would be willing to extract a few of the needed keys, or a dead 600xl/800xl/1200 system that they would sell or ship for a reasonable cost.

2951. Re: Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-13 21:21:36 UTC
From: Glenn Bruner <glenn.brunernospam@verizon.net>
Message-ID: <AhaTc.327$og.208@nwrddc04.gnilink.net>
Source record: 14858
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

I'll be there. I'll be helping out with the show as a volunteer and do some manning help at the Songbird booth.

Glenn

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:ZMPSc.7177$54.109414@typhoon.sonic.net...
> I'm so happy CG Expo is in San Jose (vs. Las Vegas) this year!
> Esp. since I now live about 1/2hr north (rather than 2hr northeast) from
> San Jose! >:^)
>
> Any other folks out here on Usenet planning to making it?
>
>
> -bill!
> bill@newbreedsoftware.com "Avoid missing ball for high score"
> http://www.newbreedsoftware.com/
> New Breed Software

2952. UK: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-13 21:55:56 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <411d38b0$0$72821$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14859

Just a quick question that I'm sure "someone, somewhere" will be able to answer.

Atari Corp had a big sales thrust in the mid/late 80s/early 90s in the UK and the Atari 600/800XL did pretty well out of it - even the 130XE didn't do too bad (getting in to mainstream High St shops like Satan's yeast infection DSG).

What strikes me though is that there must have been large amounts of unsold stock - the range surely did never repay all the financial faith the Tramiel's placed it in?

Does anyone know what happened to the XL/XE hardware surplus stock? Are there any 800XLs/130XEs lurking, factory sealed, out there somewhere?

Gareth.

2953. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-14 01:35:27 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <d%dTc.13029$Yh.5045@bignews3.bellsouth.net>
Source record: 14860

"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:411d38b0$0$72821$ed2e19e4@ptn-nntp-reader04.plus.net...
> Just a quick question that I'm sure "someone, somewhere" will be able to
> answer.
>
> Atari Corp had a big sales thrust in the mid/late 80s/early 90s in the UK
> and the Atari 600/800XL did pretty well out of it - even the 130XE didn't
> do
> too bad (getting in to mainstream High St shops like Satan's yeast
> infection
> DSG).
>
> What strikes me though is that there must have been large amounts of
> unsold
> stock - the range surely did never repay all the financial faith the
> Tramiel's placed it in?
>
> Does anyone know what happened to the XL/XE hardware surplus stock? Are
> there any 800XLs/130XEs lurking, factory sealed, out there somewhere?

www.myatari.com I think still might have some.

>
> Gareth.
>
>

2954. VSF - Electrofunk 12" vinyl

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-14 16:37:43 UTC
From: eBboy Records <nospam@ebboy.com>
Message-ID: <rdrTc.19229$nx2.4647@newsread2.news.atl.earthlink.net>
Source record: 14861
Cross-posted to: comp.sys.atari.8bit,rec.music.funky,rec.music.hip-hop

```
NEW 12 inch Vinyl RELEASE - AUGUST 2004

Latest From The West Coast

New electrofunk from eBboy Records
Listen online at http://www.ebboy.com

VSF - Electrofunk 12" vinyl
```

2955. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-15 09:44:59 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <411f308c$0$531$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14862

"Son of man" <thepuppetmaster@bellsouth.net> wrote in message
news:d%dTc.13029$Yh.5045@bignews3.bellsouth.net...
> "Gareth" <hotmail.com@dgareth.spm> wrote in message
> news:411d38b0$0$72821$ed2e19e4@ptn-nntp-reader04.plus.net...
> > Just a quick question that I'm sure "someone, somewhere" will be able to
> > answer.
> >
> > Atari Corp had a big sales thrust in the mid/late 80s/early 90s in the
UK
> > and the Atari 600/800XL did pretty well out of it - even the 130XE
didn't
> > do
> > too bad (getting in to mainstream High St shops like Satan's yeast
> > infection
> > DSG).
> >
> > What strikes me though is that there must have been large amounts of
> > unsold
> > stock - the range surely did never repay all the financial faith the
> > Tramiel's placed it in?
> >
> > Does anyone know what happened to the XL/XE hardware surplus stock? Are
> > there any 800XLs/130XEs lurking, factory sealed, out there somewhere?
>
> www.myatari.com I think still might have some.

Thanks - that's a site with an interesting list of items for sale.

Still, I wonder what happened to the unsold UK stock of, say, 130XEs - I
know that DSG (a big and to be avoided at all costs UK retail train) had
hundreds of the things which they never managed to sell.

Gareth.

2956. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-15 17:29:48 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <g4NTc.643$3O3.50@newsread2.news.pas.earthlink.net>
Source record: 14863

Gareth wrote:

> "Son of man" <thepuppetmaster@bellsouth.net> wrote in message
> news:d%dTc.13029$Yh.5045@bignews3.bellsouth.net...
>
>>"Gareth" <hotmail.com@dgareth.spm> wrote in message
>>news:411d38b0$0$72821$ed2e19e4@ptn-nntp-reader04.plus.net...
>>
>>>Just a quick question that I'm sure "someone, somewhere" will be able to
>>>answer.
>>>
>>>Atari Corp had a big sales thrust in the mid/late 80s/early 90s in the
>
> UK
>
>>>and the Atari 600/800XL did pretty well out of it - even the 130XE
>
> didn't
>
>>>do
>>>too bad (getting in to mainstream High St shops like Satan's yeast
>>>infection
>>>DSG).
>>>
>>>What strikes me though is that there must have been large amounts of
>>>unsold
>>>stock - the range surely did never repay all the financial faith the
>>>Tramiel's placed it in?
>>>
>>>Does anyone know what happened to the XL/XE hardware surplus stock? Are
>>>there any 800XLs/130XEs lurking, factory sealed, out there somewhere?
>>
>>www.myatari.com I think still might have some.
>
>
> Thanks - that's a site with an interesting list of items for sale.
>
> Still, I wonder what happened to the unsold UK stock of, say, 130XEs - I
> know that DSG (a big and to be avoided at all costs UK retail train) had
> hundreds of the things which they never managed to sell.
>
> Gareth.
>
>

I have no direct knowledge of what Atari was doing at the time but
standard promotions allow for return of inventory for credit so
retailers will take a no cost but floor space chance on an item.

2957. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-15 19:44:36 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <411fbcce$0$83937$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14864

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:g4NTc.643$3O3.50@newsread2.news.pas.earthlink.net...

> I have no direct knowledge of what Atari was doing at the time but
> standard promotions allow for return of inventory for credit so
> retailers will take a no cost but floor space chance on an item.

Sure, I just wonder what Atari did with the hundreds of unsold units - and
for that matter unsold Falcons as well. I guess I'll never know.

Gareth.

2958. Atari ++ Inverse Key

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-16 06:37:52 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10i0lhvte7knnd5@corp.supernews.com>
Source record: 14865

I have a basic program that I use, for my personal use with an emulator. I use the print to file option and then print the results to my PC printer. Atari800win 4.0 has broken this ability because it translates hex &0A to a line feed. And using Atari++ I can't seem to find the keyboard translation for the Inverse key.

RoyE

2959. Re: Atari ++ Inverse Key

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-16 08:46:15 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cfps8n$dt8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14866

Hi Roy,

> I have a basic program that I use, for my personal use with an emulator. I
> use the print to file option and then print the results to my PC printer.
> Atari800win 4.0 has broken this ability because it translates hex &0A to a
> line feed. And using Atari++ I can't seem to find the keyboard translation
> for the Inverse key.

The inverse key for Atari++ is just the "Alt" (aka "Alternate", "Meta")
on your keyboard. Handling of EOL->EOF conversions can be found in the
menu (though I would believe that you've found this option already).

So long,
Thomas

2960. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-16 20:37:09 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <cfr5tk$353$1@ns2.gonzaga.edu>
Source record: 14867

"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:411fbcce$0$83937$ed2e19e4@ptn-nntp-reader04.plus.net...

>
> Sure, I just wonder what Atari did with the hundreds of unsold units - and
> for that matter unsold Falcons as well. I guess I'll never know.
>

A lot of times, a company will just keep the old stock and stick it in some old dusty warehouse since on the books, it still has value (an atari 130xe was how much when it was new? 199 dollars? 299 dollars?). So in some sense, its worth it for a company to keep its inventory of 20000 130xe's that they paid 150 dollars for and keep them on the books as assets rather than sell them off for half what they were new.

Now I doubt that they would still be keeping NOS from 1987 stil in their inventory, but in the early 90's, they might have kept them in the warehouse just to show assets on their books.

They probably eventually got sick of having them in the warehouse and eventually just sold them off to some wholesaler who dumped them on the market back in the early to mid 90's.

I think myatari has large amonts of NOS from the actual atari company, not necessarly from retailers who just couldn't unload their stock.

2961. Atari 800 S-video

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-17 16:49:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9548783E2364Fslorcomcastnet@130.133.1.4>
Source record: 14868

I recently added an 800 to my 8-bit collection, and I have a question or two about the video signal. If I hook up the composite video signal, my video display looks pretty much the same as my other machines. However, when I hook up the chroma/luma signal, the display colors seem ok while the brightness is quite high (kinda washed out with black background showing as a medium/light grey). Is there any way to adjust that? I didn't see any externally accessible pot to turn, so perhaps it has to be adjusted internally. I could adjust the monitor, but then my other machines that share it would look like crap. At any rate, any suggestions would be appreciated.

A second question - perhaps more of an opinion poll... Which of the 8-bit line came with the highest quality built-in chroma/luma signal? My 130 XE and 800 both look pretty sharp (except for above issue), and all I did on my 800xl was connect the existing lines - so its output isn't quite as good. At this point, I'm not looking to do any extensive supervideo mods or anything, so I was wondering which machine is generally considered to contain the best signal.

Thanks!

--
Slor

2962. Re: Atari 800 S-video

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-17 17:55:00 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <eDrUc.39$ph4.30@bignews1.bellsouth.net>
Source record: 14869

"Slor" <slor@comcast.net> wrote in message
news:Xns9548783E2364Fslorcomcastnet@130.133.1.4...
>I recently added an 800 to my 8-bit collection, and I have a question or
> two about the video signal. If I hook up the composite video signal, my
> video display looks pretty much the same as my other machines. However,
> when I hook up the chroma/luma signal, the display colors seem ok while
> the
> brightness is quite high (kinda washed out with black background showing
> as
> a medium/light grey). Is there any way to adjust that? I didn't see any
> externally accessible pot to turn, so perhaps it has to be adjusted
> internally. I could adjust the monitor, but then my other machines that
> share it would look like crap. At any rate, any suggestions would be
> appreciated.
>
> A second question - perhaps more of an opinion poll... Which of the 8-bit
> line came with the highest quality built-in chroma/luma signal? My 130 XE
> and 800 both look pretty sharp (except for above issue), and all I did on
> my 800xl was connect the existing lines - so its output isn't quite as
> good. At this point, I'm not looking to do any extensive supervideo mods
> or anything, so I was wondering which machine is generally considered to
> contain the best signal.

IMO, the XEGS has the best video composite signal -- really clear when
connected to a Hitachi 57" HDTV. I compared it to the 800 and 1200 XL
composite outs only. Don't have a 130XE.

>
> Thanks!
>
> --
> Slor

2963. Re: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-17 18:55:15 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4122545d$0$84948$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14870

"Bo S." <bobo_snyder@hotmail.com> wrote in message
news:cfr5tk$353$1@ns2.gonzaga.edu...

> They probably eventually got sick of having them in the warehouse and
> eventually just sold them off to some wholesaler who dumped them on the
> market back in the early to mid 90's.

But there must have been hundreds of them - they just vanished and were
never seen nor heard of again ;-)

My suspicion is that these PAL machines never were sold. The UK market was
well and truly dominated by the C64 and Amiga during the early 90s (after a
promising but unsustained start by the ST) so the XL/XE computers never
would have found an outlet.

Gareth.

2964. Re: Atari 800 S-video

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 00:58:45 UTC
From: secretspam@ihatespam.net
Message-ID: <4127a89c.253391093@news.charter.net>
Source record: 14871

On Tue, 17 Aug 2004 13:55:00 -0400, "Son of man"
<thepuppetmaster@bellsouth.net> wrote:

>"Slor" <slor@comcast.net> wrote in message
>news:Xns9548783E2364Fslorcomcastnet@130.133.1.4...
>>I recently added an 800 to my 8-bit collection, and I have a question or
>> two about the video signal. If I hook up the composite video signal, my
>> video display looks pretty much the same as my other machines. However,
>> when I hook up the chroma/luma signal, the display colors seem ok while
>> the
>> brightness is quite high (kinda washed out with black background showing
>> as
>> a medium/light grey). Is there any way to adjust that? I didn't see any
>> externally accessible pot to turn, so perhaps it has to be adjusted
>> internally. I could adjust the monitor, but then my other machines that
>> share it would look like crap. At any rate, any suggestions would be
>> appreciated.
>>
>> A second question - perhaps more of an opinion poll... Which of the 8-bit
>> line came with the highest quality built-in chroma/luma signal? My 130 XE
>> and 800 both look pretty sharp (except for above issue), and all I did on
>> my 800xl was connect the existing lines - so its output isn't quite as
>> good. At this point, I'm not looking to do any extensive supervideo mods
>> or anything, so I was wondering which machine is generally considered to
>> contain the best signal.
>
>IMO, the XEGS has the best video composite signal -- really clear when
>connected to a Hitachi 57" HDTV. I compared it to the 800 and 1200 XL
>composite outs only. Don't have a 130XE.
>
>>
>> Thanks!
>>
>> --
>> Slor
>

Hi SoM. I think the poll question was which Atari 8bit had the best
stock super video (chroma/luma) output. He had mentioned the 800XL,
but that actually has no separated chroma and luma in stock config.
One of the many mods has to be done to get that on an 800XL.

But anyway, since you brought up the composite video signal, maybe
that can be a 2nd poll question. Which has the best COMPOSITE video
signal? You've started us off with your vote for the XEGS.

2965. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 07:21:32 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <4123043E.CE1AABC1@telia.com>
Source record: 14872
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

Hi!!!

Well I can't tell, got Atari some of them, C64/Amiga, Sinclair Spectrum
and QL, SpectraVideo SVI 728, ABC-80 and ABC-806, Apple II europlus.

Send me a Oric, when can I tell if it any differents.

Regards

M.Lj

Steve Marshall skrev:
>
> "Pablo Rena" <celt_sites@yahoo.com.mx> wrote
>
> > Yes, the ATARI is crap, nobody bought it.
> >
> > The Oric is much better, better graphics, better sound, better OS.
> >
> > So throw away your ATARI and get an Oric !
>
> Which Atari ? There are plenty of Atari machines. I suppose there's more
> than one Oric too !
>
> I have my Oric sitting on top of my Atari ST with both plugged into the same
> monitor. It just needs a switch flipped to change from one to the other.
>
> You're not a cross-posting troll by any chance are you ?
>
> Steve M

2966. Re: UK: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 11:21:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41233BA6.ABB6FC0F@students.uni-mainz.de>
Source record: 14873

Well,
1) they were sold by fire (you may know that in the 90s a few Atari warehouses burnded down), and since Atari had a good insurance (which payed the loss) - it was as if they had been sold (for a small joke: how did atari sell 3 complete warehouses full of Jaguars, XL`s, XE`s, ST`s, etc. in a few hours? answer: they burned them!). 2) A second guess: there is a rumour that Atari had once (in the 80s) digged in thousands of unsold ET and other carts (with trucks and ...) in a mexican desert - maybe the unsold Jaguars, ST`s, XL`s and XE`s went the same way... Maybe we should all get our shovel and un-dig the complete mexican desert (that would be a cool entry for "Guiness - Book of Records")... -Andreas.

P.S.: But maybe they are still there and someone is waiting for a good time to sell them (I know that some german and british firms bought complete Atari warehouses, maybe they still have the XL and XE computers but don`t know what to do with them nor how or whom to sell them)...

Gareth schrieb:
>
> Just a quick question that I'm sure "someone, somewhere" will be able to
> answer.
>
> Atari Corp had a big sales thrust in the mid/late 80s/early 90s in the UK
> and the Atari 600/800XL did pretty well out of it - even the 130XE didn't do
> too bad (getting in to mainstream High St shops like Satan's yeast infection
> DSG).
>
> What strikes me though is that there must have been large amounts of unsold
> stock - the range surely did never repay all the financial faith the
> Tramiel's placed it in?
>
> Does anyone know what happened to the XL/XE hardware surplus stock? Are
> there any 800XLs/130XEs lurking, factory sealed, out there somewhere?
>
> Gareth.

2967. Re: Atari 800 S-video

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 16:11:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns954971EAD1FA9slorcomcastnet@130.133.1.4>
Source record: 14874

Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
wrote in news:4127a89c.253391093@news.charter.net:

>
> Hi SoM. I think the poll question was which Atari 8bit had the best
> stock super video (chroma/luma) output. He had mentioned the 800XL,
> but that actually has no separated chroma and luma in stock config.
> One of the many mods has to be done to get that on an 800XL.
>

The stock config does have the lines internally, but they're not connected
to the monitor jack. So, the s-video from my 800XL is simply 2 wire
jumpers to he monitor jack. It obviously is not the highest quality, but
it is certainly improved over the stock composite output. I'd probably do
a supervideo if I wasn't so lazy and didn't already have 5 mods running
around in there. :)

--
Slor

2968. Re: UK: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 20:38:30 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4123be14$0$71906$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14875

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:41233BA6.ABB6FC0F@students.uni-mainz.de...

> Well,
> 1) they were sold by fire (you may know that in the 90s a few Atari
> warehouses burnded down)

I've looked and I don't think that there's any evidence for this - in the UK
at least.

The question still remains - where do old and unsold computers go? Suspicion
is that there are even a few Vic 20s, unsold Tangerines and Oric 1s out
there somewhere ;-)

Gareth.

2969. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-18 21:11:20 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <4123cccb$0$538$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14876
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

"Mikael Ljungberg" <mikael.ljungberg@telia.com> wrote

> Well I can't tell, got Atari some of them, C64/Amiga, Sinclair Spectrum
> and QL, SpectraVideo SVI 728, ABC-80 and ABC-806, Apple II europlus.
>
> Send me a Oric, when can I tell if it any differents.

Why don't you send me those machines and I'll compare them to several Orics
and give a proper assessment. I haven't seen either ABC.

Steve M

2970. Quick question : Atari basic

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 00:24:22 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <EqSUc.618$nW6.280@bignews4.bellsouth.net>
Source record: 14877

I forgot...is there a way to convert a numerical integer value to it's equivalent string value? Like X=123, X$=func(X) ???

please provide a one line basic example...thanks

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

2971. Re: Quick question : Atari basic

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 00:36:46 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <gCSUc.627$nW6.408@bignews4.bellsouth.net>
Source record: 14878

"Son of man" <thepuppetmaster@bellsouth.net> wrote in message
news:EqSUc.618$nW6.280@bignews4.bellsouth.net...
>I forgot...is there a way to convert a numerical integer value to it's
>equivalent string value? Like X=123, X$=func(X) ???
>
> please provide a one line basic example...thanks

I remembered it's STR$

>
> --
> "The blindingly obvious is never immediately apparent." Brad Rogers
> http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm
>

2972. Atari 8-bit SCART cables FS on eBay GBP2.99 each

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 09:15:30 UTC
From: dgs@clara.net
Message-ID: <3568e886.0408190115.6e808bd5@posting.google.com>
Source record: 14879

Hello All,

I have recently put 10 Atari 8-bit SCART cables as a buy-it-now on eBay for the bargain price of GBP2.99 each. These 1.5m cables are made from a new batch of double screened cable, and are superb! The link to the item is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8125881148

Dean Garraghty

2973. Re: Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 18:28:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <fj6Vc.8606$54.124656@typhoon.sonic.net>
Source record: 14880
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In rec.games.video.atari Robert Bernardo <rbernardo@value.net> wrote:
> I'll be there! Will you have a table there, Bill?

Nah, I'll just be attending and drooling over all the stuff I can't
currently afford to buy (*sigh*)... Just recently moved down this way
and got a new car for commuting. Kinda 'spenive. :^)

I WILL have a booth of Atari stuff (2600, 800XL, Lynxes) at the
Vintage Computer Festival in Mtn View in early November, though!
(Not selling anything, of course)

-bill!
bill@newbreedsoftware.com "Stand underneath a falling object and
http://www.newbreedsoftware.com/ explore the meaning of the word '@#%$!'"
New Breed Software

2974. BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 21:03:24 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <412515a7$0$146$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14881

Howdy Folks

I was just wondering how people use their BlackBoxes, so here's a little questionair. (I'm just curious)

1) Do you own a Blackbox? (if No, sorry, please don"t answer this questionair)
2) Do you have a FloppyBoard?
3) Is the FloppyBoard installed?
4) How many SCSI devices are connected to your BlackBox?
5) Which ID's are used?
6) If you have a FloppyBoard and it's installed:
6a) how many drives are connected?
6b) what kind of drives are these? (5.25", 3.5", size?, DS?)
6c) are these visible in the drive configuration page (Option A from the menu)
6d) what drivenumbers are they assigned to?
6e) is UltraSpeed enabled (in the menu) for these drives?
7) do you have SIO drive connected to your computer?
7a) how many drives are connected?
7b) are these visible in the drive configuration page (Option A from the menu)
7c) what drivenumbers are they assigned to?
7d) is UltraSpeed enabled (in the menu) for these drives?
8) What are you settings in Option B from the BlackBox menu?
9) If you have not installed a FloppyBoard, do you have the BlackBox Enhancer installed?
10) does your BlackBox have a BlackBox Printer Spooler installed?
11) does your BlackBox have a Parity PAL or other upgrade to add parity to the SCSI bus?

Where I say: "what drivenumbers are they assigned to?" I mean what drivenumber do they respond to. For instance, I have two 1.44 meg drives as D3: and D4: D5: usually is a partition, but I have my system setup so that it can become either SIO drive 1 or FloppyDrive number 3.

CU Mathy van Nisselroy

2975. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-19 23:15:43 UTC
From: secretspam@ihatespam.net
Message-ID: <41263399.1485000@news.charter.net>
Source record: 14882

On Thu, 19 Aug 2004 23:03:24 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy Folks
>
>I was just wondering how people use their BlackBoxes, so here's a little
>questionair. (I'm just curious)
>
>1) Do you own a Blackbox? (if No, sorry, please don"t answer this
>questionair)

Yes.

>2) Do you have a FloppyBoard?

No.

>3) Is the FloppyBoard installed?

NA

>4) How many SCSI devices are connected to your BlackBox?

None.

>5) Which ID's are used?

None.

>6) If you have a FloppyBoard and it's installed:
>6a) how many drives are connected?
>6b) what kind of drives are these? (5.25", 3.5", size?, DS?)
>6c) are these visible in the drive configuration page (Option A from the
>menu)
>6d) what drivenumbers are they assigned to?
>6e) is UltraSpeed enabled (in the menu) for these drives?

>7) do you have SIO drive connected to your computer?

Yes.

>7a) how many drives are connected?

Two.

>7b) are these visible in the drive configuration page (Option A from the
>menu)

Yes (I think). Just going by memory. I can swap drive number
assignments with the BB.

>7c) what drivenumbers are they assigned to?

1 and 2.

>7d) is UltraSpeed enabled (in the menu) for these drives?

Yes (I think).

>8) What are you settings in Option B from the BlackBox menu?

Forget. Can't look right now.

>9) If you have not installed a FloppyBoard, do you have the BlackBox
>Enhancer installed?

No.

>10) does your BlackBox have a BlackBox Printer Spooler installed?

Yes. 64K

>11) does your BlackBox have a Parity PAL or other upgrade to add parity to
>the SCSI bus?

No.

>Where I say: "what drivenumbers are they assigned to?" I mean what
>drivenumber do they respond to. For instance, I have two 1.44 meg drives as
>D3: and D4: D5: usually is a partition, but I have my system setup so that
>it can become either SIO drive 1 or FloppyDrive number 3.
>
>CU Mathy van Nisselroy
>
>
>

2976. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 01:11:28 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <41254FC2.C5A5B07A@telia.com>
Source record: 14883
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

Why should I send you my machines?

I may have or more C-64 I can give away...

But an Oric is some betveen Sinclair ZX Spectrum and Commodore 64.

M.Lj

> Why don't you send me those machines and I'll compare them to several Orics
> and give a proper assessment. I haven't seen either ABC.
>
> Steve M

2977. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 01:15:39 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <412550BD.B3FE50B3@telia.com>
Source record: 14884
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

Yup ABC is a Swedish computer.

ABC-80 came in 1978 I will think, a sorts of clone to TRS-80. ABC-80 is
in b/w.
ABC-800 can show colors.
ABC-802 can not.
ABC-806 can show colors.
ABC-16 was a step to the UNIX world.

Then did Nokia bought the Luxors computer department, and is now ICL as
we know.

Btw I have looked at your page, kinda graphic stuff where.

M.Lj

> ABC, isn't that a Swedish computer, which was popular among them,
> probably as much as the Pravetz-8D here? Anders is the expert about
> this.
> Some years ago I ran ABC emulator on the Amiga and the documents had a
> link to a demo group's site which released some very impressive stuff
> for it - I recall 3D tunnels, rotating balls, zooms etc..
>
> --
> http://drhirudo.edula.com

2978. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 01:34:01 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10ial867hqd967@corp.supernews.com>
Source record: 14885

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:412515a7$0$146$3a628fcd@reader1.nntp.hccnet.nl...
| Howdy Folks
|
| I was just wondering how people use their BlackBoxes, so here's a little
| questionair. (I'm just curious)
|
| 1) Do you own a Blackbox? (if No, sorry, please don"t answer this
| questionair)
Yes
| 2) Do you have a FloppyBoard?
No
| 3) Is the FloppyBoard installed?
N/A
| 4) How many SCSI devices are connected to your BlackBox?
2
| 5) Which ID's are used?
0 for the Bootdrive~5 for the Zipdrive.
| 6) If you have a FloppyBoard and it's installed:
| 6a) how many drives are connected?
| 6b) what kind of drives are these? (5.25", 3.5", size?, DS?)
| 6c) are these visible in the drive configuration page (Option A from the
| menu)
| 6d) what drivenumbers are they assigned to?
| 6e) is UltraSpeed enabled (in the menu) for these drives?
| 7) do you have SIO drive connected to your computer?
Yes
| 7a) how many drives are connected?
2 one 1050 (happy) 2nd is an SIO2PC cable
| 7b) are these visible in the drive configuration page (Option A from the
| menu)
Yes
| 7c) what drivenumbers are they assigned to?
D2: When SIO2PC is on I turn 1050 off. When 1050 is on I usually don't have
APE running on the PC.
| 7d) is UltraSpeed enabled (in the menu) for these drives?
No
| 8) What are you settings in Option B from the BlackBox menu?
IO Sound: ON sometimes NOT
Printer port: OFF
P: Line feeds NO
Spooler OFF
HD Part. Start Sec. 2 but I also use 20 and 40 with First Partition
starting at 100.

| 9) If you have not installed a FloppyBoard, do you have the BlackBox
| Enhancer installed?
What is the Enhancer?
| 10) does your BlackBox have a BlackBox Printer Spooler installed?
No
| 11) does your BlackBox have a Parity PAL or other upgrade to add parity to
| the SCSI bus?
Yes
|
| Where I say: "what drivenumbers are they assigned to?" I mean what
| drivenumber do they respond to. For instance, I have two 1.44 meg drives
as
| D3: and D4: D5: usually is a partition, but I have my system setup so
that
| it can become either SIO drive 1 or FloppyDrive number 3.
|
| CU Mathy van Nisselroy
|
|
|
I have a lot of partitions and I am constantly swapping some of them around.
Depending on which DOS I am running, and if I am playing games, programming
or doing Applications and Utilities. Games and programming I use MyDOS.
Utilities I use Spartados 32g or SDX cart version 4.21.

RoyE

PS I have transferred almost all my interest to MyIDE on a 800XL-256 Ram
with a SIO2PC cable and APE..

2979. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 08:00:32 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1092988797@rtfm.mit.edu>
Source record: 14886
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2980. Re: Atari 8-bit SCART cables FS on eBay GBP2.99 each

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 14:24:54 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <CQnVc.3464$6i.906@bignews4.bellsouth.net>
Source record: 14887

"Dean Garraghty" <dgs@clara.net> wrote in message
news:3568e886.0408190115.6e808bd5@posting.google.com...
> Hello All,
>
> I have recently put 10 Atari 8-bit SCART cables as a buy-it-now on
> eBay for the bargain price of GBP2.99 each. These 1.5m cables are made
> from a new batch of double screened cable, and are superb! The link to
> the item is:
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8125881148
>
> Dean Garraghty

Do you know if there is an adpater to convert from SCART to Japanese RGB?
They use the same type of connector, the wiring is a bit different. Or could
you create a new cable with the correct wiring for Japanese RGB instead of
SCART?

Here is the pinout of the Japanese version :

http://www.gamesx.com/avpinouts/rgb21pinj.htm

The reason is there is an RGB to VGA converter called the XRGB2-Plus that
produces excellent picture, and would be nice to use with my Atari 800....

2981. Re: Classic Gaming Expo in San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 15:29:06 UTC
From: Android <androvich@NOcomcastSPAM.net>
Message-ID: <5NoVc.291476$%_6.132784@attbi_s01>
Source record: 14888
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:ZMPSc.7177$54.109414@typhoon.sonic.net...
> I'm so happy CG Expo is in San Jose (vs. Las Vegas) this year!
> Esp. since I now live about 1/2hr north (rather than 2hr northeast) from
> San Jose! >:^)
>
> Any other folks out here on Usenet planning to making it?

I really wanted to make it, especially now that it is being held much closer to where I live, but alas, I'm stuck in the middle of a strategy guide project. I did attend World of Atari (98) and the first four CGE's in Las Vegas, but now I've missed two in a row (last year I was on vacation with my family). Have fun, and don't tell me what I missed...I'm still bummed that Nolan Bushnell finally decided to appear the one time I didn't go. :(

Mark

> -bill!
> bill@newbreedsoftware.com "Avoid missing ball for high score"
> http://www.newbreedsoftware.com/
> New Breed Software

2982. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 18:24:43 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <412641EC.78771AFE@telia.com>
Source record: 14889
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,alt.io

> This is the page for the Amiga emulator and it have some useful links to
> ABC resources, but some links are dead :(
>
> http://www.etek.chalmers.se/~e7rikard/abc80.htm
>
> plus in the emulator archive there as some programs. I can't find the
> page where I downloaded the scene stuff though. I know the feeling about
> using computer produced in your own country (or at least mostly - some
> of the chips of the Pravetz-8D were built in Taiwan, but the CPU (6502
> analog - CM600) was produced in Pravetz and it made the cost much
> cheaper, ala the Commodore way of making the C64s cheaper by owning the
> company making the CPUs. Nothing else can beat this feeling :)
>
>
> Most of the graphics are done by a norvegian friend who is better artist
> than me. But then again I was blamed for not keeping up to the current
> standarts about 24 bit graphics, high resolution and mullion colors on
> screen.
>
> --
> http://drhirudo.edula.com

All ABC computers got Zilog Z80 CPU inside.

With some cards I think you can fit a harddrive to an ABC-80, but the ABC-800 models can have harddrive with a card. Otherwise did Luxor use their own things, they had did radio, taperecorders and TV's since they started.

The ABC-80 and other ABC models are some in kind for them self, but in some way like Apple I or][, but the Apple development did go faster and longer.

Some technicians from Luxor had been in USA and had seen the Radioshack TRS-80, and then they came home to Sweden, they did talk about a question, can we made a computer?

And, yes they could.

Some years ago, I heard a usergroup here in Sweden had made a basic program in ABC-806 to show HTML pages, but not pictures, but links worked.

The ABC-806 could be used as a "datavisionterminal" in color.

And it got 8 RGB colors and ABC NET.

Just a short breif in the manuals...to give a hint of the ABC-806
computer.

M.Lj

2983. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 20:10:25 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41265a6e$0$70337$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 14890
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

"Mikael Ljungberg" <mikael.ljungberg@telia.com> wrote

> Why should I send you my machines?

So they can be compared as per your request.

>
> I may have or more C-64 I can give away...

Which type ? I'm prepared to swap an Oric for one of those in working
condition.

> But an Oric is some betveen Sinclair ZX Spectrum and Commodore 64.

Technically perhaps. It looks better and was cheaper. Machines like the Oric
were largely responsible for the price war that ultimately killed them off.

Steve M

2984. NTSC carts on PAL system - myths?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 20:30:47 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <41265f6a$0$929$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 14891

So it seems that NTSC carts do work on PAL Atari XL systems - the NTSC DKong cart I see in front of me is identical to my PAL cart in every way (even down to the serial number). Needless to say it works perfectly without any issues at all. Actually if you think about it it's almost obvious that it will work - it's basically just software on a chip.

The advice from Ingersoll, when the 400/800 first came to the UK, was that using NTSC carts would/could seriously damage the computer which, in those days, was an expensive bit of kit. The advice was often given in the monthly "Atari Owners Club" newsletters (which were actually very bloody good - shame I chucked mine out because they are definitely collectors items now.)Atari gave the same advice when they took over UK distribution of 400/800 hardware and software.

The advice seems to have been crap and, of course, the NTSC carts were much cheaper than the PAL counterparts. I paid £34 for an Atari 800 Space Invaders cart in the early 80s (I reckon that must be the equivalent of about £90 or about $150 today!) An early case of region protection?!

Gareth.

2985. microsoft / atari 2600 connection (was atari rad or what ?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-20 20:43:15 UTC
From: os65000@yahoo.com
Message-ID: <de4e2e00.0408201243.70fc67c5@posting.google.com>
Source record: 14892

http://www.extremetech.com/article2/0,3973,854699,00.asp

nice idea - look like microsoft is looking retro too! :o)

2986. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-21 12:02:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040821080244.05745.00003295@mb-m14.aol.com>
Source record: 14893

Hi Mathy-
>1) Do you own a Blackbox? yes
2) Do you have a FloppyBoard? yes
3) Is the FloppyBoard installed? yes
4) How many SCSI devices are connected to your BlackBox? 2
5) Which ID's are used? HD=0, Zip =5
6) If you have a FloppyBoard and it's installed:
6a) how many drives are connected? 2
6b) what kind of drives are these? (5.25", 3.5", size?, DS?) 1ea-3.5 (used only as 720K), 1 ea - 5.25 (360K)
6c) are these visible in the drive configuration page (Option A from the menu) yes
6d) what drivenumbers are they assigned to? 5.25=3, 3.5=4
6e) is UltraSpeed enabled (in the menu) for these drives? normally, yes.
7) do you have SIO drive connected to your computer? yes
7a) how many drives are connected? 2 SIO drives)
7b) are these visible in the drive configuration page (Option A from the menu) yes
7c) what drivenumbers are they assigned to? D2: (both are set as D1: and respond as D2:, used alternately -- not concurently)
7d) is UltraSpeed enabled (in the menu) for these drives? usually, yes
8) What are you settings in Option B from the BlackBox menu?
IO sound = yes.
I don't use the RS232 or Printer features.
HD Partition1: first sector=16 (*All* partitions except this one are 60,000 sectors)
9) If you have not installed a FloppyBoard, do you have the BlackBox Enhancer installed? n/a
10) does your BlackBox have a BlackBox Printer Spooler installed? No
11) does your BlackBox have a Parity PAL or other upgrade to add parity to the SCSI bus? Yes <

-Larry

2987. MYIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-21 12:14:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4126e7d0d18ca2@comcast.net>
Source record: 14894

Hello all,

I recently bought a MYIDE cart for my 130XE. For those who have
this also, I was wondering what IDE drives will work? Or can I
just go out and buy any IDE drive?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2988. ADV: FREE Catalogs! NEW ATARI STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-21 23:33:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408211629570.16471-100000@onyx.spiritone.com>
Source record: 14895
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Get my NEW Atari Catalogs and
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!

With purchase over $100.00 receive a FREE Gift!

My inventory covers a vast expanse! I have Acres and Acres of Games /
Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games!
Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari
Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2989. ADV: Atari Survey / Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-21 23:40:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408211636530.16471-100000@onyx.spiritone.com>
Source record: 14896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

2990. Re: UK: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-22 01:35:23 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <DMSVc.4444$zS6.499786@news02.tsnz.net>
Source record: 14747

> The question still remains - where do old and unsold computers go?
Suspicion
> is that there are even a few Vic 20s, unsold Tangerines and Oric 1s out
> there somewhere ;-)
>
> Gareth.

I'd say, that most of the unsold UK stock would have been on-sold to other european countries like Poland, etc that seem to have gotten into Atari computers after they had failed everywhere else. There probably were other markets around the world too, that soaked up any unsold stock from the UK.

I dont have any evidence of this, but seems likely.

2991. For sale or tade: Atari XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-22 12:46:08 UTC
From: Mark Rathwell <av999@freenet.carleton.ca>
Message-ID: <kA0Wc.24774$UYx.23722@twister01.bloor.is.net.cable.rogers.com>
Source record: 14748

In box, with instructions:

Ace Of Aces
Final Legacy

Loose cart with instructions:

Blue Max
Hardball
One On One Basketball
Defender
ET Phone Home
Flight Simulator II
Qix
Bug Hunt

Loose cart only:
Fight Night

Would prefer to trade. I collect other XL/XE carts, NES, Sega Genesis,
Dreamcast, Sega Master System.

If interested, please email

Mark

2992. Re: The Oric is better than the ATARI !!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-22 15:28:21 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <4128BB9B.16C85946@telia.com>
Source record: 14749
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit

> > I may have or more C-64 I can give away...
>
> Which type ? I'm prepared to swap an Oric for one of those in working
> condition.

One In can swap in mint condition, can see it's used, but works fine. I
only got the 2'nd edition of C-64, but all works fine.

I can take a pic and send it private to you later...today/night.

Mikael Lj

2993. Re: UK: unsold XL/XE stock?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-23 08:49:49 UTC
From: dgs@clara.net
Message-ID: <3568e886.0408230049.4494549b@posting.google.com>
Source record: 14750

Atari's UK stock was bought by Derek Fern (Micro Discount) in about 1989-1991 time. He told me that they offered him the contents of all their wharehouses, and that it took many lorries to remove all the stuff! Every time they opened another wharehouse they found more and more unopened boxes of everything from computers down to tapes and carts. Boxes and boxes of them. He also took all their returned-as-faulty stuff, which filled another wharehouse! All this was sold off at the AMS shows, and by mail order. Not sure what he had left by the end, but I suspect he sold it on.

Dean Garraghty

2994. New Atari 8-bit product from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-23 08:57:39 UTC
From: dgs@clara.net
Message-ID: <3568e886.0408230057.3f35c78f@posting.google.com>
Source record: 14751

Hello All,

A few people have asked me over the years whether the DGS PD library is available on CD-ROM. Well, it is now! Or at least it will be in a fews days time. All the original master Atari disks have now been copied over to the PC in ATR format. I'm currently creating an HTML catalogue to go on the disc, with extra info on using the disks, etc. The CD will be sold cheap, either on its own or with the current commercial software CD as a combo. It will contain all 191 disks (mostly double sided). I'll post info on price/ordering in a few days time. If you are likely to want a copy of this, please e-mail and let me know. I can then e-mail you directly as soon as it's ready.

Dean Garraghty (dgs@clara.net)
http://www.dgs.clara.net

2995. switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-23 22:04:20 UTC
From: Christopher Lang <christoxyz231pher.lang@plus.cab098qaylesurf.de>
Message-ID: <cgdpmg$8i1$1@news.gatel.net>
Source record: 14752

Folks,

since a few days I am working on a really tricky problem: I would like to switch the basic ROM on and off using bit 1 of $d301. I made sure that display list etc. are moved into an area where it does not collide with the suddely appearing basic at $A000. Still, however, whenever the BASIC is initially off, and I switch it on, the machine crashes, screen turns black.

If it is on initially (not holding option key during boot) I am able to switch it on and off.

What makes my machine crash when I switch BASIC ROM on when it was initially off?

any help is appreciated.

many thanks
Chris

2996. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 03:56:10 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <u%yWc.4323$ZC7.3546@newssvr19.news.prodigy.com>
Source record: 14753

```
Hi, Chris
"Christopher Lang" <christoxyz231pher.lang@plus.cab098qaylesurf.de> wrote in
message news:cgdpmg$8i1$1@news.gatel.net...
> Folks,
>
> since a few days I am working on a really tricky problem: I would like to
> switch the basic ROM on and off using bit 1 of $d301. I made sure that
> display list etc. are moved into an area where it does not collide with
the
> suddely appearing basic at $A000. Still, however, whenever the BASIC is
> initially off, and I switch it on, the machine crashes, screen turns
black.
>
> If it is on initially (not holding option key during boot) I am able to
> switch it on and off.
>
> What makes my machine crash when I switch BASIC ROM on when it was
initially
> off?
>
> any help is appreciated.
>
> many thanks
> Chris
I disassembled an old 'BASICON.COM'. Following is the output:
; Start of code
;
*= $0400
;
LDA PORTB
AND #$FD
STA PORTB
LDA #$00
STA BASICF
LDA #$0C
JSR L0418
LDA #$A0
STA RAMTOP
LDA #$03
L0418 STA IOCB0+ICCOM
LDA #$2A
STA IOCB0+ICBAL
LDA #$04
STA IOCB0+ICBAH
```

```
LDX #$00
JMP CIOV
EOR XMTDON
BRK
;
*= $02E2
;
BRK
.BYTE $04
```

I would guess you're not setting 'BASICF' to 0, ie. BASIC ON.
After clearing bit 1 of portb, you set BASICF ($3F8) to zero, then, good practice, you close IOCB0, Set RAMTOP ($6C) to $A0 then 3 in ICCOM is open. This isn't my code. You should probably close IOCB0 when you're done, and I don't see E: or S: for the OPEN, which will move the display list and screen memory. Shouldn't E: be in ICBAL/H?

2997. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 04:02:04 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <05zWc.4326$ZC7.311@newssvr19.news.prodigy.com>
Source record: 14754

I don't mean "E:" in icbal/h, but an address that points to "E:". And I would be setting the aux to 8 for write. I know I'm wrong, because I used BASICON and BASICOFF regularly with SmartDOS, before I had SpartaDOS and quit using it, the commands are built in to SpartaDOS.

2998. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 12:40:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <412B3755.66599228@students.uni-mainz.de>
Source record: 14755

Well,
I think I have this BasicON.OBJ file also in my collection - note:
(while booting) it only works when you do not hold down the OPTION key,
otherwise the OS will take control, switch Basic off and the Basicon.OBJ
file will have no effect... But the file is very usefull if you are in
DOS / DUP and want to switch Basic on without rebooting the computer...
-Andreas.

Russ Gilbert schrieb:
>
> Hi, Chris
> "Christopher Lang" <christoxyz231pher.lang@plus.cab098qaylesurf.de> wrote in
> message news:cgdpmg$8i1$1@news.gatel.net...
> > Folks,
> >
> > since a few days I am working on a really tricky problem: I would like to
> > switch the basic ROM on and off using bit 1 of $d301. I made sure that
> > display list etc. are moved into an area where it does not collide with
> the
> > suddely appearing basic at $A000. Still, however, whenever the BASIC is
> > initially off, and I switch it on, the machine crashes, screen turns
> black.
> >
> > If it is on initially (not holding option key during boot) I am able to
> > switch it on and off.
> >
> > What makes my machine crash when I switch BASIC ROM on when it was
> initially
> > off?
> >
> > any help is appreciated.
> >
> > many thanks
> > Chris
> I disassembled an old 'BASICON.COM'. Following is the output:
> ; Start of code
> ;
> *= $0400
> ;
> LDA PORTB
> AND #$FD
> STA PORTB
> LDA #$00
> STA BASICF

```
> LDA #$0C
> JSR L0418
> LDA #$A0
> STA RAMTOP
> LDA #$03
> L0418 STA IOCB0+ICCOM
> LDA #$2A
> STA IOCB0+ICBAL
> LDA #$04
> STA IOCB0+ICBAH
> LDX #$00
> JMP CIOV
> EOR XMTDON
> BRK
> ;
> *= $02E2
> ;
> BRK
> .BYTE $04
> I would guess you're not setting 'BASICF' to 0, ie. BASIC ON.
> After clearing bit 1 of portb, you set BASICF ($3F8) to zero, then, good
> practice, you close IOCB0, Set RAMTOP ($6C) to $A0 then 3 in ICCOM is open.
> This isn't my code. You should probably close IOCB0 when you're done, and I
> don't see E: or S: for the OPEN, which will move the display list and screen
> memory. Shouldn't E: be in ICBAL/H?
```

2999. XEP80 via Parallel Bus...

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 12:43:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <412B37EC.9CD17C64@students.uni-mainz.de>
Source record: 14756

Well,
I have read here a dozen of times that a schematic or kind of
"selfmade-plan" exists to change the XEP80 in such a way, that it will
work via the parallel bus... Now, where to find these plans/schematics
?!? Are they available online (at which URL)...??? greetings, Andreas.

3000. adding a second GTIA+Antic - how ???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 12:45:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <412B3880.BE1E441B@students.uni-mainz.de>
Source record: 14757

Well,
I have heard that it is possible to add a second GTIA and Antic chip and
thus to enhance the graphic capabilities of your A8 (colors, resolution)
quite a bit. Are there any schematics, plans, instructions available ???
Where (magazine or better URL) ??? -Andreas.

3001. Re: XEP80 via Parallel Bus...

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 15:42:46 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns954F6CF994EAslorcomcastnet@130.133.1.4>
Source record: 14758

Despite all prevention efforts, Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in news:412B37EC.9CD17C64@students.uni-mainz.de:

> Well,
> I have read here a dozen of times that a schematic or kind of
> "selfmade-plan" exists to change the XEP80 in such a way, that it will
> work via the parallel bus... Now, where to find these plans/schematics
> ?!? Are they available online (at which URL)...??? greetings, Andreas.
>

If that's true, I would certainly be interested as well. Please let me know if you find any info outside of the group.

Thanks!

--
Slor

3002. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 21:22:36 UTC
From: Christopher Lang <christoxyz231pher.lang@plus.cab098qaylesurf.de>
Message-ID: <cggbk5$k7n$1@news.gatel.net>
Source record: 14759

Folks,
thanks for the code. I tried setting BASICF properly but it didn't help. I also tried various other things, like calling RESETWARM after setting RAMTOP and BASICF, but the ultimate results that I am getting are:

If I have BASIC initially on and then switch it on or off, doing a GRAPHICS command (in assembler or C) afterwards things seem to work properly.

Only if the machine is started with BASIC off initially it crashes after setting RAMTOP, BASICF and the Port b bit. (the display list and screen mem are moved to $4000, so that should not be the problem. There still must be something that confuses the OS. Maybe the other memory (low, high) pointers that get initialized when basic is on. I don't know. I will keep looking. Of course if you have more ideas, they are wellcome.

thanks
Chris

BTW: C programm that I am using to experiment is attached. compiles with cc65 and -Cl -O -T -l -v -t atari -m memexchk.map -C memexchk.cfg
see: /// BASIC on/off section

```
/*****************************************************************************
* Copyright (C) 2004 by Christopher Lang *
* chrisbcvbcvbcvbctopher.lang@plus.cabvcbcvbcvbcblesurf.de *

* This program is free software; you can redistribute it and/or modify *
* it under the terms of the GNU General Public License as published by *
* the Free Software Foundation; either version 2 of the License, or *
* (at your option) any later version. *
* *
* This program is distributed in the hope that it will be useful, *
* but WITHOUT ANY WARRANTY; without even the implied warranty of *
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the *
* GNU General Public License for more details. *
* *
* You should have received a copy of the GNU General Public License *
* along with this program; if not, write to the *
* Free Software Foundation, Inc., *
* 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA. *
*****************************************************************************/

///#ifdef HAVE_CONFIG_H
///#include <config.h>
//#endif
```

```
#include <stdio.h>
#include <stdlib.h>
#include <atari.h>
#include <memexchk.h> // only one prototype line in here
#include <conio.h>
#include <string.h>

#define PORTB 0xD301
#define SDLSTL (unsigned int*)0x0230
#define RAMTOP (unsigned char*)0x006A

saveDL( void )
{
unsigned char dlLen;
unsigned char* dlPtr;
unsigned int* dlPtrNew;
int c;
unsigned char dmactl;
dlPtr = *SDLSTL; // get ptr to DL

for( c=0; *(dlPtr+c) != 65; c++ ) // run to end of DL (65=JVB)
{
//printf( "#%d %x,%x\n", c, dlPtr+c, *(dlPtr+c) );
}
//printf( "#%d %x,%x\n", c, dlPtr+c, *(dlPtr+c) );
//printf( "#%d %x,%x\n", c+1, dlPtr+c+1, *(dlPtr+c+1) );
//printf( "#%d %x,%x\n", c+2, dlPtr+c+2, *(dlPtr+c+2) );
c+=3;
dlLen = c;

//printf( "length of display list=%d", c );
//printf( "press Enter...\n" );
//c = cgetc();
//printf( "moving DL to $4000lay list=%d", c );

memcpy( 0x4000, *SDLSTL, dlLen+960 ); // copy DL

for( c=0; *(dlPtr+c) != 66; c++ )
{}

*((unsigned int*)(dlPtr+c+1) - (*SDLSTL - 0x4000)) = *((unsigned int*
(dlPtr+c+1)) -(*SDLSTL - 0x4000);

dmactl = *(unsigned char*)0x022F;
*(unsigned char*)0x022F = 0;
*SDLSTL = 0x4000;

*(unsigned int*)0x58 = *((unsigned int*)(dlPtr+c+1) - (*SDLSTL - 0x4000));

*(unsigned char*)0x022F = dmactl;

gotoxy( 0,0 );
}
```

```
printPbStatus( unsigned char val, unsigned char x, unsigned char y )
{
gotoxy( x,y );
printf( "/ST PB6 VBE CBE A15 A14 /BE OS" );
++y;
gotoxy(x+28,y); printf( "%s", (val & (unsigned char)0x01) ? "1" : "0" );
gotoxy(x+24,y); printf( "%s", (val & (unsigned char)0x02) ? "1" : "0" );
gotoxy(x+20,y); printf( "%s", (val & (unsigned char)0x04) ? "1" : "0" );
gotoxy(x+16,y); printf( "%s", (val & (unsigned char)0x08) ? "1" : "0" );
gotoxy(x+12,y); printf( "%s", (val & (unsigned char)0x10) ? "1" : "0" );
gotoxy(x+8,y); printf( "%s", (val & (unsigned char)0x20) ? "1" : "0" );
gotoxy(x+4,y); printf( "%s", (val & (unsigned char)0x40) ? "1" : "0" );
gotoxy(x,y); printf( "%s", (val & (unsigned char)0x80) ? "1" : "0" );

gotoxy(x,y+2); printf( "$D301=%2x", val );

gotoxy(x,y+4); printf( "OS ROM is: %s", (val & (unsigned char
0x01) ? "on " : "off" );
gotoxy(x,y+5); printf( "BASIC ROM is: %s", (val & (unsigned char
0x02) ? "off" : "on " );
gotoxy(x,y+6); printf( "CPU uses: %s", (val & (unsigned char
0x10) ? "base RAM " : "expansion RAM" );
gotoxy(x,y+7); printf( "ANTIC uses: %s", (val & (unsigned char
0x20) ? "base RAM " : "expansion RAM" );
gotoxy(x,y+8); printf( "SELF TEST ROM is: %s", (val & (unsigned char
0x80) ? "disabled " : "mapped to $5000-$57FF" );

gotoxy(x,y+9); printf( "Display List Start:%02x%02x", *(unsigned char*
561, *(unsigned char*)560 );

}

int main(int argc, char *argv[])
{
static char c; // used to store char
static char ramtop;
static char bas;

_graphics( 0 ); // make sure screen is accessible for printf
printf("MEMORY EXPANSION TEST (c) 2004 LBD");
printf("=======================================");
printf("License: GPL\n");

saveDL();

printPbStatus( PIA.portb, 0,4 );

c = 32; // space key

gotoxy( 0,22); printf( "1=OS 2=BAS 3=CPU 4=ANTIC 5=ST" );
gotoxy( 0,23); printf( "6=EXEC ST " );
do
{
c = cgetc(); // get char from keyboard
```

```
switch( c ) {
case '1': {
asm ( "lda %w", PORTB );
asm ( "eor #%b", 0x01 );
asm ( "sta %w", PORTB );
printPbStatus( PIA.portb, 0,4 );
break;
}
case '2': { /// BASIC on/off section
//ramtop = *RAMTOP;
//printf( "ramtop=%d ", ramtop );
//*RAMTOP = 128;
//printf( "BASIC on/off" );
//asm ( "sei" );
*(unsigned char*)0x03F8 = 0;
*RAMTOP = 160;
asm ( "lda %w", PORTB );
asm ( "and #$fd" );
asm ( "sta %w", PORTB );

//asm ( "lda #%b", 0 );
//asm ( "sta %w", 0x022F );
//*(unsigned char*)0x03F8 = 0;
//asm ( "jsr %w", 0xE474 );
//_graphics(0);
asm ( "jsr %w", 0xE474 );
asm ( "jsr %w", 0xE474 );

//printPbStatus( PIA.portb, 0,4 );

//asm ( "eor #%b", 0x02 );
//asm ( "sta %w", PORTB );
//printPbStatus( PIA.portb, 0,4 );
//asm ( "cli" );
//asm ( "and #$FD" );
//asm ( "sta %v", bas );
//if( bas == 0 ) *(unsigned char*)0x03F8 = 0;
//else *(unsigned char*)0x03F8 = 1;
//asm ( "cli" );
//gotoxy( 0,15); printf( "press Enter...\n" );
//c = cgetc();
//printf( "ramtop assigning=%d ", 80 );
//*RAMTOP = ramtop;
//asm ( "lda %w", PORTB );
//asm ( "eor #%b", 0x02 );
//asm ( "sta %w", PORTB );
printPbStatus( PIA.portb, 0,4 );
break;
}
case '3': {
asm ( "lda %w", PORTB );
```

```
asm ( "eor #%b", 0x10 );
asm ( "sta %w", PORTB );
printPbStatus( PIA.portb, 0,4 );
break;
}
case '4': {
asm ( "lda %w", PORTB );
asm ( "eor #%b", 0x20 );
asm ( "sta %w", PORTB );
printPbStatus( PIA.portb, 0,4 );
break;
}
case '5': {
asm ( "lda %w", PORTB );
asm ( "eor #$80" ); // asm ( "eor #%b", 0x80 ); Fehler !!!!!
asm ( "sta %w", PORTB );
printPbStatus( PIA.portb, 0,4 );
break;
}
case '6': {
asm ( "jmp %w", 0xe483 );
break;
}
default: { break; }
}
} while( c != (unsigned char)CH_ESC );

return EXIT_SUCCESS;
}
```

Russ Gilbert wrote:

```
> Hi, Chris
> "Christopher Lang" <christoxyz231pher.lang@plus.cab098qaylesurf.de> wrote
> in message news:cgdpmg$8i1$1@news.gatel.net...
>> Folks,
>>
>> since a few days I am working on a really tricky problem: I would like to
>> switch the basic ROM on and off using bit 1 of $d301. I made sure that
>> display list etc. are moved into an area where it does not collide with
> the
>> suddely appearing basic at $A000. Still, however, whenever the BASIC is
>> initially off, and I switch it on, the machine crashes, screen turns
> black.
>>
>> If it is on initially (not holding option key during boot) I am able to
>> switch it on and off.
>>
>> What makes my machine crash when I switch BASIC ROM on when it was
> initially
>> off?
```

>>
>> any help is appreciated.
>>
>> many thanks
>> Chris
> I disassembled an old 'BASICON.COM'. Following is the output:
> ; Start of code
> ;
> *= $0400
> ;
> LDA PORTB
> AND #$FD
> STA PORTB
> LDA #$00
> STA BASICF
> LDA #$0C
> JSR L0418
> LDA #$A0
> STA RAMTOP
> LDA #$03
> L0418 STA IOCB0+ICCOM
> LDA #$2A
> STA IOCB0+ICBAL
> LDA #$04
> STA IOCB0+ICBAH
> LDX #$00
> JMP CIOV
> EOR XMTDON
> BRK
> ;
> *= $02E2
> ;
> BRK
> .BYTE $04
> I would guess you're not setting 'BASICF' to 0, ie. BASIC ON.
> After clearing bit 1 of portb, you set BASICF ($3F8) to zero, then, good
> practice, you close IOCB0, Set RAMTOP ($6C) to $A0 then 3 in ICCOM is
> open.
> This isn't my code. You should probably close IOCB0 when you're done, and
> I don't see E: or S: for the OPEN, which will move the display list and
> screen
> memory. Shouldn't E: be in ICBAL/H?

3003. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-24 23:03:11 UTC
From: Christopher Lang <christoxyz231pher.lang@plus.cab098qaylesurf.de>
Message-ID: <cgghgq$p90$1@news.gatel.net>
Source record: 14760

Folks,

it seems that I found a way to switch on BASIC even if the system was started with option(BASIC off): I put the OS memory pointers in the state that they are supposed to have when BASIC is on before actually switching it on.
Only problem still is that after the code below was executed my app keeps working properly, but return to DOS (ESC) crashes the machine.

Obviously I am still missing to set something in the system...

Chris

```
-- snip
case '2': {

asm ( "sei" );
dmactl = *(unsigned char*)0x022F;
*(unsigned char*)0x022F = 0; // dmactl shadow
//*(unsigned char*)DMACTL = 0; // direct in antic

*RAMTOP = 0xA0;
*RAMSIZ = 0xA0; //(char*)0x02E4 //;RAM SIZE (HI BYTE ONLY)
*(int*)MEMTOP = 0x9C1F; //(void*)0x02E5 //;TOP OF AVAILABLE USER MEMORY
//MEMLO (void*)0x02E7 ///;BOTTOM OF AVAILABLE USER MEMORY
*(int*)APPMHI = 0x8035; //(void*)0x0E

_graphics(0);

*(unsigned char*)0x022F = dmactl;
//*(unsigned char*)DMACTL = 0;
*(unsigned char*)0x03F8 = 0;

asm ( "cli" );

asm ( "lda %w", PORTB ); // switch it on
asm ( "and #$fd" );
asm ( "sta %w", PORTB );

asm ( "jmp ($bffe)" ); // jump to BASIC cartridge

printPbStatus( PIA.portb, 0,4 );
break;
}

-- snip
```

3004. Re: Laserjets and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 03:32:38 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <412C0855.507FE2C1@a8maestro.com>
Source record: 14761

Music Shop Landgraaf wrote:

> Howdy Rick
>
> snip.........
>
> BTW aren't you the guy that makes these "video and audio convertor"
> thingies? Do you know if it's possible to connect two monitors to the same
> video and audio output (stereo sound if possible) from one Atari 8 bit
> computer using some kind of convertor (with or without it's own power
> supply)?

Sorry for the delay, Mathy. Been sick for most of the last three weeks.

Yes, I make the av breakout boxes..they just bring out the signals in a convienient form.

Our old computer group had meetings and used a simple multi out box, no electronics except maybe capacitors,
so we could have a monitor at each end of a 30 foot table and one for the demo person behind the table.
Worked quite nice. I would get concerned if the length got any longer. Good displays help.

There are video amplifiers(not cable RF) at many higher end consumer stores.

The only way to get stereo from the 8 bit is to add another Pokey chip(the Gumby mod I think from AC magazine).

Rick D.

3005. Re: switching BASIC on and off without crash

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 15:22:49 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <d92Xc.7325$Y94.2540@newssvr33.news.prodigy.com>
Source record: 14762

I use XLIT and ATARI800win mostly. And instead of messing with the options
in the emulator to get BASIC on or off, I use a binary load BASIC file.
Mostly use SpartaDOS X33A.DOS. When I want BASIC, I just load it.
Then DOS takes me back to the D1:> prompt. I regularly RUN
E477 to overcome hangs, tho, pushing RESET doesn't work as well as a warm
start. I don't remember how well my binary load BASICB does with MyDOS,
DOS 2.5, but I think it works. It must be possible to make a good
BASICON/OFF, because SpartaDOS does it pretty reliably.
"Christopher Lang" <christoxyz231pher.lang@plus.cab098qaylesurf.de> wrote in
message news:cgghgq$p90$1@news.gatel.net...
> Folks,
>
> it seems that I found a way to switch on BASIC even if the system was
> started with option(BASIC off): I put the OS memory pointers in the state
> that they are supposed to have when BASIC is on before actually switching
> it on.
> Only problem still is that after the code below was executed my app keeps
> working properly, but return to DOS (ESC) crashes the machine.
>
> Obviously I am still missing to set something in the system...
>
> Chris
>
>
> -- snip
> case '2': {
>
> asm ("sei");
> dmactl = *(unsigned char*)0x022F;
> *(unsigned char*)0x022F = 0; // dmactl shadow
> //*(unsigned char*)DMACTL = 0; // direct in antic
>
> *RAMTOP = 0xA0;
> *RAMSIZ = 0xA0; //(char*)0x02E4 //;RAM SIZE (HI BYTE ONLY)
> *(int*)MEMTOP = 0x9C1F; //(void*)0x02E5 //;TOP OF
AVAILABLE USER MEMORY
> //MEMLO (void*)0x02E7 ///;BOTTOM OF AVAILABLE USER
MEMORY
> *(int*)APPMHI = 0x8035; //(void*)0x0E
>
> _graphics(0);
>
> *(unsigned char*)0x022F = dmactl;
> //*(unsigned char*)DMACTL = 0;

```
> *(unsigned char*)0x03F8 = 0;
>
> asm ( "cli" );
>
> asm ( "lda %w", PORTB ); // switch it on
> asm ( "and #$fd" );
> asm ( "sta %w", PORTB );
>
> asm ( "jmp ($bffe)" ); // jump to BASIC cartridge
>
> printPbStatus( PIA.portb, 0,4 );
> break;
> }
>
> -- snip
```

3006. Re: XEP80 via Parallel Bus...

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 15:50:20 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040825115020.19243.00003914@mb-m04.aol.com>
Source record: 14763

Interesting... there have been a couple of threads about the XEP80 recently.

I'm very interested in the XEP80, but it seems like there has not been very much interest elsewhere (threads die quickly). And there isn't much known about it, except that this is one of the most poorly performing pieces of hardware released by Atari.
What does it do poorly:
1) It overscans many/most monitors in both vertical and horizontal. It does work with some VGA line doublers, but will not display properly on any flat-panel display that I've tried (several brands).
2) It's text font looks bad (IMO, at least) -- much too tall for it's width which adds to the vertical overscan issue.
3) It's slow, but I could live with that.

Could it be fixed with reasonable effort? I think so, but my electronics skills are too limited to effectively deal with the issues. But I've thought about it...

Couldn't its scan frequency be increased to reduce the overscan? I think the software driver would have to be revised to accomodate the new timing. (?)

Couldn't the font be changed (making the letters not so tall) as another way to get rid of the vertical overscan?

Are there any sites that have info about the XEP or its chip? I've been able to find two technical articles about the XEP, and that's it.

Larry

3007. Re: MYIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 16:39:34 UTC
From: sijmen@mr-atari.com
Message-ID: <2f6d7e2e.0408250839.5854ee0d@posting.google.com>
Source record: 14764

Hi Edward,

I have good experience with IBM 2.5" traveldisk. I have build several 4.8 Gb into XE's and XL's. No problem with them. But you still need to check if the drive, you buy, is OK with the Atari setup..... But then, these 'obsolete' drives are cheap now ;-)

Kind regards,
Mr.Atari.

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message news:<4126e7d0d18ca2@comcast.net>...
> Hello all,
>
> I recently bought a MYIDE cart for my 130XE. For those who have
> this also, I was wondering what IDE drives will work? Or can I
> just go out and buy any IDE drive?
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3008. Alien Group Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 20:24:28 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <3atpi0puqk46pjm1uaacsnljsgrbk6vta9@4ax.com>
Source record: 14765

Hi, I am interested in buying a Alien Group Voice box for my Atari
400. Will someone tell me how much I should offer? I know someone
who has one, but I have no idea what the value of this rare device is?

kevin

contact:

http://profiles.yahoo.com/kevstar242

3009. FS: Action Cartridge + Toolkit $20

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 23:04:12 UTC
From: cchudasa_at_@comcast.net
Message-ID: <LV8Xc.315951$%_6.52307@attbi_s01>
Source record: 14766

San Mateo Califiornia

please modify email address - remove _at_

3010. FS: Action Cartridge + Toolkit $20

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 23:04:18 UTC
From: cchudasa_at_@comcast.net
Message-ID: <SV8Xc.183149$8_6.77604@attbi_s04>
Source record: 14767

San Mateo Califiornia

please modify email address - remove _at_

3011. AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-25 23:08:41 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <cv6qi091stn7vfms7sb7ktoqv6i8mn2cqf@4ax.com>
Source record: 14768
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.ti

Well I decided to officially announce my site as being open. I would
say it is still in a beta stage as I don't have everything posted yet
online for sale. But check it out and kick the tires.

Stuff for sale on the site includes:

Atari, Commodore, TI, Nintendo, Sega, Coleco, Intellivision, and More.

http://www.8bitclassics.com

3012. Re: Alien Group Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 03:42:43 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <T_cXc.2332$w_4.2087@news01.roc.ny>
Source record: 14769

Kevin wrote in message <3atpi0puqk46pjm1uaacsnljsgrbk6vta9@4ax.com>...
>Hi, I am interested in buying a Alien Group Voice box for my Atari
>400. Will someone tell me how much I should offer? I know someone
>who has one, but I have no idea what the value of this rare device is?
>
>
>
>
>
>kevin

It's not as rare as you might think, I see one on Ebay about twice a year.
To me what would make a voice synth rare would be a unique interface, like a
joystick port or cartridge. I personally would feel alright about spending
up to $40.00 on an Alien Group Voicebox and that would be with the original
paperwork.
There are alot of other brands that are more readily available like
DECtalkers and even good software synths like S.A.M (software automated
mouth).
I think the real question would be is how much is it worth to you?
Mo

3013. MAC/65 Toolkit?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 04:51:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9550F2A67E42Demuslor@130.133.1.4>
Source record: 14770

I saw something about a MAC/65 Toolkit in one of the Page 6 issues. It is reported to be an extensive collection of macros for use with MAC/65. I have not been able to find it in any of the disk collections that I've run across. Could someone please point me to an ATR image of this beast?

Thanks a bunch!

--
Slor

3014. ADV: FREE Catalogs! NEW ATARI STUFF!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 08:43:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408260135170.30249-100000@onyx.spiritone.com>
Source record: 14771
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Get my NEW Atari Catalogs and
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!

With purchase over $100.00 receive a FREE Gift!

My inventory covers a vast expanse! I have Acres and Acres of Games /
Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games!
Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari
Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

3015. ADV: Atari Survey / E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 08:56:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408260147230.30249-100000@onyx.spiritone.com>
Source record: 14772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

3016. Re: Alien Group Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 14:25:02 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <0isri0de7sdkickkq7ro3jq0c9lk6krlp2@4ax.com>
Source record: 14773

On Thu, 26 Aug 2004 03:42:43 GMT, "momo" <quality_us@yahoo.com> wrote:

>
>It's not as rare as you might think, I see one on Ebay about twice a year.
>To me what would make a voice synth rare would be a unique interface, like a
>joystick port or cartridge. I personally would feel alright about spending
>up to $40.00 on an Alien Group Voicebox and that would be with the original
>paperwork.
>There are alot of other brands that are more readily available like
>DECtalkers and even good software synths like S.A.M (software automated
>mouth).
>I think the real question would be is how much is it worth to you?

yea that is about right. Actually IMO the Voicebox is probably the
best of the voice synth for the Atari. It worked better then SAM
(which I also had) used less memory etc... Of course it is just a
collectable now. Im suprised you saw some on EBAY, because I checked
and none came up.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3017. Re: MAC/65 Toolkit?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 16:45:12 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <JroXc.22775$N11.15222@bignews5.bellsouth.net>
Source record: 14774

"Slor" <slor@comcast.net> wrote in message
news:Xns9550F2A67E42Demuslor@130.133.1.4...
>I saw something about a MAC/65 Toolkit in one of the Page 6 issues. It is
> reported to be an extensive collection of macros for use with MAC/65. I
> have not been able to find it in any of the disk collections that I've run
> across. Could someone please point me to an ATR image of this beast?
>
> Thanks a bunch!
>
> --
> Slor

http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/mac65tkt.zip

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

3018. Re: MAC/65 Toolkit?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 16:55:34 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95517951DBC9Eslorcomcastnet@130.133.1.4>
Source record: 14775

Despite all prevention efforts, "Son of man"
<thepuppetmaster@bellsouth.net> wrote in news:JroXc.22775$N11.15222
@bignews5.bellsouth.net:

> http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/mac65tkt.zip

Thank you very much!

--
Slor

3019. Re: AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 19:05:56 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0408261105.13795cd6@posting.google.com>
Source record: 14776
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.ti

Looks great so far. Good Prices.

3020. FS eBay: Atari 800/XL/XE 2.5m GOLD OFC SCART cable pro series!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 19:28:38 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1093548592.1292.0@sabbath.news.uk.clara.net>
Source record: 14777

Hello All,

I have just put 10 Atari 800/XL/XE 2.5m GOLD OFC SCART cables on to eBay as a buy-it-now. These new special edition 'pro series' cables are made from OFC triple-screened audiophile-grade cable, with gold-plated screw-type plugs. This makes them expensive and heavy (so expensive shipping) but these are my best cables yet. Quantities are limited. The link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8127678973

Dean Garraghty

3021. Re: MAC/65 Toolkit?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 19:48:16 UTC
From: Son of man <thepuppetmaster@bellsouth.net>
Message-ID: <x7rXc.36056$_h.19089@bignews3.bellsouth.net>
Source record: 14778

"Slor" <slor@comcast.net> wrote in message
news:Xns95517951DBC9Eslorcomcastnet@130.133.1.4...
> Despite all prevention efforts, "Son of man"
> <thepuppetmaster@bellsouth.net> wrote in news:JroXc.22775$N11.15222
> @bignews5.bellsouth.net:
>
>> http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/mac65tkt.zip
>
> Thank you very much!

I have the manual somewhere in storage too. But I guess you might be able to look through and guess what the macros do. Or do you already have a book that refers to them? I know it has a smooth scroll routine in there too.

>
> --
> Slor

3022. Re: MAC/65 Toolkit?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 19:55:04 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns955197C093575slorcomcastnet@130.133.1.4>
Source record: 14779

Despite all prevention efforts, "Son of man"
<thepuppetmaster@bellsouth.net> wrote in
news:x7rXc.36056$_h.19089@bignews3.bellsouth.net:

>
> I have the manual somewhere in storage too. But I guess you might be
> able to look through and guess what the macros do. Or do you already
> have a book that refers to them? I know it has a smooth scroll routine
> in there too.
>

I only have the MAC/65 w/ DDT manual. If you happen to run across the
manual for the toolkit, that would be quite helpful as well.

Thanks again.

--
Slor

3023. Re: XEP80 via Parallel Bus...

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 20:28:37 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <412e47f9$0$768$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 14780

Howdy Larry, folks

> Are there any sites that have info about the XEP or its chip? I've been
able
> to find two technical articles about the XEP, and that's it.

Have you been on my site? On the "stuff" page?

BTW the main chip in the XEP80 is the NS405. Check out the sites that have
data sheets. There is this one site that starts with "free" IIRC, but I
forgot it's name.

CU Mathy van Nisselroy

3024. Atari XL/XE rev.2 source code listing

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-26 20:39:20 UTC
From: Chris Lang <chris>
Message-ID: <cglhprffq1@news.gatel.net>
Source record: 14781

Folks,

the Atari XL/XE rev.2 source code listing seems to be hard to find on the
web. I think I need some help. If somebody could point me in a direction
would be nice.

many thanks
Chris

3025. Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 06:01:42 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10itji5krbaa20d@corp.supernews.com>
Source record: 14782

I am missing a key on my Atari 800. The > key. Anyone have one they could sell or send me? I am in the USA.

Tim

3026. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 11:37:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <412ec84e576704@comcast.net>
Source record: 14783

>I am missing a key on my Atari 800. The > key. Anyone have one they could
>sell or send me? I am in the USA.
>
>Tim

Best Electronics in California should have wnat you need...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3027. New DGS Atari 8-bit PD Library CD - update

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 14:44:25 UTC
From: dgs@clara.net
Message-ID: <3568e886.0408270644.73d74b5c@posting.google.com>
Source record: 14784

Hello All,

Just a quick update on my progress with the new DGS PD library CD. I have now finished the catalogue/info file that will go on the disc, but I need to check it for errors. I also want to add extra usage info, etc. where possible. I will do this over the weekend.

The CD should be available early next week. It will be sold as a budget CD, which basically means no on-disc label and no case. It will come in a plastic wallet with a small instruction sheet. The price will be low, with options for surface mail (to make it very cheap!) or airmail. It will be shipped in a bubble-lined envelope with a thick piece of card so it shouldn't get bent during shipping. It will also be available as a combo with the current DGS commercial software CD.

You can see what will be on it by going to the DGS website (http://www.dgs.clara.net) and looking at the current PD catalogue.

If you know you are likely to buy a copy of this, please e-mail me and let me know. I can then e-mail you when it's ready to go.

Dean Garraghty (dgs@clara.net)

3028. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 15:46:00 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <VeKdnco6DJGkyrLcRVn-pw@comcast.com>
Source record: 14785

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10itji5krbaa20d@corp.supernews.com...
> I am missing a key on my Atari 800. The > key. Anyone have one they
could
> sell or send me? I am in the USA.
>
> Tim

Tim,

Send me your street address. I 'll mail you the key.

Ralph

3029. Re: adding a second GTIA+Antic - how ???

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 15:54:49 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0408270754.557b69b@posting.google.com>
Source record: 14786

Guten Amt. Andreas.. How's the Atari etc... Keep it hummy

RE Second Antic/GTIA etc... I seem to remember it was either Bob Wooley (who also did one of those T816 u/g's) or Bob Puff that did exactly this u'g, it was mentioned either in page 6 (AUM) or Database Publications AUM (I might have the particular issues somewhere... cross your fingers etc...

respectfully your's

CA

3030. Re: Atari XL/XE rev.2 source code listing

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 15:58:54 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0408270758.19f9f4ff@posting.google.com>
Source record: 14787

"Chris Lang" <chris;fdafjdafgdsgfxytopher.lang@plus.cable:dhsjgkdgasjkdgsurf.de> wrote in message news:<cglhprffq1@news.gatel.net>...
> Folks,
>
> the Atari XL/XE rev.2 source code listing seems to be hard to find on the
> web. I think I need some help. If somebody could point me in a direction
> would be nice.
>
> many thanks
> Chris

Do you have a copy of the T.W.A.U.G version of mapping the Atari, blue backed, spiral bound like the earlier 'compute' books and a5 format in two volumes... In volume 2 it has an o/s listing supplied by the author (don't ask me if it was xl/e or what version)

3031. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 19:11:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns955290554E74Bslorcomcastnet@130.133.1.4>
Source record: 14788

Despite all prevention efforts, "Tim" <tjlazer@CRAPmail.com> wrote in
news:10itji5krbaa20d@corp.supernews.com:

> I am missing a key on my Atari 800. The > key. Anyone have one they
> could sell or send me? I am in the USA.
>
> Tim
>
>

I have a whole keyboard I'm about to get rid of because of a sticky
internals - you're welcome to any of the keys if you still need.

--
Slor

3032. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 20:28:34 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10iv6bj2rnk2ma6@corp.supernews.com>
Source record: 14789

"RED" <redodd@NOSPAMcomcast.net> wrote in message
news:VeKdnco6DJGkyrLcRVn-pw@comcast.com...
>
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10itji5krbaa20d@corp.supernews.com...
> > I am missing a key on my Atari 800. The > key. Anyone have one they
> could
> > sell or send me? I am in the USA.
> >
> > Tim
>
> Tim,
>
> Send me your street address. I 'll mail you the key.
>
> Ralph
>
>

Thanks Ralph!

Email was sent...

Tim

3033. Re: AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 21:47:25 UTC
From: jay <jmacd@email.com>
Message-ID: <pan.2004.08.27.21.47.49.104788@email.com>
Source record: 14790
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.ti

I'm getting an error when I try to access the site. Is it down?

On Wed, 25 Aug 2004 18:08:41 -0500, 8-Bit Classics wrote:

> Well I decided to officially announce my site as being open. I would say
> it is still in a beta stage as I don't have everything posted yet online
> for sale. But check it out and kick the tires.
>
> Stuff for sale on the site includes:
>
> Atari, Commodore, TI, Nintendo, Sega, Coleco, Intellivision, and More.
>
> http://www.8bitclassics.com

3034. WTB/WTT: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-27 22:13:24 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ivcg4nh9f6mc0@corp.supernews.com>
Source record: 14791

I am looking for Bounty Bob Strikes Back. Willing to trade a rare cartridge like Pastfinder for it or others.

Let me know
Tim

3035. Re: AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 00:28:03 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <sbkvi0helsab3s175v7vc4fdp42t1vdphm@4ax.com>
Source record: 14792
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.ti

I was switching server and upgrading the UI. It is up now, making
modifications as I type :)

On Fri, 27 Aug 2004 21:47:25 GMT, jay <jmacd@email.com> wrote:

>I'm getting an error when I try to access the site. Is it down?
>
>
>
>On Wed, 25 Aug 2004 18:08:41 -0500, 8-Bit Classics wrote:
>
>> Well I decided to officially announce my site as being open. I would say
>> it is still in a beta stage as I don't have everything posted yet online
>> for sale. But check it out and kick the tires.
>>
>> Stuff for sale on the site includes:
>>
>> Atari, Commodore, TI, Nintendo, Sega, Coleco, Intellivision, and More.
>>
>> http://www.8bitclassics.com

3036. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 04:14:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1093666456@rtfm.mit.edu>
Source record: 14793
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: August 14, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2004.08.14 trub added
2004.08.14 MMSoft updates: SIO2IDE 4.2 & 3.3, AVRprg, URL
2004.08.11 Thomas Richter, atari++ 1.38
2004.07.14 Vintage Micro-Computers (Jon Lucas) deleted, unable to verify
2004.07.14 Phoenix disk mag (c/o Robert Paden) deleted, unable to verify
2004.07.14 MyTek deleted, unable to verify
2004.07.14 Ing. W. Hofacker GmbH deleted, unable to verify
2004.07.14 The Electronic Clinic (Steve Tompkins) deleted, unable to verify
2004.07.14 Creative Software Systems (Rob Satonica) deleted, unable to verify
2004.07.14 Associated Enterprises (Victor Halling) deleted, unable to verify
2004.07.14 JTM updated, moved to Advantage Web Solutions & Computer Services
2004.07.12 Thomas Richter, atari++ 1.37
2004.06.27 Bertrand Le Roy entry deleted, unable to verify contact info
2004.06.26 JTM Ltd (Jim Mason) updated, URL added
2004.06.21 Shadow Software (David Hunt) deleted, no valid web/postal address
2004.06.21 Black Moon Systems/Moonsoft (BJ Martnick) deleted, no contact info
```

2004.06.21 ATESIG (Decker McAllister) deleted, no valid web/postal address
2004.06.20 David Moore entry deleted, no web or postal address
2004.06.14 Ing. W. Hofacker GmbH updated, address and phone. Status unknown
2004.06.13 Itay Chamiel entry deleted, no web or postal address
2004.06.13 Valdez Computer Service entry deleted (pending reverification)
2004.06.13 Publicaciones Creativas updates, including new URL

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon

service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply

(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Ullrich von Bassewitz 5/04
Germany

http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 7/04
See: Steve Birmanns

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race, Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer, H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter, plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/

Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 7/04
Germany
http://www.birmanns.de/atari/
Developers: msc-IDE Controller (IDE interface for PBI/ECI). Sold out.

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic

Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751

Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

----

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/

Developer: Castle Crisis - "an authentic conversion of the classic Atari arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 11/03
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone:+44-(0)-7905-916138
Fax: +44-(0)-870-133-9745
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS Atari 8-bit PC CD-ROM includes: Quick (programming language) V2.2 and
V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-
column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP),
SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/

Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest

Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 6/04
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos"
that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and
large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32,
Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking
Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -
Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,
Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old
computer or dumb terminal to access the internet), CTH Emulator (based on
Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term
(ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a

programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for
WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,

Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Mirage Interactive Sp. z o.o. 2/04
Obroncow 2c
03-933 Warszawa
Poland
phone: +48 22 616 1551, 616 1555
fax: +48 22 617 9321
http://www.mirage.com.pl/
Developer: over 100 games, including: Alchemia, Around the Planet, Atomia, Axilox, Bank Bang, Beryx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abbys, Duch, Dziedzic, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocessor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, Zbir

MMSoft (Marek Mikolajewski) 8/04
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.2 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

---

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface)

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List
Of High Scores (demo), File Designer (convert from cassette to disk),
Disk Wizard II (modified form the original), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel

Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

---

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 8/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix): Stable Release 1.38, CVS Snapshot 1.38, atari++ 1.38 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm

Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 1/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.2 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 2/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/

Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.16 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.01 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2, Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge, Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge, MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place

Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
Poland

http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7, TDPL 2.0,
XEP.SYS 0.1D (beta), TRACE2, RWTEST2, QE 2.0, S2I JukeBox 2.0.
Utilities for MSDOS: XLDisk (Atari file format converter) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 1/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.7 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface

----

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bumpers!,
Checkers, The Clash of Kings, Concentration, Cosmos (pinball), Crystal Raider,
Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Dungeonlords,
Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game),
Jailbreak, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze,
Monopoly, Montana Solitaire (card game), Mr. Robot, MyDOS 4.5, Paddle Pack
(Pong), Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw
puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Sharp
Shooter, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot
(pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Twilight World,
Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker
(card game), Video Slots, Whomper Stomper, Zybex.
Newer releases: Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
S.A.G.A. Adventureland 1, Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

3037. Atari 8-Bit Computers: Frequently Asked Questions

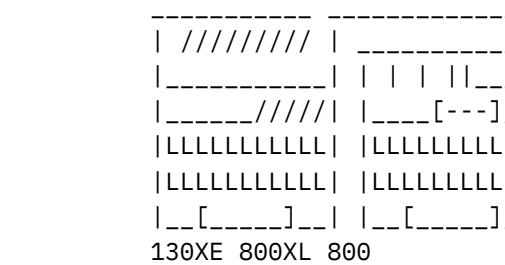
Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 04:14:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1093666456@rtfm.mit.edu>
Source record: 14795
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 14, 2004

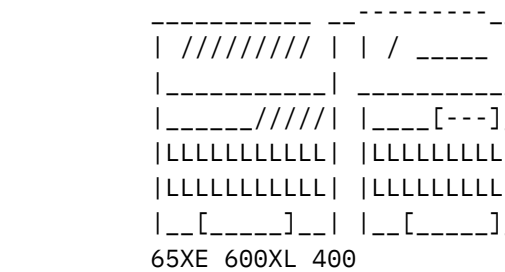
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

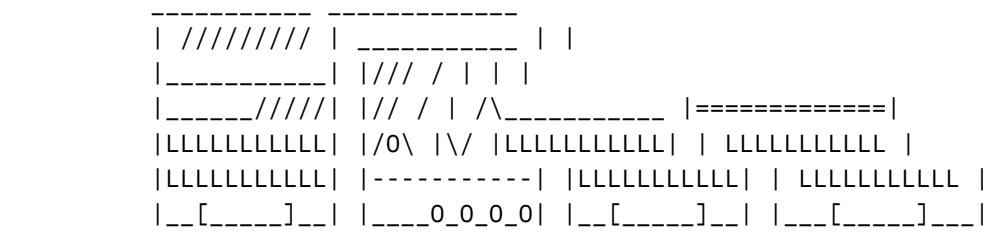
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel free to reproduce this file, in whole or in part, so long as the content of that portion reproduced is not modified, and so long as credit is given to this FAQ list or its Maintainer, or the author of that section reproduced when given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

```
**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
**********************************************************************
```

UPDATES SINCE PREVIOUS POSTING
2004.08.14 3.8 SIO2IDE URL updated, thanks dely
2004.07.15 2.1 URL to Clarence Dyson's page updated, thanks Keith
2004.07.15 1.11 URL to Atari Historical Society page updated, thanks Keith
2004.07.14 8.3 more Multijoy games added (thanks Matthias)
2004.07.14 3.5 Karin Maxi and HDI info added/clarified
2004.06.28 3.5 double-sided drive mapping possibilities added

---

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?
3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?
3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) What can I do to extend the life of my floppy disks?
3.8) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?
6.18) What preventative maintenance can I do on my Atari system?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?

8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?
8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++ Map	160 x 192	2
D	7	Map	160 x 96	4
E	15	++ Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9	+ Map	80 x 192	1 **
F	10	+ Map	80 x 192	9
F	11	+ Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances

*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse
video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four
2-bit wide, 120 or 240 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to OR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two.
The only 8-bit Atari with a membrane keyboard rather than a full-stroke
keyboard. One of the few 8-bit Ataris lacking a composite monitor port.
Originally released with just 8K RAM, but most were sold with 16K RAM. Atari
sold the Atari 400 48K RAM Expansion Kit, which required a little soldering,
to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer."

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Jason Harmon writes: (12 Feb 2004)
"..the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots."

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its

popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading: "64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled; Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port; The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled; Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat (Mathew Ratcliff). This assumes one knows at least how to boot a disk with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book published by Atari through the Atari Program Exchange (APX) and copyright 1982 by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA. However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a

SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips.

The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

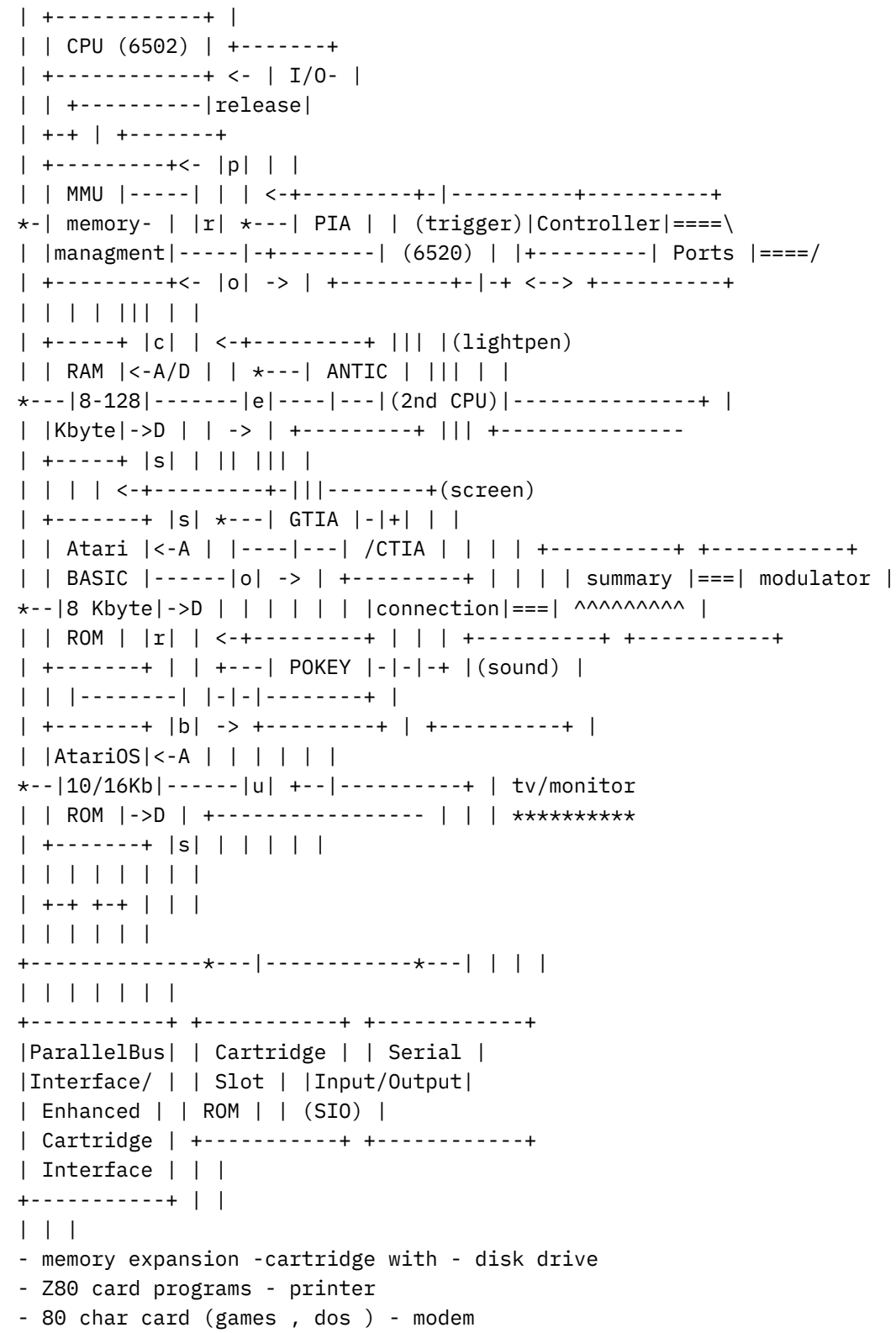
======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://archives.atarimuseum.com/archives/archives-techdocs.htm
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.

->
+--------------------------------------+



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard

130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan
Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South
American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western
Europe, several South American countries, some Middle East and Asian
countries, several African countries, Australia, New Zealand, and other
Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz

Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari? Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it
from there. However, besides the GTIA PAL and NTSC machines differ in other
aspects. For example, on PAL machines an additional oscillator of 5/4 of the
main frequency is present to generate the color frequencies needed to drive
GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is
also the reason why you don't get "artifacted colors" on PAL machines (or, at
least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground

4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan

2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the

monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.geocities.com/atarimods/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler" or "Up-converter." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box from AV Toolbox, http://www.avtoolbox.com. AV

Toolbox produces several other similar devices. An earlier popular adapter was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video breakout box featuring phono connectors for composite video, chroma, luminance, and mono audio; it also features an s-video jack providing chroma and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track is provided to play music or voice as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain

Upgrades for the Atari Program Recorders
==
Andreas Magenheimer writes: (2004.05.24)
- turbo 6000: a turbo tape enhancement built in the former GDR (german democratic republic); it worked with 6000 Baud and required special loading/saving programs that were available as disk-files and also as cartridges;
Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

- turbo 2000: a turbo tape enhancement built in Poland or the former Czechoslovakia; it worked with different speeds (ranging from 600 Baud to approx. 9600 Baud?) depending on the program itself and the transfer program; also required a special loading/saving program, available as disk-files and cartridges;
For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

- rambit turbo tape: a turbo tape enhancement built in the UK by Richard Gore and sold by Microdiscount (Derek Fern); it worked with 9600 Baud and came with some special software on disk; Microdiscount also sold many of its own commercial programs (Zeppelin games, etc.) on Rambit turbo tape...

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12, generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

Unlike other microcomputer systems of the time, it was very unusual to use anything but Atari-brand program cassette recorders. One third-party product released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.

3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon
startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access

later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5/box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html
810 Duplicator (DT-Duplicating Technologies) -- copy disks, double-density,
"read 18 sectors in the time normally for 1"

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
(Happy Computers) Happy Backup. also read/write 180K 5.25" MS-DOS floppies

I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 57Kbps (Happy clone), 8kb buffer,
(Compy-Shop, now ABBUC) DOS, copier, track & density displays, beep speaker
Mini-Speedy same as Speedy 1050, but without displays & speaker
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)
1050 Duplicator (Duplicating Technologies (DT))
SS SD/ED/DD "read 18 sectors in the time normally for 1"
sources(Jim Patchell)http://www.oldcrows.net/~patchell/atari/duplicator.html
Klone ???????

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-
sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1,
TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM,
this results in rare compatibility issues. Specifically, these commercial
disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.

8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas
Magenheimer

SD=Single-Density, 90K/disk side
ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

SS=Single-Sided
DS=Double-Sided (one of 3 possible data-mappings, see below for details)

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master

Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printerport,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) by Erhard Puetz. a PCB, master
connect up to 4 standard PC high-density drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
Karin Maxi PBI/ECI device, master, WD1772 + 2KB driver ROM
DS formats use PC-standard 'head-first' mapping
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html)
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB

- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K printbuffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

The following information is taken from the documentation for HiassofT's
WriteAtr program, http://www.horus.com/~hias/atari/

Double-Sided drives for the Atari may use one of three different drive-
mapping possibilities.
* Most double-sided Atari disk drives:
First fill tracks 0-39 (or 0-79) on the first side, then switch
over to side 2 and again fill tracks 0-39 (0-79 for 3.5" disks).

* The XF551 first fills track 0 on the first side. Then it
fills track 1, then track 2, ... up to track 39 (on a 5.25" disk)
or 79 (on a 3.5" disk). Then it switches to side 2 and fills
the disk in reverse order (starting at track 39/79, then 38/78,
... til it has reached the end of the disk at track 0).

* The third possibility is the standard in the PC world, but on the Atari
it's possibly unique to drives connected via the Karin Maxi interface.
If your Atari disk drive uses this mapping, it first fills

track 0 on side 1, then track 0 on side 2, then seeks to track 1,
again first fills track 1 / side 1, then track 1 / side 2,
and so on, until it finishes with track 39 (79) / side 2.
The drive switches the heads (sides) first before switching
the track.

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I mean you can't use high density disks. They must be double density to use with the 1050. Almost all double density 5 1/4" disks have a hub ring, high density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the type of oxide coating used on the high density floppy media; they cannot write reliably to them. The hub ring has just become a sort of marker to distinguish the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) What can I do to extend the life of my floppy disks?

Lee Hart writes (January 2004):

Personally, I have several hundred floppy disks for my Atari 800, Kaypro 4, Heathkit H89, and IMSAI 8080 computers that are 10-20 years old. What I can say in general:

- Most disks stored in plastic boxes or ziplock baggies survived.
- Most disks stored in cardboard boxes or just their sleeves did NOT survive.
- Some brands lasted better than others, but I haven't collated the information so as to make any kind of definitive statements.
- If a disk cannot be read, CLEAN THE DISK DRIVE HEAD before attempting to read another disk! Otherwise, crap from the bad disk will remain on the head, and will scar and destroy any SUBSEQUENT disk you put in the drive! (the voice of painful experience).

- For lack of a better plan, for each of my surviving disks I am:
a. reformatting another blank disk
b. copying the data from an old disk onto the blank disk
Then I have a more recently-produced backup disk in case the
original disk later fails.

Subject: 3.8) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.geocities.com/atarimods/atari.html
(Atari page by Clarence Dyson)

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE
Disk Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000
baud
- emulates Atari disks D1: to D8:
disk D1: can be swaped with Common disk D1: (HD1_ZW jumper)
- can be used with any Atari DOS and OS

- can be used without any problems with other SIO devices (disk
drivers, printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg)
can be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
- Long File Name (LFN) support for HDD
- TEST mode for checking HDD initialisation
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://atariarea.histeria.pl/sio2ide/

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:

monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL
series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /..; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good

results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet
here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received, from modem to modem, via
standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)

Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial modem can work well with the Atari. These have been commonly sold for PCs for many years. The Hayes Smartmodem more or less defined the market for these, initially.

One common way to use an industry standard external serial modem with the Atari is to connect it to the SIO port via an Advanced Interface Devices (A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with the Atari is to attach it through the 9-pin RS232C serial port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the serial port on the 850 is DB9 female, where the PC world ended up standardizing on a DB9 male connector for this purpose. But gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the

other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS

8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on

the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks

CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man),2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC bk,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,incl disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE

1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives(controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European data in this section. I need more
international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========

AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the
centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above. What happens if power

supplies for the Atari 1050 and Indus GT are mixed? Paul Alhart writes (20 Jan 2004): "The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050 and it will usually blow the rectifier diodes in the 1050. Plug an Atari supply into an Indus and it will blow the fuse in the supply. It can damage the mother board as well."
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and

Bug Hunt cart all in one package and b) in a separate package,
containing the Lightgun and the Bug Hunt cartridge); thats's why Bug
Hunt does not have its own package, it was always included with the
Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted
into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun,
it is my personal impression, that the Atari lightgun merely works ok
on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun
works alright on TV's and (most) monitors. Since I never had a Best
lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the
Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to

the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter

program, which can convert *.MID sounds into other Atari sound formats
(that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque
developed some networking-computer-hardware to link two or more Ataris
together, so that multiplayer games are possible, where each user has
its own computer and tv/monitor screen. The hardware was/is computer
independant and will run fine on any Atari 8Bit computer (whereas most
software for it will only work on XL/XE computers). During a 3-4 year
period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two
computers together via the joystick ports. It is limited to a maximum
of 2 computers and thus 2 or 6 players, meaning one free port per
XL/XE computer and 3 free ports per 400/800 computer. However, the
few existing games for this hardware merely support 2 players, no
matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8
computers together via the SIO-port. One computer will then act as
the master and has to boot up the software (from tape, disk, harddisk,
etc.) first. Then all other "slave" computers connect to it and boot
off of this master computer (one after another of course). In Europe
we call this device "Multilink", mostly because of the games written
by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms.
A two-computer link-network can easily be done with one SIO cable, just
open the end of the SIO cable and exchange cables number 3 and 5. You
now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer
hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced
project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules
video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

----

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.

400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between

these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
~~~~~~

example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[{ ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge

C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
- DOS.SYS is loaded into memory from disk on startup
- DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives. The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake. The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-

party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90. Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9). Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD

4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
==========
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
==========
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
==========
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
==========
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading
this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari
computer is turned on with a P:R: Connection or powered 850 connected, but no
powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in
handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They
include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 8.1) What programming languages are available for the Atari?

This section is by Freddy Offenga.

Revision : 1.9
Date.... : 2004-3-30

==========
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Maintainer: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer
- Winston Smith
- Carsten Strotmann

Revision history
================

1.9
- X-Assembler updated
- Added "QS FORTH" info from Winston Smith
- Added FORTH section work from Michael Current (thanks to Carsten Strotmann)
(see also: http://www.strotmann.de/twiki/bin/view/APG/LangForth)
- Several updates in the assembler section

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor

and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Assi (download)
version, year : 0.0.41, 2000
author/company : MacFalkner
available..... : http://members.aol.com/macfalkner/atariindex.htm
package..... : assembler, file linker
features..... : source include, data include, code relocation
Cross assembler for Win32. Source code is highly compatible with
Atmas for the Atari.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),

conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : 1.0, 13/12/1986
author/company : E.Reuss, Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from

the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 1.01, 1984
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAC/65 Macro Assembler (disk)
version, year : 4.20, 1994
author/company : Stephen D. Lawrow, Fine Tooned Engineering
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk)
version, year : 4.20 demo version, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for PC/DOS. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : 4.0, 1982
author/company : Steve Hales, Synapse Soft
available..... : http://www.atariland.com/members/oldatarian/
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.
An Adaptation by Steve Hales of the S.C. Assembler II.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- Xasm
version, year : 2.5.2, 2002
author/company : Piotr Fusik
available..... : http://xasm.atari.org
package..... : assembler, docs

features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC/DOS. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS

available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".

Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

- INTER-LISP/65 (disk)
version, year : 2.2, 1982
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package..... : ?
features..... : ?
Seems to be based on fig-FORTH, but with some unique "Words".

Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig
package..... : ?
features..... : ?

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... :
based on 10/16/82 release of fig-FORTH by Striepe

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : ?
based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... :
based on 6502 fig-Forth. The major difference is in the size of the
screen on disk (512 bytes instead of 1024 bytes).
Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines.
based on fig-FORTH.

- Turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... :
compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and

sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : ?
based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package..... : ?
features..... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
Mulvey, Steven E. Posey (Party Quiz), Andreas Magenheimer, Florian Dingler,
Matthias

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by Electronic Arts,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by Fred Pinho from Antic magazine:
http://www.atarimagazines.com/v3n2/animate.html
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms? by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- PQ: The Party Quiz Game by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheeprace by F.Dingler (1 to 8 players Sheep-race);
- Cardgrabber by F.Dingler (2 to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (4 to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

The following are available at:
http://mitglied.lycos.de/gunnarbusse/bajamar/download.htm
- Asteroids, modified for Multijoy by Schmutzpuppe
- Basketball, modified for Multijoy by Schmutzpuppe
- Tennis, modified for Multijoy by Schmutzpuppe
- Dandy, modified for Multijoy by Schmutzpuppe
- M.U.L.E., modified for Multijoy by Schmutzpuppe

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase (by First Star Software) Parker Bros.
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bacterion! Kyle Peacock/Tom Hudson/ANALOG#20
(http://www.cyberroach.com/analog/an20/bacterion.htm
patch for XL/XE available:
http://www.cyberroach.com/analog/an20/bacterion_patch.htm)
Bandits Sirius Software
BearJam Chalkboard
Boulders And Bombs CBS
Chicken Synapse
Dancing Feats (by Softsync) Romox
Demon Attack Imagic
Dreadnaught Factor, The Activision
Drelbs Synapse
File Manager 800+ Synapse

Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable: http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II Sierra On-Line
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard
Leo's Links Chalkboard
Letter Perfect (before v6) LJK
LogicMaster Chalkboard
Mac/65 [ver. 1.00, orange] OSS
Mario Bros. ('83) Atari
Maze Epyx
Micro Illustrator Chalkboard
MicroMaestro Chalkboard
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
QS Forth James Abanese / [QS] Quality Software
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Synassembler Synapse
Text Wizard Datasoft
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:

To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
(online: http://www.atarimagazines.com/v3n2/insideatari.html)
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selftest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Thomas Richter contributes further details (16 Jan 2004):

There are a couple of reasons why some games don't run on the XL/XE
models. I try to order them by "likeliness", of course biased by my
personal observations:

i) The printer buffer of the XL Operating System in page 3 is a couple
of bytes shorter. The additional bytes are used for extended OS
variables not available in the 800 series. Most prominent is the $3fa
location, holding a shadow register of GTIA's TRIG3 signal. While a
true joystick trigger line in the 400/800 series, this signal is used
as "cart inserted" signal for XL/XE models. Unfortunately, the OS
compares GTIA trig3 with the shadow register at $3fa in each vertical
blank, running into an endless loop if the register contents don't
match. This causes hangs for games using page 3 either as copy-buffer
or for player-missile graphics. (Hangs by Ms. Pac-Man and
Bacterion! are caused by this, and many others...) This is "fixable"
either by the translator disk, or by a quick hack into the game,
replacing the OS vertical blank or poking TRIG3 frequently into its
shadow. The reason for the OS behaviour might be that Atari wanted to
prevent crashes if the cartridge is inserted or removed while the
machine is running. The 400/800 is powered down when a cart is
inserted, the XL/XE lacks the cover of the older models that triggered
a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This OS equate defines
whether on a warm start, the BASIC ROM shall be mapped back in. If
its contents are altered, a program triggering a reset as part of its
initialization will find itself then with 8K less RAM occupied by
a BASIC ROM, making it crash. Similarly, writes to the cartridge checksum
$3eb could cause a cold-start on a "reset initialization". This is
fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize
PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed,

disabling the ROM, and thus crashing the machine. This is not fixable
by the translator since it is a hardware issue.

iv) Direct jumps into the OS ROM, not using the documented vectors in
the $e450 area. Interestingly, this fault is not as common as it may
sound since games hardly ever use the OS. It causes failures of
some "serious applications", most notably "QS Forth" and applications
compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented
jump-ins exist for the math-pack ($d800 to $dfff). It is not really
part of the OS, but looks more like a part of the BASIC interpreter
that didn't make it into the OS because there was no room left. Thus,
direct jump-ins have to be used here that are documented in the De Re
Atari (for example). Atari never changed them, but it seems likely
that this documentation happened more or less as an accident since the
same source also lists some mathematics-related jump-ins into the
Basic (namely, to compute SIN and COS and related) that are only valid
for the Rev. A BASIC. Thus, the math pack might be a couple of
routines that have been originally intended for "private use" of the
BASIC ROM, but then have been found "too useful" by many others to
remain "closed". Otherwise, it is hard to explain why the otherwise
pretty cleaned-up OS comes with a construction like this.

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate
as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);

- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- ---------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to

use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC available. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.

(use left paddle trigger for left flipper and right paddle trigger for
right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same

problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,

83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F

41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;
Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by
FTE; seems to be very incompatible to existing software and
bankswitching cartridges (OSS, Atari, etc.), because normal RAM at
4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one
PIA chip there is simply no bit left to switch between main RAM and
extra RAM / Ramdisk. But with the installation of a second PIA chip
one would be able to do so. Furthermore one may use (almost) any
setup or banks he likes then (with a second PIA chip one could
control up to 256 Megabytes of RAM). Basic: To be able to select the
internal Basic, connect a toggle switch between ground and the
motherboard where PB1 was removed (PIA `Hole' 11). The switch is not
much different than the Option Key, and I found it more versatile.
(Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs.
It requires moving the OS into RAM before any banking of that Bit
occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;

Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;

(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;

(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);

(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;

c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers available, of course most of these programs are limited to certain/special upgrades and merely perform their stereo effects on these items (with otherwise upgraded or non-upgraded Ataris, the sounds or programs will only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play
*.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from
Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)

(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or sampled sound in 8Bit resolution rather than in 4Bit resolution. The following programs support the Covox-Upgrade:
- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed the following games: The City, Cybertank, Cybership, Bio-War, Lords of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer, but also a modem, a modem-driver and/or a terminal program (like Kermit, Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-network" (two or more Ataris linked together). Thus, there is software that supports either one or the other hardware (namely Gamelink-1 or Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;

- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;
- description of multilink/gamelink-2 hardware and schematics by Bewesoft (two texts, one in czech and one in english; schematics presented as an Atari Gr.8 picture for a) easy-2-computer hardware and b) more complicated 2-8 computer hardware);
- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink [gamelink-2] hardware" (text available in english and czech, with lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft (free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around 1985. It will compress and store groups of files as one file, making it easier and quicker to download programs and support files at once. Because of the ease of use and availability of this program, it quickly became the defacto standard for file archives on Intel-based IBM machines. Files compressed and stored with ARC or a compatible utility are normally given the filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with Atari software as files or "images" containing the data from an entire disk, data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename extensions. These are all filename extensions used to name files containing entire 8-bit Atari floppy disk images, cassette tape images, or cartridge images.

.DCM -Image format invented by Bob Puff for his Disk Communicator 3.2 utility. Used when working with native Atari hardware.

DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer
platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy protected. For boot
disks, this usually involved a large number of special formatting that
couldn't be copied using ordinary sector copiers. Usually the boot process
involved checking to see if a certain sector error occurred, then proceeding.
If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of
memory and see if the value changed. If the value changed, the cart program
was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at
which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption,
which must be decrypted before the program can run. This to make more
difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and related programs available. Use one of these programs for accessing a dial-up Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell account" with your Internet Service Provider (ISP). Dial-up shell accounts are no longer widely available here in the 21st century! (There is no general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)

Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed

filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina II BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system

had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems. ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group (JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy customization by the use of menus. Many BBSes before it required that you had to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("Pro!")--6.0b 1999, Lance Ringquist/Video 61
Originally by Keith Ledbetter/Orion Micro Systems.
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a large ramdisk. R-Time 8 is fully supported.

o Carina II BBS -- v2.7 (1995), David Hunt/Shadow Software
Carina II was originally developed by Jerry Horanoff.

Requires an XL or XE computer, at least 500K of storage capacity (including ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

More Carina II information and links:
http://jybolac.virtualave.net/carina/

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with a number of machine language routines), it was expandable and had was able to load new BASIC programs with the BBS running. In fact, it was quite modular and would load different sections of the BBS at runtime. I actually used it when I ran a BBS some time back.

o Carnival BBS -- essentially AMIS with an overlay to allow for private messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo. Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip

Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of

course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and BobTerm on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and
Atari term programs, set baud to 2400 or 4800 on both
computers. No parity, 8 data bits, 1 stop bit on the PC.
Be sure to use the correct COM port on the PC. Go to
'terminal' mode and you should now be able to type on
either computer and see it on the other screen. To
accomplish a file transfer, use Y-modem probably from
BobTerm, rather than X-modem. X-modem will often append
bytes to a file transfer, an undesirable event. There is
also a very nice Z-modem recieve program for the Atari,
called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors
(Radio Shack) some three or more conductor cable. Using
the two DB25 female connectors allows unplugging your

modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6

7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.geocities.com/atarimods/atari.html

Atari810
========

Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection of a stock 1050 disk drive directly to a PC's serial port for use by the PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari, Incorporated is formed by Nolan Bushnell, incorporated on Tuesday, June 27.

Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari, Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand-built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirement had been met.

The first "real" consumer units were shipped in Nov. of '79 and were 400s to Sears followed very shortly by 800s."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here: http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Atari is split 3 ways: 1) Atari Corp 2) Atari Games Corp 3) Luma Telecom

Warner Communications sells the Consumer Electronics and Home Computer divisions of the former Atari, Inc. to Tramel Technology on Monday, July 2.

Tramel Technology immediately forms Atari Corporation. Atari Corp. inherits Atari copyrights/trademarks/patents for use in the consumer electronics and personal computing markets.

{ Warner sells the AtariTel division of the former Atari, Inc. to Mitsubishi Electric, and the former AtariTel becomes Luma Telecom.

A complete line of "cutting-edge" telecommunications products had been under development at AtariTel since 1981, but no products had been

released under Atari, Inc.

However, the Atari Videophone was nearly completed, and the product eventually surfaced as the Mitsubishi Luma Video Phone, aka Luma-Phone, aka LumaPhone. "The Visual Telephone"

Mitsubishi has since shut down Luma (date unknown).
}
(
Warner also initially retains the arcade division of the former Atari, Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games Corp. inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is (re-)purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (U.S.) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary.

(JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.)

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the Atari brand and registered trademark for all operations, effectively changing the name of the entire company to Atari.

Additionally, the Company's wholly-owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board

games, changes its name to Atari Interactive, Inc.

TODAY = http://www.atari.com/

Infogrames Entertainment
========================
Founded in 1983 by Bruno Bonnell and Christophe Sapet, Infogrames Entertainment SA today has more than 1,800 employees worldwide (approximately 60% in Europe and 40% in the U.S.). A publicly traded company, Infogrames Entertainment SA (Euronext: 5257) is one of the top five publishers of interactive entertainment software in the world and is widely regarded for developing and distributing quality games for the mass entertainment audience.

Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company.

==========
End of atari-8-bit/faq
==========

3038. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 04:14:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1093666456@rtfm.mit.edu>
Source record: 14794
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3039. Article Database for Page 6/NAU?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 10:51:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040828065139.15872.00003302@mb-m21.aol.com>
Source record: 14796

Does any know if there is any type of a searchable database of the Page 6/New Atari User mags? I am aware of the (very nice) Page 6 archive site.
Thanks,
Larry

3040. Re: Article Database for Page 6/NAU?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 15:33:45 UTC
From: paul <paul@~nospamthanx~page6.org>
Message-ID: <4130a5c9$0$94213$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14697

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20040828065139.15872.00003302@mb-m21.aol.com...
> Does any know if there is any type of a searchable database of the Page
6/New
> Atari User mags? I am aware of the (very nice) Page 6 archive site.
> Thanks,
> Larry

Larry

When I get more issues on-line you'll be able to do this with the search function on the front page of the Page 6 site. In the meantime, if you are looking for something in particular then drop me an email and I'll see if I can find it!

Regards
Paul
www.page6.org

3041. 800 or 1050 Service Manual PDF?

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 17:38:10 UTC
From: peteb <pbmain@wideopenwest.com>
Message-ID: <7NadnSGQoeBrX63cRVn-iw@wideopenwest.com>
Source record: 14698

Does anyone have a PDF of the Atari 800 or 1050 service manuals? Looking for troubleshooting info...

Pete

3042. Re: AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 18:04:21 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <o4i1j0p41i1h2fucq8ccfggmfbvqm78a7d@4ax.com>
Source record: 14699

On Fri, 27 Aug 2004 19:28:03 -0500, 8-Bit Classics
<nospam@8bitclassics.com> wrote:

>I was switching server and upgrading the UI. It is up now, making
>modifications as I type :)

>>> Stuff for sale on the site includes:
>>>
>>> Atari, Commodore, TI, Nintendo, Sega, Coleco, Intellivision, and More.
>>>
>>> http://www.8bitclassics.com

It's an interesting webshop, bright and welcoming and pretty easy to
navigate. Are you a professional dealer with years of webshop
experience, or are you a "regular joe" who purchased some webshop kit?

3043. Re: AD: www.8bitclassics.com - Online Store

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-28 19:54:00 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <fko1j0p7nrjoavb3imedia0dqrdq5j6tfo@4ax.com>
Source record: 14700

I have years of web design experience. I am using pre-built system
called osCommerce that is customized by myself to some degree. Very
modular system.

On Sat, 28 Aug 2004 14:04:21 -0400, Daniel Miller
<NOSPAMdaclmi@sisna.com> wrote:

>On Fri, 27 Aug 2004 19:28:03 -0500, 8-Bit Classics
><nospam@8bitclassics.com> wrote:
>
>>I was switching server and upgrading the UI. It is up now, making
>>modifications as I type :)
>
>>>> Stuff for sale on the site includes:
>>>>
>>>> Atari, Commodore, TI, Nintendo, Sega, Coleco, Intellivision, and More.
>>>>
>>>> http://www.8bitclassics.com
>
>It's an interesting webshop, bright and welcoming and pretty easy to
>navigate. Are you a professional dealer with years of webshop
>experience, or are you a "regular joe" who purchased some webshop kit?

3044. FS eBay: Atari 800/XL/XE SCART Cables GBP2.99

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-29 10:26:20 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1093775264.12534.0@echo.uk.clara.net>
Source record: 14701

Hello All,

I have recently put 10 more Atari 8-bit SCART cables as a buy-it-now on eBay for the bargain price of GBP2.99 each. These 1.5m cables are made from a new batch of double screened cable, and are superb! The link to the item is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8127697126

Dean Garraghty

3045. Atari 8-bit DGS PD Library CD - NOW AVAILABLE!

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-30 20:03:45 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1093896305.20786.0@iris.uk.clara.net>
Source record: 14702

Hello All,

As promised, the DGS PD Library PC CD-ROM is now available. It is being offered at an introductory price of just $6 including shipping (surface mail - airmail optional for $1.50 extra). Our commercial CD-ROM is also available at the same price. The two are available together as a combo (on one CD) at $8.50 inc. shipping ($10 for airmail). UK buyers have the option of paying in pounds.

You can buy now with a Credit/Debit/Charge card (through PayPal).

Please go to our website at http://www.dgs.clara.net and follow the link.

Shipping will be carried out in batches starting Weds/Thurs of this week.

Dean Garraghty

3046. Printer cables

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-31 16:53:53 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4134ad25$0$154$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14703

Howdy folks

A local store (Media Markt) is selling old fashioned printer cables (no screws, bit I guess they are "clicked" together.)

10 Euro cents for the ones that are 1.80 meters (just under 6 foot) and 20 euro cents for the ones that are 3.00 meters (just under 10 foot). They way close to (but just over I guess) 250 gramms. Anybody interested? BTW, I'm not gonna check every one of them. I bought 2 of them 3.00 meter long ones. Haven't tested them yet.

CU Mathy van Nisselroy

3047. Question about Atari games CD

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-31 17:38:06 UTC
From: ye242@yahoo.com
Message-ID: <93b8e537.0408310938.6451aa6c@posting.google.com>
Source record: 14704

I wonder if you can help me out'
I just bought a CD on Ebay with 30 Atari games for PC. My problem is
that my computers are either Win XP or 2000 and I can't run the CD on
them. I'd get the initial introductory screen that says Part I and
Part 2 and then it freezes, nothing happens.
How can i get to run this CD on either XP or 2000
Thanks
Yoseph

3048. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-08-31 19:18:59 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <Wr-dnXwTl_uHUqncRVn-sg@comcast.com>
Source record: 14705

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10iv6bj2rnk2ma6@corp.supernews.com...
>
> "RED" <redodd@NOSPAMcomcast.net> wrote in message
> news:VeKdnco6DJGkyrLcRVn-pw@comcast.com...
> >
> > "Tim" <tjlazer@CRAPmail.com> wrote in message
> > news:10itji5krbaa20d@corp.supernews.com...
> > > I am missing a key on my Atari 800. The > key. Anyone have one they
> > could
> > > sell or send me? I am in the USA.
> > >
> > > Tim
> >
> > Tim,
> >
> > Send me your street address. I 'll mail you the key.
> >
> > Ralph
> >
> >
>
> Thanks Ralph!
>
> Email was sent...
>
> Tim
>
Tim,

I mailed the key yesterday. Shouldn't take too long.

Ralph

3049. broken 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-01 13:21:07 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0409010521.1f049e6@posting.google.com>
Source record: 14706

I'm looking for a 800 top "plastic cover"
Please go to :
http://redraven.perso.cegetel.net/broken.html
to see what I need.
Or a complete "cheap" 800, even defective as I need the "box" of it.
(I'll pay for postage of course)
Thanks in advance for the help...
REDRAVEN
BTW: http://redraven.perso.cegetel.net is not empty...
You could download allmost all my 800 atari disks in 1 big zip (70 Mb)

3050. Re: Question about Atari games CD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-01 16:24:40 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <cJmZc.4576$KN4.2956@newssvr31.news.prodigy.com>
Source record: 14707

Y.E <ye242@yahoo.com> wrote in message
news:93b8e537.0408310938.6451aa6c@posting.google.com...
> I wonder if you can help me out'
> I just bought a CD on Ebay with 30 Atari games for PC. My problem is
> that my computers are either Win XP or 2000 and I can't run the CD on
> them. I'd get the initial introductory screen that says Part I and
> Part 2 and then it freezes, nothing happens.
> How can i get to run this CD on either XP or 2000
> Thanks
> Yoseph
30 Atari games for PC? If these are really Atari PC games, then they are
commercial Hasbro or Infogrames programs. I don't think your problem is XP
or 2000, the disk must be bad, a bad copy. Try reading it on someone else's
computer, with Win ME or 98SE. Could be your CD is flaky.

3051. Re: Question about Atari games CD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-01 17:20:35 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <_HnZc.15601$Ka6.6595@okepread03>
Source record: 14708

I've often debated this with people as I am in the IT field. I have NEVER NEVER EVER seen a 'bad' cd from a commercial press. I've seen bad cd burns, but not pressed copies. I have, however, had problem with certain types of cd-rom drives. Not saying it isn't possible, but that has been my experience.

Thomas

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:cJmZc.4576$KN4.2956@newssvr31.news.prodigy.com...
>
> Y.E <ye242@yahoo.com> wrote in message
> news:93b8e537.0408310938.6451aa6c@posting.google.com...
> > I wonder if you can help me out'
> > I just bought a CD on Ebay with 30 Atari games for PC. My problem is
> > that my computers are either Win XP or 2000 and I can't run the CD on
> > them. I'd get the initial introductory screen that says Part I and
> > Part 2 and then it freezes, nothing happens.
> > How can i get to run this CD on either XP or 2000
> > Thanks
> > Yoseph
> 30 Atari games for PC? If these are really Atari PC games, then they are
> commercial Hasbro or Infogrames programs. I don't think your problem is
XP
> or 2000, the disk must be bad, a bad copy. Try reading it on someone
else's
> computer, with Win ME or 98SE. Could be your CD is flaky.
>
>

3052. 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 02:44:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040901224407.16411.00002197@mb-m14.aol.com>
Source record: 14709

An interesting auction item:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
0&rd=1
Wow! It's a big one! Will be interesting to see if anyone wants it badly
enough to ante up. But this is the only 815 I've ever seen on eBay.
-Larry

3053. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 03:09:00 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <g9wZc.10445$FV3.7383@newssvr17.news.prodigy.com>
Source record: 14710

LarryWhite wrote:

> An interesting auction item:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
> 0&rd=1
> Wow! It's a big one! Will be interesting to see if anyone wants it badly
> enough to ante up. But this is the only 815 I've ever seen on eBay.

Wow.

(picking jaw up off floor)

I'm soooo tempted by that. Does anyone know if hes accurate about it being a prototype? Where some actually sold?

Steve

3054. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 04:18:52 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <MaxZc.355116$%_6.177669@attbi_s01>
Source record: 14711

Steven J Tucker wrote:

> LarryWhite wrote:
>
>> An interesting auction item:
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
>>
>> 0&rd=1
>> Wow! It's a big one! Will be interesting to see if anyone wants it
>> badly
>> enough to ante up. But this is the only 815 I've ever seen on eBay.
>
>
> Wow.
>
> (picking jaw up off floor)
>
> I'm soooo tempted by that. Does anyone know if hes accurate about it
> being a prototype? Where some actually sold?
>
> Steve

I thought some were sold......

Tony

3055. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 04:26:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <rhxZc.16948$Ka6.16039@okepread03>
Source record: 14712

I think it's pretty greedy to sell the manual seperately. I mean, for that
asking price it should be inclusive, IMO.

Thomas

"The6502man" <arudzki@yahoo.com> wrote in message
news:MaxZc.355116$%_6.177669@attbi_s01...
> Steven J Tucker wrote:
>
> > LarryWhite wrote:
> >
> >> An interesting auction item:
> >>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
> >>
> >> 0&rd=1
> >> Wow! It's a big one! Will be interesting to see if anyone wants it
> >> badly
> >> enough to ante up. But this is the only 815 I've ever seen on eBay.
> >
> >
> > Wow.
> >
> > (picking jaw up off floor)
> >
> > I'm soooo tempted by that. Does anyone know if hes accurate about it
> > being a prototype? Where some actually sold?
> >
> > Steve
>
> I thought some were sold......
>
>
> Tony

3056. Re: adding a second GTIA+Antic - how ???

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 08:19:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4136D7A2.DE8B7A17@students.uni-mainz.de>
Source record: 14713

Ok,
I have crossed my fingers, so hopefully you will find the article or any
other kind of info that might help... greetings, Andreas.

carmel schrieb:
>
> Guten Amt. Andreas.. How's the Atari etc... Keep it hummy
>
> RE Second Antic/GTIA etc... I seem to remember it was either Bob
> Wooley (who also did one of those T816 u/g's) or Bob Puff that did
> exactly this u'g, it was mentioned either in page 6 (AUM) or Database
> Publications AUM (I might have the particular issues somewhere...
> cross your fingers etc...
>
> respectfully your's
>
> CA

3057. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 11:13:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040902071341.10671.00000119@mb-m04.aol.com>
Source record: 14714

> Does anyone know if hes accurate about it being a prototype? Where some actually sold? <

FWIW, the figure that I have heard/read through the years is that the number actually produced was in the mid-200's.

I think I'd bid on it, but then my car wouldn't go in the garage. ;-)

-Larry

3058. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 11:18:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00155236@fmlynet.org>
Source record: 14721

FamilyNet Newsgate

> From: Rick Cortese <ricortes@earthlink.net>

> Side notes: In my days of scrounging computer stuff I found a stack of
> official "Atari 815tm Master Diskette" label disks in a bin. I booted it
> on a USD 1050 and IIRC it supported double density. I think I sent an
> ATR or something to a collector in Australia. I'm not sure if it is
> found in any archives. My disk, like everything else in my computer
> collection, has received the girlfriend "I am going to get rid of this
> crap" treatment. To illustrate the problem, I took apart my cap and ball
> Remington .44 replica piston to reblue and she threw it away. If it
> ain't scraps of cloth or burnt out candles, it is junk that must be
> tossed.<sic>

That is disgusting. I'm sorry, I had one woman I dated make me miss the marriage of some good BBS friends of mine. Forever regretted missing that. Any woman that would make you get rid of something that you love is truthfully not worth it at least in my book.

The way I see it is this... she liked you. What comprised you? Your experiences right? What were part of those experiences? The Atari! Pur life is a tapestry. Pull on one thread and it unravels it all.

Woman and sex vs. my Atari and other toys? Sorry, never met a woman that was THAT worth it. :)

Doctor Clu

PS: Wondered what had happened to you.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3059. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 12:14:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409020507220.26593-100000@onyx.spiritone.com>
Source record: 14715
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Septembers Offering 25% off the Top Discount on Games / Software, Hardware
& Books for Classic Atari 8 Bit and Atari ST Computers plus Jaguar Games!
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3060. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 12:22:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409020518450.26593-100000@onyx.spiritone.com>
Source record: 14716
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3061. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 14:31:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <29GZc.970$N4.205@newsread3.news.pas.earthlink.net>
Source record: 14717

Steven J Tucker wrote:
> LarryWhite wrote:
>
>> An interesting auction item:
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
>>
>> 0&rd=1
>> Wow! It's a big one! Will be interesting to see if anyone wants it
>> badly
>> enough to ante up. But this is the only 815 I've ever seen on eBay.
>
>
> Wow.
>
> (picking jaw up off floor)
>
> I'm soooo tempted by that. Does anyone know if hes accurate about it
> being a prototype? Where some actually sold?
>
> Steve

I wish I could remember exactly what Bill Wilkinson said. Something like there was an in house drive developed ~1979 that Atari never got to work right and the 810 was actually developed by Tandon.

Now here is where it gets real foggy. I think the in house engineers may have been responsible for developing the 815 using Tandon's 810 design to work from. Meanwhile Tandon was developing the 1050. By the time the 815 was ready it would have to sell for some insanely high price in the $900 range. There was an initial small production run of 815s and 815s were sent to all the software developers i.e. EA, OSS.

Tandon was working on the 1050 and finished it before the real production run of 815s was made. The price of the 1050 was going to be ~$200 so it didn't make sense to market an 815 dual SSDD drive for $900 when you could have more storage for less money buying a bunch of 1050s.

Side notes: In my days of scrounging computer stuff I found a stack of official "Atari 815tm Master Diskette" label disks in a bin. I booted it on a USD 1050 and IIRC it supported double density. I think I sent an ATR or something to a collector in Australia. I'm not sure if it is found in any archives. My disk, like everything else in my computer collection, has received the girlfriend "I am going to get rid of this crap" treatment. To illustrate the problem, I took apart my cap and ball Remington .44 replica piston to reblue and she threw it away. If it

ain't scraps of cloth or burnt out candles, it is junk that must be tossed.<sic>

3062. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 14:56:26 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <VvKdnaE0PaIWqarcRVn-iA@comcast.com>
Source record: 14718

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:29GZc.970$N4.205@newsread3.news.pas.earthlink.net...
> Steven J Tucker wrote:
> > LarryWhite wrote:
> >
> >> An interesting auction item:
> >>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
> >>
> >> 0&rd=1
> >> Wow! It's a big one! Will be interesting to see if anyone wants it
> >> badly
> >> enough to ante up. But this is the only 815 I've ever seen on eBay.
> >
> >
> > Wow.
> >
> > (picking jaw up off floor)
> >
> > I'm soooo tempted by that. Does anyone know if hes accurate about it
> > being a prototype? Where some actually sold?
> >
> > Steve
>
> I wish I could remember exactly what Bill Wilkinson said. Something like
> there was an in house drive developed ~1979 that Atari never got to work
> right and the 810 was actually developed by Tandon.
>
> Now here is where it gets real foggy. I think the in house engineers may
> have been responsible for developing the 815 using Tandon's 810 design
> to work from. Meanwhile Tandon was developing the 1050. By the time the
> 815 was ready it would have to sell for some insanely high price in the
> $900 range. There was an initial small production run of 815s and 815s
> were sent to all the software developers i.e. EA, OSS.
>
> Tandon was working on the 1050 and finished it before the real
> production run of 815s was made. The price of the 1050 was going to be
> ~$200 so it didn't make sense to market an 815 dual SSDD drive for $900
> when you could have more storage for less money buying a bunch of 1050s.
>
> Side notes: In my days of scrounging computer stuff I found a stack of
> official "Atari 815tm Master Diskette" label disks in a bin. I booted it
> on a USD 1050 and IIRC it supported double density. I think I sent an
> ATR or something to a collector in Australia. I'm not sure if it is

> found in any archives. My disk, like everything else in my computer
> collection, has received the girlfriend "I am going to get rid of this
> crap" treatment. To illustrate the problem, I took apart my cap and ball
> Remington .44 replica piston to reblue and she threw it away. If it
> ain't scraps of cloth or burnt out candles, it is junk that must be
> tossed.<sic>

I remember 1050 drives going for $449.00 when they first came out. Later
the price dropped to $179.00, that's when I got my first disk drive.

http://www.atarimagazines.com/v2n9/Buyersguide.html

Ralph

3063. Re: Looking for a key on the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 16:06:12 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10jeh7ljdfl5h85@corp.supernews.com>
Source record: 14719

```
"RED" <redodd@NOSPAMcomcast.net> wrote in message
news:Wr-dnXwTl_uHUqncRVn-sg@comcast.com...
>
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10iv6bj2rnk2ma6@corp.supernews.com...
> >
> > "RED" <redodd@NOSPAMcomcast.net> wrote in message
> > news:VeKdnco6DJGkyrLcRVn-pw@comcast.com...
> > >
> > > "Tim" <tjlazer@CRAPmail.com> wrote in message
> > > news:10itji5krbaa20d@corp.supernews.com...
> > > > I am missing a key on my Atari 800. The > key. Anyone have one
they
> > > could
> > > > sell or send me? I am in the USA.
> > > >
> > > > Tim
> > >
> > > Tim,
> > >
> > > Send me your street address. I 'll mail you the key.
> > >
> > > Ralph
> > >
> > >
> >
> > Thanks Ralph!
> >
> > Email was sent...
> >
> > Tim
> >
> Tim,
>
> I mailed the key yesterday. Shouldn't take too long.
>
> Ralph
>
>

I got it yesterday thanks!

Hey looks like I am missing the "1" key (Number 1) I thought I only was
missing the > key, do you have this one as well?
```

Thanks a million!
Tim

3064. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 18:22:08 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409021022.5f70867e@posting.google.com>
Source record: 14720

"Docrotcod" <rahbart@cox.net> wrote in message news:<rhxZc.16948$Ka6.16039@okepread03>...
> I think it's pretty greedy to sell the manual seperately. I mean, for that
> asking price it should be inclusive, IMO.
>
> Thomas
>
> "The6502man" <arudzki@yahoo.com> wrote in message
> news:MaxZc.355116$%_6.177669@attbi_s01...
> > Steven J Tucker wrote:
> >
> > > LarryWhite wrote:
> > >
> > >> An interesting auction item:
> > >>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
> > >>
> > >> 0&rd=1
> > >> Wow! It's a big one! Will be interesting to see if anyone wants it
> > >> badly
> > >> enough to ante up. But this is the only 815 I've ever seen on eBay.
> > >
> > >
> > > Wow.
> > >
> > > (picking jaw up off floor)
> > >
> > > I'm soooo tempted by that. Does anyone know if hes accurate about it
> > > being a prototype? Where some actually sold?
> > >
> > > Steve
> >
> > I thought some were sold......
> >
> >
> > Tony

I saw the drive long ago at a friends house, so it was released to the
public at some point.

The $600 asking price is frigging ridiculous. It's not that
rare/special/valuable, etc. Probably explains why there are 0 bids
on it.

3065. Looking for another key for the Atari 800 "1" key

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 19:22:11 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10jesn3if78uce3@corp.supernews.com>
Source record: 14722

seems I need another key for my Atari 800. The no. 1 key "1" Anyone have one they can spare? I am in the USA.

Thanks
Tim

3066. atari 2600 vcs emulator for the palmos

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 21:30:42 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <8iMZc.98922$JG7.97079@hydra.nntpserver.com>
Source record: 14723
Cross-posted to: alt.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

that is free ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://i.webring.com/hub?ring=emuroms (emuroms)

3067. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-02 22:13:23 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <rk6fj058k6kff6hvcputqjjmtn9tcv5oe7@4ax.com>
Source record: 14724

On 2 Sep 2004 11:22:08 -0700, synthetoonz@bellsouth.net (Ken Jennings) wrote:

>I saw the drive long ago at a friends house, so it was released to the
>public at some point.

I remember seeing at least one at a local computer store in Connecticut circa 80-82 (exact year a bit fuzzy). They were released to the public and they were expensive. I believe there were at least one third party dual drive as well.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3068. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-03 03:43:35 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <DLRZc.18480$Ka6.8840@okepread03>
Source record: 14725

I am just as nostalgic as the next guy, probably more. But come on! That
is alot of money for that, even if it is rare or a prototype.

Thomas

"Ken Jennings" <synthetoonz@bellsouth.net> wrote in message
news:47335ef0.0409021022.5f70867e@posting.google.com...
> "Docrotcod" <rahbart@cox.net> wrote in message
news:<rhxZc.16948$Ka6.16039@okepread03>...
> > I think it's pretty greedy to sell the manual seperately. I mean, for
that
> > asking price it should be inclusive, IMO.
> >
> > Thomas
> >
> > "The6502man" <arudzki@yahoo.com> wrote in message
> > news:MaxZc.355116$%_6.177669@attbi_s01...
> > > Steven J Tucker wrote:
> > >
> > > > LarryWhite wrote:
> > > >
> > > >> An interesting auction item:
> > > >>
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=812912243
> > > >>
> > > >> 0&rd=1
> > > >> Wow! It's a big one! Will be interesting to see if anyone wants
it
> > > >> badly
> > > >> enough to ante up. But this is the only 815 I've ever seen on
eBay.
> > > >
> > > >
> > > > Wow.
> > > >
> > > > (picking jaw up off floor)
> > > >
> > > > I'm soooo tempted by that. Does anyone know if hes accurate about
it
> > > > being a prototype? Where some actually sold?
> > > >
> > > > Steve
> > >
> > > I thought some were sold......

> > >
> > >
> > > Tony
>
>
> I saw the drive long ago at a friends house, so it was released to the
> public at some point.
>
> The $600 asking price is frigging ridiculous. It's not that
> rare/special/valuable, etc. Probably explains why there are 0 bids
> on it.

3069. AD: Compute! magazines on sale at 8bitclassics.com

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-03 11:31:41 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <uclgj01f6cnltk15pdp1vhnssg7uthsnrh@4ax.com>
Source record: 14726
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ti

This includes the normal Compute! and Compute! Gazette that are listed
online. Normally $1.50 each, now until September 17th, only just
$1.00 plus shipping.

http://www.8bitclassics.com

Thanks

3070. a few jokes and observations

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-03 14:38:09 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409030638.36fb791d@posting.google.com>
Source record: 14727

Here's some jokes I racked from my brain... oh it hurts

Jokes... as in nothing personal only in gest

And remember joke's are simply observations of life/life observations
that are transcribed/translated into a humourous verse/verses

---

They say that Hitler only had one ball, the other was
used in the 1966 world cup final

The Swedes came up with Ikea, and Sven ï¿½the man' Ericcson came
up with Sex with instructions

Another rooney momentï¿½ man utd have just bought the
first footballer who prefers to ply his trade at
nightï¿½. One on one and all that

Man Utd dresseing room (15 minutes before kick off)
Ferguson (in his dapper jock accent) where the effing
hell is rooneyï¿½ 5 hrs. later (in the seedier side of
Manchester) huh. huh. Huh, yes, yes, yesï¿½. I've
scoredï¿½ one nil to Man Uï¿½ Christ and your get paid
28million for that, fu!@# me, I've had better shag's
and one night stand's with a motionless lamp post

Wayne Rooney's first Man U. goal was disallowedï¿½
because he played well offside (wellï¿½it was with one
of his team mates)

If Galileo was alive to today, and working as a
journalist, here's a summary of 2 questions he would
have asked Neil Armstrong

So, Neil did you see the man in the moon then

And what kind of cheese is the moon made of

Rebecca Loos on Victoria Beckham.. I've had more txts
with DB then Victoria will have babies

Is there a mobile phone version of ï¿½sexually
transmitted diseases', I only ask because the concept
of ï¿½phone sex' has now transplanted itself to mobile
phones (according to figures launched by Assn. of
Mobile Phone Manuf's.)

Wayne Rooney to his ï¿½girlfriend'ï¿½ I've had more txt's than you've had hot dinnersï¿½. Ahh., so he's figured out how to use a mobile phone and send a text messageï¿½. That's a milestone even for a footballer, let alone wayne rooney

Ferguson on Rooney, ï¿½so wayneï¿½ what position suits you best, the left side or the right side, up or down, in or out'ï¿½ and rooney saysï¿½ nah this just seems too difficultï¿½ I think I'll start with foreplay and we'll go from there

George ï¿½Dubya' Bush and George best has just release a reworked duet version of the classic Police single, this version is called ï¿½Living in a bottle?'

Victoria Beckham has been voted ï¿½employee of the year' in the Tesco's Baby care dept.. her slogan/strapline? Was "1 have 3 caesarians for the price of 1, 3 caesarians for the price of 1, come on any takers, 3 caesarians for the price of 1ï¿½ best value ever"

Whats the difference between Faria Alam and a Prostitute
A Prostitute is more careful who she/he get's paid by

What's the difference between Faria Alam and a Prostitute
A prostitute doesn't have a reputation that needs repairing/salvaging

What's the Difference between the politician and a prostitute?
A politician gets paid for asking questions
A prostitute get paid by asking for sex

What do you get if you cross a politician with a prostitute?
Someone that asks questions for sex or Sex for Questions

What do you get if you cross a politician with a prostitute?
Someone that asks for sexual questions in parliament
Or
Someone that asks sexual questions in parliament

Heard in the Sharapova/Williams Wimbledon finalï¿½.. New balls please, love all, forty. love, game.. Sex and match Ms Sharapova

(Driving instructor to a learner driver- on the M25) I wonder how far round the M25 our friend Mr. Schumacher will get in his nice new Ferrari F1 car

Little Boy to his daddyï¿½ Daddy, the man on the
telly said that the M25 is the worlds largest car
parkï¿½ so why do we in London need all the multi storey
car parks for, why don't they go and park on the M25

Who the best known prostitute's pimp in the UK
Max Clifford

(Arsene Wenger on entering Highbury for the first
time), so Arsene, what Football team do YOU supportï¿½
after a short pause and in classic Gallic English,
well I dunno, em, I guess I support my legs, my legs
support me

(Mark Palios on Leaving Soho Sq. for the Last time)
Well I support football and football supports me

George ï¿½Dubya' Bushï¿½. America's First elected
Rat-arsed and well-plastered president (who still
believes-along with our Tony, that Iraq has WMD
capability), and he's got his smudging great big
thumb, on that little red button that means ï¿½oh so
much' (Georgeï¿½ come out of the bottle)

(George ï¿½Dubya' Bush at one of those American
Political caucuses)ï¿½ in his American/Texan droolï¿½ I've
had a Epiphany (George I didn't know you understood
such advanced concepts) I have a commandment given to
me by the Lord Jesus Christ Himselfï¿½ And it's saysï¿½. I
support God ï¿½.and GOD supports me, and everything I do
in the name of the presidency of the United States of
Americaï¿½ so help me GOD

According to the Major UK political think tanks, they
say that Politicians view Accountants as the new
bankers
So it begs the questionï¿½ what do we need the sodding
bankers for in the first place

I understand the common attitude towards politicians
(both in the US and UK) is one ofï¿½ politician's are in
the pockets of the businesses and the businesses are
in the pockets of the politicians
So again it begs the question, with everyone's hands
in everyone else's trouser pocketsï¿½ who's looking
after the money (and also ï¿½. Oi Stop playing with
yourselves)

ï¿½.. Customer in a music shopï¿½..If any of the winners
of x factor, pop idol, the rivals and fame academy (1
& 2) can sing, then I want my money back

Simon Cowell apparently has written into his contract
that if Victoria Beckham enters the audition then ITV

must refund all advertisers their money back, and send all the viewers (about 2) a voucher towards their next TV license renewal

Victoria Beckhamï¿½. Official spokesperson for the society of stick insects

Breaking news from the Beebï¿½ The BBC has broken with tradition and allowed paid for advertising on it's premier stationï¿½ the first advert will be promoting Parkinson's new ITV chat show series

Der Der Der Der Der Der Der Derï¿½ so footballers can sing then, who were they coached byï¿½. Victoria Beckham

Sergeant Major to a static lamp postï¿½.. Atenï¿½ Shun

Little child (in some town UK) after seeing Matthew Pinsent loose a rowing raceï¿½. Mummy do boats have wheels, because the voice on the telly said that ï¿½the wheels have truly fallen off, for this once great UK rowing team'

Matthew Pinsent's first words (according to mother) was ï¿½row, row, row your boatï¿½..'

People in the Army (or armed forces) are the least numerate (here's an example) up. Two, three, four, up, two three, four.. etc. etc (that's better then Ted Rogers, he can only count from 3)

(Little girl to her motherï¿½.) Mummy why do people on the telly only count to or from three, don't they know the other numbers yet

Scientists have now discovered how to make multi cell brains. Increasing storage levels/brain cap. Exponentially, however they said the compatibility with their test subjectsï¿½ American's ï¿½will be the greatest challenge

Intel (some big shot Yankee co.) has just developed a world first, the first multi-chip computer, the US govt. has put in a bulk order so that all Americans can interface this device with their single cell brain

Advert/Promotion as seem on American poster Cokeï¿½ Gives you the ï¿½get up and go'ï¿½ everydayï¿½.. But there again, so does cocaine, coffee and certain other things I wont mention (do you really need me to go on)

Did you hear about the family from Ohio who were going to book their first ever holiday

Well they tried to book it through McDonald's, and they weren't exactly happy when they were told ï¿½sorry folks we only do fast food', now will that be big Mac with fries or withoutï¿½ and do you want a shake with that

McDonald's have just won the pitch to become the official sponsor and official food/food supplement for ï¿½The Cambridge Diet'

UK Medical scientist's have come up with a new name for stomach bugs and heart attacksï¿½ they call it ï¿½having a McDonalds are we'

(Little American Girl to her mommy) Mommy Mommy, I wanna be a Hollywood starï¿½. There, there little one, there's daddies little colt .45, why don't yah go out over there and go play with it

They say that the American's were first to the moon, it's a shame that didn't have or bring a map with them (or was it signpostedï¿½ you know, THIS IS THE MOONï¿½ LAND HERE)

Is it true that the American Billion(aire) is worth less then the British/English Billion(aire)ï¿½ now I know why the guy behind Ikea is now the world's richest person

An easy way to test an American's intelligence/brain capacityï¿½ ask them to count up to ten (without assistance)ï¿½. One, twoï¿½ err! What comes after two?

This is a FINAL warning to all Briton's visiting America, if you ever get into a relationship with an American, make sure that they know how to use their vitals, as American's don't come with instructionsï¿½ it's a case of plug in and play

Did you hear about the American tourist trying to find the Eros statue (In Manchester?)

UK Athletics have won the national lottery, your prize.. a free all expenses paid trip to Athens to see the Olympics (just don't go to any local chemist's/pharmacies)

What did the left ear say to the right earï¿½ You're hearing things
What did the right eye say to the left eyeï¿½ you're seeing things?
What did the left nostril say to the right nostrilï¿½ phoar!!! Can you smell that?

Dwayne Chambers and Ben Johnson form a strategic partnership, their first targeti¿½ boot's the chemist

Lastlyi¿½ After all these investigations, the Greek athlete Kanterisi¿½ has apparently be done by local police for driving under the influence (DUI)

Wayne Rooney's next move will probably be Ajax (in Amsterdam)

They say that the American's invented the single chip computer, this was so that they could interface it with their single cell brains

One American to Anotheri¿½ Now where DID I leave my thinking cap (or even better) Now where DID I leave THAT thinking cap

What's the difference between the ave. American and plankton

Well Plankton is the lowest level/life form in the food chain, and it could be proved that American's don't have much happening/much activity between their ears

What happened when Tony Blair and George i¿½Dubya' Bush, knocked heads togetheri¿½
Sawdust was seen coming out of one or both of George Bush's ears

Scientists and paleontologists have just made a new discovery, the first life form with a single cell brain since the dinosaur extinction, and a close relation to PLANKTON, the scientists and paleontologists have jointly agreed on a name for this new life formi¿½. Americans

Americans and Planktoni¿½.. Compatible bedfellows?

What's the definition of the m25i¿½ the world's largest free mobile car park

Londoner's don't need F1 racing coming to them; London's already got the North Circular, the South Circular road and The M25

Another definition of the m25i¿½ F1 racing in slow motioni¿½ for would be drivers

Little boy (somewhere in London) speaking to daddyi¿½. Daddy the voice on the telly said that the M25 is the biggest car park in the worldi¿½.. So why are they building a multi story car park down the road

What's the difference between the M25 and a Multi storey car park?

Well one is a paid for service, and you still get your car broke into/relieved of your car
And the other one is a free service, and you still keep your car (and it's contents)

I was told the speed of London's traffic is such, that it's almost comparable to an F1 driver taking a circuit around Silverstone, Hockenheim etc, if this is so all that we're missing is the pavement/roadside advertising

Hey,,, the speed of London traffic has increased that muchï¿½ that If I start my training now, in twenty years time, I'll have beaten Schumacher to pole by .01 of a second

Another rooney momentï¿½ Ron Manager hereï¿½.. Wayne Rooney, what a lad, what a goerï¿½. Is he a Merchant banker or a Barclays' banker

Victoria Beckham's got talent (can she sing?) DB has got brains and Skill (can he play football?) and the tip of my fingernail on my baby finger is Robbie Williams (do I need to go on)

How do you spot an American Tourist.... they're the one's carry a London A-Z whilst visting Manchester

How do you spot a Japanese tourist.... They're the ones with sony, nikon, jvc, panasonic or hitachi hanging somwhere on their person

How do you spot a french tourist... They're the one's usually throwing up outside eateries or eating est. that don't sell french food (a'la mc donolds etc...)

How to spot an American tourist (No.2).... They think that the UK begins and Ends at a Mc Donolds (or some other similarly fashioned establishment)

What does the typical American think of Fish and Chips.... Fast food for ethiopians, sudanese..etc.etc

How do you spot a spanish tourist.... they're the ones usualy packing out the Cruff's dog show (or similarly fashion events)

What does the typical american think of british pancakes..... Bread rations for ethiopians, sudanese..etc.etc

What's the definition of 'stick insect' with boobs..... Victoria Beckham in a weight gain programme

He shoot's He scores.... Another rooney one night stand (gone wrong)

Heard the latest... Victoria Beckham's just entered an ITV remake of fame academy, word is the PA to Mr Cowell said... 'don't call us... we'll call you'

Faria Alam has just being named sainsbury's marketing genius of the year, with her slogan "I've got 2 shags for the price of one"

After 'scoring' with Mark Palios and Sven goran Ericcson, Faria was heard to say 'that 'll be 750.000 pounds please', and that's just so that i can salvage/repair my reputation... as a prostitute (I don't know if they paid up)

How to spot an italian tourist... They're usualy the ones frequenting the more sullied parts of kings cross and soho

Notice to Americans visiting london, London bridge is static, tower bridge is the one that goes up and down

I heard that seats, chairs and stools speak, when someone said... stop talking out of that thing you're sitting on

Suppositories and enema's, oral medicine for people that talk Sh!@$%

Big Daddy... F Plan diet's spokesperson of the year

Giant Haystacks.... Weight Watchers everywhere beware (you can end up like this)

Robbie Williams (I'm rich, I'm rich beyond my wildest dreams), I.m dreaming that I'm talented, I can sing and I look bloody awfull

Victoria Beckham... 'wants' to sign for Man U, talentless, brainless and trying for a hatrick (sound's like a future DB)

Now I know why rooney signed for man u, so he can play away ..play away, away, way, play away, away, way, play away

Michael Owen gone to join real madrid... so he can learn to play football

daddy, if the wheels on the bus goes round and round, what does the bus with square wheels do

Jamie Oliver a well know chef, it's a case ofï¿½. Can't cook don't cook, don't cook, wont cook or wont cook, can't cookï¿½ to save his life

Victoria Beckham on cookingï¿½.. David, I've got to keep my figure you knowï¿½ eat something womanï¿½ eat

Not so much a jokeï¿½ more of an observationï¿½ We gave the world the ï¿½beautiful' game of football (with the help of the ancient Chinese)ï¿½ now we have the Brazilians, with technical assistance supplied by the GERMANS teaching the world how to play the gameï¿½. If that wasn't enough We still lose to teams like the USA and Australia, and we still loose on penalties (thanks to a certain Swiss referee.. with a cuckoo mentality)

Another observation hereï¿½has anyone ever been to Westferry road (docklands/canary wharf etc) where is comes to Marsh Wallï¿½All I can say is ï¿½Traffic Lighted up like a Christmas tree' ï¿½ traffic light heaven' ï¿½the car drivers/motorists hell'

Another observationï¿½ and one for you computer geeks All the following have something in common

Ralph Baer and Nolan Bushnell (Videogames)
Alan Kay and Marcian ï¿½Ted' Hoff (computers/ operating systems)

The thing that connects these guys's is that they were all ï¿½one hit wonders', in that they promised lots, but delivered very little if anythingï¿½. Which is comparable to?
ï¿½a lot of very hot air and not an ounce of substance to show for their actions?'

There is (from what I'm told) a tenuous ï¿½Atari' connectionï¿½ but for the purposes of this email/post I'll leave it for another day

Atariï¿½. A Former American company that thinks it's Japanese

Segaï¿½. A former American company that's owned by the Japanese

Microsoftï¿½ they didn't want anything to do with whatever Atari were doing, producing, manufacturing ,selling and most importantly didn't want to get involved in any industry that Atari were responsible for creating or selling into or involved with Question is Microsoft.. What the F!@# is an Xbox (der.. a game system, just like the Atari wasn't it)

Even worse (or should that be "it gets' better") at the so-called world ï¿½launch' of the Xbox, Gates

himself is caught on camera and is quoted directly as
ï¿½paying homage to Atari'

Is Microsoft the New Atari?

Is Atari (infogrammes) the new Microsoft?

Is Gates suffering delusions of madness? (Next US
President)

Contradiction is the first sign of incompetence

And finally a last observationï¿½. And a very important
one...and before I get irate Americans emailing me, it's nothing
personal... as it say's, just an observation

What is it about the American mentality that they
like/need to ï¿½bastardize' everything, they bastardized
the accounting system we gave the world, the
bastardized the legal we gave the world, they've
bastardized Christianity, alienated Muslims everywhere
(speaking as a non Muslim) , they've even gone as far
as to bastardize the ï¿½beautiful' games of Football and
Rugby, and now the final insultï¿½. They've cannibalized
and corrupted the English language, that the
British/English gave the worldï¿½. Is there anything the
American's haven't bastardized?

Weï¿½ As in The English/British

Following on from the bastardization theme, applying
that to inventions and discoveries
Americans invented the internet (the British invented
the technology/infrastructure behind it)
The Americans broke the sound barrier in aircraft (the
British invented and supplied the technology that
allowed the Americans to claim this feat)
The American's invented the light bulb (stolen from an
original British design)
I am sure there are other instances too

3071. Re: Looking for another key for the Atari 800 "1" key

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-03 15:36:09 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <urednYZTR4GiDaXcRVn-tw@adelphia.com>
Source record: 14729

Tim,

You might just want to replace the whole keyboard with a new one. I got one
off eBay from myatari.com for $15. They seem to have more.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8128390832&rd=1&ssPageNam
e=WDVW

-Jason

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10jesn3if78uce3@corp.supernews.com...
> seems I need another key for my Atari 800. The no. 1 key "1" Anyone have
> one they can spare? I am in the USA.
>
> Thanks
> Tim
>
>

3072. adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-03 15:36:34 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <7c0_c.119005$JG7.29871@hydra.nntpserver.com>
Source record: 14728

is there any programming info on adding a 2nd GTIA or ANTIC chip or even a 2nd POKEY (not the actual soldering but programming the mod ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://a.webring.com/hub?ring=computergraphics (computer graphics and design artists society)

3073. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 04:06:36 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4139cb8a.49897041@news>
Source record: 14730

"*ProteanThread*" <rtdos@rtdos.com>:
>is there any programming info on adding a 2nd GTIA or ANTIC chip or even a
>2nd POKEY (not the actual soldering but programming the mod ?

Programming for it would be exactly the same as for the original one,
poking into hardware locations where ever the extra chip is decoded in the
address space. Minus the shadow RAM addresses of course.

Shawn Jefferson
(fix reply to for email)

3074. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 04:16:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1094271377@rtfm.mit.edu>
Source record: 14731
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3075. Announcement: k2development

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 10:46:17 UTC
From: yihq@2nybbles.com
Message-ID: <f5e16757.0409040246.1beecf21@posting.google.com>
Source record: 14732
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

K2 has released their stable production tools as freeware on
sourceforge.

The tools have been used to "create" many Award-winning Demos, like
"Voyage sans Fin" or BSC.

- k2asm Assembler with support for scopes and DNC.
- k2pp Macro-Preprocessor with built-in python scripting.
- k2link Dumb Linker with DNC-Support.
- k2profiler Profile your code to gain speed-improvement or to debug.
- c64la Tool to manipulate/show loadaddresses.
- copy2d64 D64-Archve tool with ability to set interleave

I have also put a small tutorial online, take a look at it if you are
not sure if it is worth converting to k2devel for coding.

The Sources and Windows-Executables can be found at
https://sourceforge.net/projects/k2devel

Zed Yago/K2

PS: Most of the Tools might be useful for Atari-folks, too, only the
loadaddress/.org Stuff
will be problematic. Use "c64la -l 0" to get rid of the
commodore-style header.
--
If everything is worth Money,
Money is worth nothing.

3076. New Atari 8-bit CD software collections from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 12:35:22 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1094301403.29208.0@eunomia.uk.clara.net>
Source record: 14733

Hello All,

We have some new products available for the Atari 8-bit. The DGS PD Library PC CD-ROM is now
available, containing the entire DGS PD library (191 mostly double-sided disks) in ATR and DCM
format. It is being offered at an introductory price of just US$6 including shipping (surface
mail - airmail optional for US$1.50 extra). UK buyers have the option of paying in pounds (3pounds).

Also available at a special price is our Commercial CD-ROM containing Atari 8-bit products from
PPP, Rambit, and DGS, along with our AMS 96 show video in MPEG1 format. It is being offered at a special price of just US$6 including shipping (surface mail - airmail optional for US$1.50 extra). UK buyers have the option of paying in pounds (3pounds).

The PD and commercial CDs are also available as a single pack combo (on one disc) for the introductory price of just US$8.50 including shipping (surface mail - airmail optional for US$1.50 extra). UK buyers have the option of paying in pounds (4.25pounds).

You can buy now with a Credit/Debit/Charge card (through PayPal).

Please go to our website at http://www.dgs.clara.net and follow the link. More info on the CDs is available on the website.

Dean Garraghty

3077. EMU> Inconstant frame rate

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 18:31:23 UTC
From: seagtgruff@aol.com
Message-ID: <20040904143123.19211.00000280@mb-m03.aol.com>
Source record: 14734

I'm having trouble getting a steady frame rate out of the Atari 2600 emulators. My good computer (which is a laptop) is temporarily out of commission, so I'm using an older Pentium II MMX 300MHz Windows 95B computer, DRMON17 with ATI 3D RAGE PRO, DirectX 7.0, StellaX v1.4.1, and Z26 v2.13. I used DXDIAG.EXE to override DirectX's default refresh rate and set it to 60 fps (at least, in theory, as DXDIAG still seems to report that it's using the default rate, so maybe that's the problem?), and I'm telling Stella and Z26 to run at 60 fps, but for most graphics modes I get rates that vary between something like 48 and 63 fps. Depending on the graphics modes, my monitor is running at 60Hz, 61Hz, or 70Hz, but changing DirectX and the emulators to run at *any* frame rate fails to give a constant result.

This is okay for basic game play, except I'm starting to get into Atari 2600 game design, and one of the tricks I want to use is page-flipping to mix colors together to produce new colors (which I've used to good effect on the Atari 800/XL/XE). For example, I'm starting out by simply exploring the capabilities and limits of each of the 2600's graphical elements-- the background, playfield, ball, two players, and two missiles-- and right now I'm working with just the background. I wrote a kernel to display 240 colors (15 luminances of 16 hues), and it looks good, although the inbetween luminances "tingle" slightly because of the inconstant frame rate. But I wrote a kernel to display 256 colors (8 luminances of 32 hues), and the tingling is much more noticeable with the inbetween hues.

I'll eventually get my laptop working again, and I presume that I won't have this frame rate problem on it, yet I was able to get the Atari800Win emulator to display a constant frame rate on this older computer, so it seems like I ought to be able to get a constant frame rate out of the StellaX and Z26 emulators. Any ideas?

Michael Rideout

3078. Re: Looking for another key for the Atari 800 "1" key

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 22:22:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10jkg0co0ulvua9@corp.supernews.com>
Source record: 14735

"Jason Harmon" <jharmon@us.net> wrote in message
news:urednYZTR4GiDaXcRVn-tw@adelphia.com...
> Tim,
>
> You might just want to replace the whole keyboard with a new one. I got
one
> off eBay from myatari.com for $15. They seem to have more.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8128390832&rd=1&ssPageNam
e=WDVW
>
> -Jason
>
>
Yeah I saw that but all I wanna do is have a complete set of keys for this
800. I bought it for $2 at a Thrift, and it works great, just missing 1
key.

Tim

3079. Re: EMU> Inconstant frame rate

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 22:54:14 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <413A4796.2080608@math.tu-berlin.de>
Source record: 14736

Michael Rideout wrote:

> I'll eventually get my laptop working again, and I presume that I won't have
> this frame rate problem on it, yet I was able to get the Atari800Win emulator
> to display a constant frame rate on this older computer, so it seems like I
> ought to be able to get a constant frame rate out of the StellaX and Z26
> emulators. Any ideas?

You'll have a hard time to synchronize an emulator to the exact screen
rate. You know, the amount of CPU power required to do the actual
emulation differs from graphics mode to graphics mode, from what's
actually going on on the screen, from CPU power required to generate the
audio, and thus all an emulator could do is to get the framerate right
on average.

Concerning your problem with color mixing by flickering: You know, there
are emulators that emulate this "flicker-mixing" as part of the
emulation process, thus you won't need to adjust the frame rate exactly
to that of the emulator (or vice versa), you'll always get a
de-flickered image.

Greetings,
Thomas

P.S.: Atari++ is one of these emulators. (-;

3080. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-04 22:57:20 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <413A4850.7090608@math.tu-berlin.de>
Source record: 14737

Shawn Jefferson wrote:
> "*ProteanThread*" <rtdos@rtdos.com>:
>
>>is there any programming info on adding a 2nd GTIA or ANTIC chip or even a
>>2nd POKEY (not the actual soldering but programming the mod ?
>
>
> Programming for it would be exactly the same as for the original one,
> poking into hardware locations where ever the extra chip is decoded in the
> address space. Minus the shadow RAM addresses of course.

Is it? For a 2nd GTIA I believe so, but for ANTIC you'll run into
trouble. It decodes itself into the $d4xx area, and it requires DMA
slots. If you put in a second Antic naively into the system, both Antic
versions would try to fetch data from RAM at the same time, causing a
mess. Thus, either the RAM must be clocked at twice the speed with the
two Antic (and the CPU) accesses interleaving (might be technically
tricky!) or two separate RAM banks would be required, with each ANTIC
only having access to one bank, and the CPU getting access to either
bank selected by some kind of port bit. Thus, I would believe that at
least the Antic programming model would rather differ.

So long,
Thomas

3081. Re: EMU> Inconstant frame rate

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-05 04:33:24 UTC
From: seagtgruff@aol.com
Message-ID: <20040905003324.03406.00000141@mb-m25.aol.com>
Source record: 14738

Thomas Richter (thor@math.tu-berlin.de) wrote:

> Michael Rideout wrote:
>
> > I'll eventually get my laptop working again, and I presume that I won't
have
> > this frame rate problem on it, yet I was able to get the Atari800Win
emulator
> > to display a constant frame rate on this older computer, so it seems like I
> > ought to be able to get a constant frame rate out of the StellaX and Z26
> > emulators. Any ideas?
>
> You'll have a hard time to synchronize an emulator to the exact screen
> rate. You know, the amount of CPU power required to do the actual
> emulation differs from graphics mode to graphics mode, from what's
> actually going on on the screen, from CPU power required to generate the
> audio, and thus all an emulator could do is to get the framerate right
> *on average*.

I did get Atari800Win to give me a flick-free screen on this computer, so I
know it's possible, although the Z26 documentation seems to suggest that I'll
need to use a faster computer and a newer Windows if I want to get the most
reliable results.

> Concerning your problem with color mixing by flickering: You know, there
> are emulators that emulate this "flicker-mixing" as part of the
> emulation process, thus you won't need to adjust the frame rate exactly
> to that of the emulator (or vice versa), you'll always get a
> de-flickered image.
>
> Greetings,
> Thomas
>
> P.S.: Atari++ is one of these emulators. (-;

I had wondered if such a feature might be possible, but it seems to me that it
might give unpredictable and possibly undesired results at times. For one
thing, color mixing can give vastly different results depending on what kind of
display device you're using. For example, I can mix yellow and blue on a TV
screen and get a greenish color, but I might mix the same colors on a super VGA
monitor and get more of a grayish color. But if an emulator could be
programmed to use a palette that matches the actual Atari 2600 (or Atari 800)
very closely, and to mix them in a way that matches the results of using a TV
screen, composite computer monitor, etc., then it would be pretty neat! I'll
give Atari++ a try. Thanks!

Michael Rideout

3082. Loading BASIC type-ins from a cassette into an emu

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 05:18:34 UTC
From: jasonh@bcaa.bc.ca
Message-ID: <972f2471.0409052118.2e2d88b0@posting.google.com>
Source record: 14739

Hello. I'm not a regular poster to this newsgroup, but after an exhaustive search of the internet, I didn't know where else to turn. So hopefully you people can help me.

I'm trying to find out if there is a way to load my old Atari 8-Bit BASIC "type-ins" into an emulator such as Atari800Win? (With software only. No patch cables or original hardware.)

I know about WAV2CAS, and I have successfully converted a couple of my type-ins into .CAS files, but the Atari800Win emu only seems to be able to load self-executing BINARY .CAS files, not the type where you actually have to type "CLOAD" and "RUN"!

I was so excited when I found out about the prospect of an Atari tape drive emulator, then so let down when I couldn't load in all the wonderful old games I either created myself or programmed-in from magazines when I was a teen. Of course my old Atari hardware is long broken and gone, but the cassettes have been in storage and just recently rediscovered.

Thanks for your responses in advance.

PS: Is it possible to somehow convert .CAS into .ATR?

3083. atari++ 1.39

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 10:44:42 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <chhf2qqae1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14740

Hi folks,

a new release of atari++, the C++ based atari 8 bit emulator for
Linux and Win32 is available for download at its usual location:

http://www.math.tu-berlin.de/~thor/atari++/

What's new in this release? Mainly the win32-platform will
benefit from the 1.39 as it contains an interface layer for
serial transport that allows transparent use of win32 and *ix
software. This means that features previously only available for
the Linux distribution are now also available for Win32.
Specifically:

- Emulation of the Atari 850 interface box (using a serial
port of your choice as the serial port of the interface box).

- Emulation of the Atari serial port. With a proper cable
(ProSystem or 1050-2-PC), you're now able to connect Atari
disk drives to the PC and use them within the emulator.

For that, the "SIOCable" preferences card must be setup
accordingly, and the internal drive emulation for the
corresponding internal drive emulation must be disabled.

Proper timing for userspace applications in win32 is a bit
tricky, thus I don't know how stable this link could be.
Anyhow, here we are...

So long,
Thomas

3084. Video & Monitor Standards

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 12:52:27 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040906085227.08129.00000197@mb-m06.aol.com>
Source record: 14741

FWIW-
In my quest to find info about the XEP80 (perhaps windmills? ;-) I ran across this site with pinouts and basic info on just about every video standard I'd ever heard about: http://www.monitorworld.com/Cables/video_standards.html
Larry

3085. Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 15:29:20 UTC
From: Commander Dave <cmdr-dave@spamcop.net>
Message-ID: <bm%_c.74247$N11.46995@bignews5.bellsouth.net>
Source record: 14742

I recently acquired an Atari 1200XL system. The keyboard did not work at all, so after some searching, found the document on how to repair these keyboards (http://www.retrobits.net/keyboard.html).

Everything is going very well, and sure enough the contact 'fingers' were (how do I put this?) broken loose and not making contact... so I am looking for some of the "silver bearing paint" that is described in the document. I don't suppose that you can get this stuff at Radio Shack, eh? What are my options for purchasing it online? Anyone have a bit left over they can send me for a nominal cost?

What's bad is that I only need it for one use as I will be selling the machine as soon as it is repaired... guess I could offer the paint for free here when I am done if I can't find a use for it.

Cheers!
-Commander Dave

3086. Re: atari++ 1.39

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 16:00:24 UTC
From: secretspam@ihatespam.net
Message-ID: <413d897d.165927703@news.charter.net>
Source record: 14743

That is great news! I will be trying out hooking that 1050 to the PC
very soon!

On 6 Sep 2004 10:44:42 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi folks,
>
>a new release of atari++, the C++ based atari 8 bit emulator for
>Linux and Win32 is available for download at its usual location:
>
>http://www.math.tu-berlin.de/~thor/atari++/
>
>What's new in this release? Mainly the win32-platform will
>benefit from the 1.39 as it contains an interface layer for
>serial transport that allows transparent use of win32 and *ix
>software. This means that features previously only available for
>the Linux distribution are now also available for Win32.
>Specifically:
>
>- Emulation of the Atari 850 interface box (using a serial
>port of your choice as the serial port of the interface box).
>
>- Emulation of the Atari serial port. With a proper cable
>(ProSystem or 1050-2-PC), you're now able to connect Atari
>disk drives to the PC and use them within the emulator.
>
>For that, the "SIOCable" preferences card must be setup
>accordingly, and the internal drive emulation for the
>corresponding internal drive emulation must be disabled.
>
>Proper timing for userspace applications in win32 is a bit
>tricky, thus I don't know how stable this link could be.
>Anyhow, here we are...
>
>So long,
> Thomas

3087. Re: Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 18:01:51 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <qe9pj0hh355smmk03bq1i2kt54dchscoj8@4ax.com>
Source record: 14744

Command Dave,

Do a search on Froogle for Conductive Pen, it is used for making
traces on PC Boards for different purposes like repairing. I believe
this is what you are looking for.

Corey

On Mon, 6 Sep 2004 10:29:20 -0500, "Commander Dave"
<cmdr-dave@spamcop.net> wrote:

>I recently acquired an Atari 1200XL system. The keyboard did not work at
>all, so after some searching, found the document on how to repair these
>keyboards (http://www.retrobits.net/keyboard.html).
>
>Everything is going very well, and sure enough the contact 'fingers' were
>(how do I put this?) broken loose and not making contact... so I am looking
>for some of the "silver bearing paint" that is described in the document. I
>don't suppose that you can get this stuff at Radio Shack, eh? What are my
>options for purchasing it online? Anyone have a bit left over they can send
>me for a nominal cost?
>
>What's bad is that I only need it for one use as I will be selling the
>machine as soon as it is repaired... guess I could offer the paint for free
>here when I am done if I can't find a use for it.
>
>Cheers!
>-Commander Dave
>

3088. Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 20:07:46 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <lrgpj05qtmqb406s7ejfi5o557f9p0kqje@4ax.com>
Source record: 14745
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Do you have a classic gaming website? Would you like to move up higher on a Google or Yahoo search? Add your website to your Links page! Simple to do, just fill out the simple form and submit your link. I will review it to make sure it fits in at 8-Bit Classics. If it does, your link should be approved soon. On the form it does mention the requirement for cross linking 8bitclassics.com on your page someplace. This isn't a requirement, just something that would be appreciated :) Just fill in your normal URL if you won't be cross linking with 8-Bit Classics.

If I get many of a certain category (like Amiga, ST, or TI), I will create a new category for them and move them.

Go to: www.8bitclassics.com and click on the Links link on the bottom.

3089. Re: Looking for another key for the Atari 800 "1" key

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-06 20:25:20 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <reOdnd5ZmuZVWqHcRVn-tw@adelphia.com>
Source record: 14746

Tim,

I just looked through my Atari parts bin, and I have a complete 800 keyboard
I can send you if you are willing to pay the postage.

If so, just email me directly.

-Jason Harmon

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10jkg0co0ulvua9@corp.supernews.com...
>
> "Jason Harmon" <jharmon@us.net> wrote in message
> news:urednYZTR4GiDaXcRVn-tw@adelphia.com...
> > Tim,
> >
> > You might just want to replace the whole keyboard with a new one. I got
> one
> > off eBay from myatari.com for $15. They seem to have more.
> >
> >
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8128390832&rd=1&ssPageNam
e=WDVW
> >
> > -Jason
> >
> >
> Yeah I saw that but all I wanna do is have a complete set of keys for this
> 800. I bought it for $2 at a Thrift, and it works great, just missing 1
> key.
>
> Tim
>
>

3090. Vintage Computer Festival 7.0 - 11/06-11/07

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-07 10:47:03 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <Hkg%c.391053$%_6.5246@attbi_s01>
Source record: 14797

```
OK
ATDT19252945900
CONNECT 300

Connected to the VCF BBS...

Featuring 10 megz of k-rad computer history!

_____________________________________________________
| |
| : Vintage Computer Festival 7.0 : |
| |
| Saturday, November 6th through Sunday, November 7th |
| at the Computer History Museum |
| Mountain View, California |
| |
| http://www.vintage.org |
| |
|_____________________________________________________|

The 7th Annual Vintage Computer Festival comes at you this November
6th and 7th with the sights, sounds and smells of vintage computing!

Join us for another action packed extravaganza, featuring an exciting
lecture series, a diverse and vibrant exhibition, and a marketplace
brimming with vintage computers o' plenty!

[> Current Speaker Roster <]

Saturday, November 6

10:00AM => Fred Cohen: Using Vintage Computers in Computer Forensics
10:30AM => Jason Scott: Documenting the BBS
11:00AM => Christian Wirth: The Art of Textmode

Sunday, November 7

11:00AM => Nick Tredennick: Early Microprocessor Design
1:00PM => Andre' LaMothe: The XGameStation

* Many more speakers to be added soon; schedule subject to change

For more information on the speaker series, including abstracts and
speaker bios, visit:

http://www.vintage.org/2004/main/speaker.php

[> Special Events <]
```

o Beta screening of Jason Scott's BBS Documentary

Jason Scott has been working on a series of seven films that document the history of online bulletin board systems. This will be the first public screening of these films, and the feedback from the screening audience will help direct the final cuts. More information can be found here:

http://www.vintage.org/2004/main/screening.php

o Retro-Code Video Game Programming Challenge

Can you write a videogame on a vintage computer platform in three hours or less?

http://www.vintage.org/2004/main/retrocode.php

[> Vintage Computer Exhibition <]

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. Ribbons and prizes are awarded in six classes and eight special categories, including the coveted Best of Show and People's Choice awards.

For more information on participating as an exhibitor at VCF 7.0, visit:

http://www.vintage.org/2004/main/exhibit.php

[> Vintage Computer Marketplace <]

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. For more information, please visit:

http://www.vintage.org/2004/main/vendor.php

[> Spread the Word! <]

Download and post this gorgeous VCF 7.0 flyer on every flat surface in your immediate and extended sphere of existence!

http://www.vintage.org/2004/main/vcf70flyer.pdf

!~(&*GHI#
NO CARRIER

3091. > > > > matt parker alias eric vonlintherzog@yahoo.com rebuild the cuntface of the spamming scammer matt parker http://tinyurl.com/452ch matt parker was born on 13 09 65 matt parker alias ericvonlint herzog@yahoo.com matt parker alias evonlunsenhout@

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-07 14:35:51 UTC
From: matthewparker@public-files.de
Message-ID: <63091119.0409070635.1ca1305b@posting.google.com>
Source record: 14798
Cross-posted to: comp.graphics.packages.3dstudio,rec.food.drink.beer,comp.unix.cde,rec.sport.pro-wrestling,comp.sys.atari.8bit

> > > > matt parker alias eric vonlintherzog@yahoo.com rebuild the cuntface of the spamming scammer matt parker http://tinyurl.com/452ch matt parker was born on 13 09 65 matt parker alias ericvonlint herzog@yahoo.com matt parker alias evonlunsenhout@yahoo.com matt parker alias eric vanlindt hout@yahoo.com matt parker alias erick van lunsenhout@yahoo.com the date of birth of matt parker is sep 13
> > > > 1965 matt parker alias gjones@yahoo.com matt parker alias erick vonlint@yahoo.com matt parker alias e van lintherzog@yahoo.com matt parker alias r miller@yahoo.com matt parker alias erik van lunsenherzog@yahoo.com matt parker alias e von lindt@yahoo.com matt parker is the lowest form of life on this planet matt parker alias ccct@yahoo.com matt parker alias rmiller@yahoo.com matt parker
> > > > alias ericvanlunsen@yahoo.com matt parker alias erikvon lunsen hout@yahoo.com matt parker alias kimberly parker@yahoo.com matt parker alias erick vonlinthout@yahoo.com matt parker alias e vanlunsenhout@yahoo.com matt parker alias ccc tournament@yahoo.com matt parker alias erikvonlindt herzog@yahoo.com matt parker alias evanlindthout@yahoo.com matt parker alias e von lindthout@yahoo.com
> > > > matt parker alias e vanlunsenherzog@yahoo.com matt parker alias evanlunsen@yahoo.com matt parker alias ann parker@yahoo.com matt parker alias erik vonlunsenhout@yahoo.com matt parker alias erikvonlinthout@yahoo.com matt parker alias ericvon linthout@yahoo.com matt parker alias e vanlindt herzog@yahoo.com matt parker alias erikvanlint hout@yahoo.com matt parker alias erickvan
> > > > lindtherzog@yahoo.com matt parker alias sergismith@yahoo.com matt parker alias smachines@yahoo.com matt parker commits credit card fraud and identity theft matt parker alias erickvon lindt@yahoo.com matt parker is a belgian of mixed ethnical extraction living in cottage grove oregon matt parker alias erikvan linthout@yahoo.com matt parker alias erikvan lindthout@yahoo.com matt parker
> > > > alias e vanlindtherzog@yahoo.com matt parker distributes illegal childporn on the net matt parker alias erik vanlintherzog@yahoo.com matt parker alias gerald jones@yahoo.com matt parker alias eric lint@yahoo.com matt parker alias e vanlindt hout@yahoo.com the site anti%73cam.org libels uninvolved females for unwarranted commercial purposes matt parker alias ericvonlunsen herzog@yahoo.com
> > > > matt parker alias ccc t@yahoo.com matt parker alias http://erikvanlint.com matt parker alias erikparker@yahoo.com matt parker alias erick von lunsenhout@yahoo.com matt parker alias erik van lindtherzog@yahoo.com matt parker alias erick van lunsen hout@yahoo.com matt parker alias eric lunsen@yahoo.com matt parker alias n zaitzeva@yahoo.com matt parker alias t dochenkova@yahoo.com matt
> > > > parker alias rage@yahoo.com matt parker alias eriklunsen@yahoo.com matt parker alias g jones@yahoo.com matt parker alias evon lunsen herzog@yahoo.com matt parker alias tdochenkova@yahoo.com order a new identity at http://www.offshore-manual.com if personal data is captured by matt parker matt parker alias erik von lunsenhout@yahoo.com matt parker

alias e parker@yahoo.com matt parker
> > > > distributes illegal software and warez that infringe the copyright law matt parker alias eric van lint@yahoo.com matt parker alias tatiana dochenkova@yahoo.com matt parker alias erickvan lunsen herzog@yahoo.com matt parker alias d georg@yahoo.com matt parker alias e vanlintherzog@yahoo.com matt parker alias geronimojones@yahoo.com matt parker alias erik von lindthout@yahoo.com in reality
> > > > his name is matthew parker from cottage grove oregon and that is that earn money for every forum this statement is posted in matt parker alias erikvon lindt hout@yahoo.com matt parker alias ericvanlint herzog@yahoo.com matt parker alias anja parker@yahoo.com matt parker alias tanya dchenka@yahoo.com matt parker alias e van lindt@yahoo.com matt parker alias erik vonlint herzog@yahoo.com
> > > > matt parker alias ericvanlinthout@yahoo.com matt parker alias erikvonlunsenhout@yahoo.com matt parker alias erik von lindt herzog@yahoo.com matt parker alias ericvonlindt@yahoo.com matt parker alias evanlindt hout@yahoo.com matt parker alias erik von lunsen@yahoo.com matt parker alias evon lunsen@yahoo.com matt parker alias groot aap@yahoo.com matt parker owns dating sites since their
> > > > clients are unlikely to complain and admit their membership matt parker alias eric vonlunsenherzog@yahoo.com anybody providing proof of the death of matt parker will receive a huge reward matt parker alias mparker@yahoo.com matt parker alias ericvon lindtherzog@yahoo.com matt parker alias e vanlindthout@yahoo.com matt parker alias eric von lunsen herzog@yahoo.com matt parker alias erik
> > > > vanlint@yahoo.com matt parker alias evonlunsen@yahoo.com matt parker alias ericvonlinthout@yahoo.com matt parker alias erick von lintherzog@yahoo.com matt parker alias sex-machine@yahoo.com matt parker illicitly distributes the private data of clients on the web matt parker alias best day is now@yahoo.com matt parker alias erickvan lunsen hout@yahoo.com matt parker illicitly publishes
> > > > personal data that he steals from hacked mailboxes the truth of this statement is proven by matt parker trying to delete or refute it earn money for every email address this chain letter is forwarded to matt parker was exposed as a liar at http://fravia.2113.ch/phplab/mbs.php3/mb001?num=1028133973&thread=1028133973 where he posts as jeff and trueloves hack the childporn site http:
> > > > //tinyurl.com/6t7hd to pieces spam newsgroups with this statement matt parker alias eric von lunsenhout@yahoo.com the scam site t%72uelove%73.com is owned by the pervert matt parker from cottage grove oregon pin down the prick matt parker http://tinyurl.com/4cc39 matt parker alias eric vonlint hout@yahoo.com matt parker alias phrozencrew@yahoo.com matt parker alias evonlint hout@yahoo.com
> > > > matt parker alias erikvanlunsenhout@yahoo.com matt parker alias evl@yahoo.com matt parker alias evan lunsen hout@yahoo.com matt parker alias erick vanlunsen herzog@yahoo.com matt parker alias dq@yahoo.com matt parker alias evan lindthout@yahoo.com matt parker alias michhele@yahoo.com matt parker alias erickvonlunsen@yahoo.com any useful information leading to the arrest of matt parker
> > > > will be rewarded matt parker alias erick vonlindtherzog@yahoo.com matt parker alias erik vonlindthout@yahoo.com the date of birth of matt parker is 13 9 65 matt parker alias evon lindt hout@yahoo.com matt parker alias erikvonlint herzog@yahoo.com anna parker married a limpdick yank to escape prosecution in russia matt parker alias erik van lindt herzog@yahoo.com matt parker alias e
> > > > vonlindthout@yahoo.com matt parker alias eric vonlint@yahoo.com matt parker alias evanlint hout@yahoo.com matt parker alias e von lunsenherzog@yahoo.com matt parker alias pcrew@yahoo.com matt parker alias erick vonlunsenhout@yahoo.com matt parker alias erick vanlunsen hout@yahoo.com matt parker alias sergi smith@yahoo.com matt parker is webmaster of eu%72obride%73.com and all sites in ip

> > > > range 66 70 45 10 to 39 matt parker alias andy c@yahoo.com matt parker alias evonlinthout@yahoo.com matt parker alias erickvon lunsen hout@yahoo.com matt parker alias e von lint herzog@yahoo.com matt parker alias evanlint@yahoo.com matt parker alias eric lindt@yahoo.com matt parker alias evan lindtherzog@yahoo.com matt parker alias eric van lintherzog@yahoo.com matt parker alias
> > > > erickvanlindt@yahoo.com matt parker alias ericvanlunsenhout@yahoo.com matt parker alias erick vonlindt hout@yahoo.com matt parker alias ericvanlint hout@yahoo.com matt parker alias evanlunsen herzog@yahoo.com matt parker alias frankquisinsky@yahoo.com matt parker is a gay masochist whose ass will be raped by gangs of fat black jail bubbas matt parker alias eric van lunsen herzog@yahoo.com
> > > > matt parker forges evidence to make others seem guilty of his criminal activities matt parker alias erick vonlunsenherzog@yahoo.com the mail worm forwards this message to every address book entry matt parker alias anjaparker@yahoo.com matt parker is personally responsible for the death of a university employee matt parker alias sam smith@yahoo.com this statement is made pending the issue
> > > > of the official complaint against matt parker matt parker alias erik von lunsen herzog@yahoo.com matt parker alias sergey smith@yahoo.com matt parker alias e von lindt herzog@yahoo.com matt parker alias evanlinthout@yahoo.com never submit a real email address to eu%72obride%73.com matt parker alias e vanlunsen@yahoo.com anybody providing proof of having harmed matt parker his wife and
> > > > relatives will be rewarded matt parker is the most despicable shitass on the net matt parker alias kimparker@yahoo.com matt parker hacks the email of his clients and violates the confidentiality of mail matt parker alias erick van lint herzog@yahoo.com never submit true personal data to eu%72obride%73.com matt parker alias sergei smith@yahoo.com matt parker alias nad zaitz@yahoo.com matt
> > > > parker alias erik vanlindtherzog@yahoo.com matt parker alias e van lindthout@yahoo.com his true name is matt parker from cottage grove oregon and that is final matt parker alias peace now@yahoo.com matt parker alias ericvon lindthout@yahoo.com matt parker alias erick vanlindtherzog@yahoo.com matt parker alias jjones@yahoo.com matt parker alias erickvanlunsen@yahoo.com matt parker alias
> > > > erik vonlunsenherzog@yahoo.com matt parker alias ericvon lindt herzog@yahoo.com matt parker alias tatyanadchenka@yahoo.com matt parker alias ericvanlindt herzog@yahoo.com matt parker alias e vonlint@yahoo.com matt parker alias evon lint@yahoo.com matt parker is the husband of anna parker from cottage grove oregon matt parker alias e von lintherzog@yahoo.com matt parker alias
> > > > matthewparker@yahoo.com matt parker alias erikvonlunsen@yahoo.com matt parker alias eric von lindt@yahoo.com matt parker stalks and tracks down clients to scam and blackmail them matt parker alias erik vonlint hout@yahoo.com matt parker alias phrocrew@yahoo.com matt parker alias erikvonlunsen hout@yahoo.com matt parker alias erikvonlindthout@yahoo.com matt parker alias erick
> > > > vonlindt@yahoo.com matt parker alias ladiet@yahoo.com damages will be claimed from matt parker to compensate financial loss matt parker alias eric von lunsen@yahoo.com matt parker alias tdchenka@yahoo.com matt parker alias erikvonlint@yahoo.com matt parker alias erick van lunsen herzog@yahoo.com matt parker alias eric von lindthout@yahoo.com matt parker alias erik von lindt@yahoo.com matt
> > > > parker alias erikvon linthout@yahoo.com matt parker alias j jones@yahoo.com his real address is matthew s. parker 1505 ash ave cottage grove 97424 oregon usa stay away from t%72uelove%73.com or be hacked and scammed matt parker alias erik von lint hout@yahoo.com matt parker sells underage mail order brides on the web matt parker alias erikvan lunsenhout@yahoo.com matt parker alias eric

> > > > vanlindt@yahoo.com matt parker alias eric von lunsenherzog@yahoo.com matt parker alias erik vanlindt@yahoo.com matt parker alias erick vonlint herzog@yahoo.com never submit true personal data to t%72uelove%73.com matt parker alias ericvan lunsen hout@yahoo.com this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker alias e vanlunsen
> > > > hout@yahoo.com one of the dismissed employees did not find a new job got into debts and was found in a noose matt parker threatens the life of those that file complaints against his sites matt parker alias erickvon lunsenherzog@yahoo.com matt parker alias erickvon lintherzog@yahoo.com matt parker alias tatianadochenkova@yahoo.com matt parker alias evanlintherzog@yahoo.com matt parker was
> > > > born on 09 13 65 matt parker alias erick von lunsenherzog@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker alias k parker@yahoo.com matt parker alias evanlindt@yahoo.com matt parker alias erik van lunsen hout@yahoo.com matt parker alias evonlindt hout@yahoo.com matt parker alias evan lint hout@yahoo.com matt parker alias erikvonlint hout@yahoo.com matt parker alias erikvan
> > > > lindt@yahoo.com matt parker alias erickvan lindt hout@yahoo.com matt parker alias evon lindtherzog@yahoo.com matt parker alias michele@yahoo.com matt parker alias eric van lint hout@yahoo.com matt parker alias eric vonlint herzog@yahoo.com matt parker alias anyaparker@yahoo.com matt parker alias e vonlintherzog@yahoo.com matt parker alias erickvan linthout@yahoo.com matt parker alias eric
> > > > vanlindt herzog@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias ericlindt@yahoo.com matt parker alias erikvon lunsenherzog@yahoo.com matt parker alias evon lunsenhout@yahoo.com matt parker is a dangerous mentally deranged criminal and needs psychiatric confinement matt parker commits online impersonation and harassment matt parker
> > > > alias e von lunsen herzog@yahoo.com matt parker alias jj@yahoo.com matt parker alias sergej smith@yahoo.com matt parker alias erik vanlindt hout@yahoo.com matt parker alias deep shredder@yahoo.com matt parker alias erikvan lintherzog@yahoo.com matt parker alias e vanlint hout@yahoo.com matt parker alias fquisinsky@yahoo.com matt parker alias jerryjones@yahoo.com matt parker alias
> > > > ericklindt@yahoo.com matt parker alias erikvanlunsen hout@yahoo.com do not believe any of the lies matt parker posts in this forum matt parker alias bestdayisnow@yahoo.com matt parker spams the shit out of clients and newsgroups never enter a true credit card number at t%72uelove%73.com matt parker alias ericvonlint hout@yahoo.com matt parker alias robert miller@yahoo.com matt parker
> > > > alias eric von linthout@yahoo.com do not sign up at the scam site trueloves.com matt parker alias evan lindt hout@yahoo.com matt parker alias ericvan lunsenherzog@yahoo.com matt parker alias e van lint hout@yahoo.com matt parker alias ericvan lint herzog@yahoo.com matt parker alias f quisinsky@yahoo.com matt parker alias erik vanlunsen herzog@yahoo.com matt parker alias evon lunsen
> > > > hout@yahoo.com matt parker alias erickvanlindthout@yahoo.com matt parker alias eric vanlunsen@yahoo.com matt parker alias evan lindt@yahoo.com lock up the bastard matt parker http://tinyurl.com/5psmo matt parker alias erickvonlindt herzog@yahoo.com matt parker alias ericklunsen@yahoo.com matt parker alias ag@yahoo.com matt parker alias erickvanlint hout@yahoo.com matt parker alias
> > > > erikvanlindt hout@yahoo.com matt parker alias taniadchenka@yahoo.com matt parker was born on 13 sep 65 matt parker alias e van linthout@yahoo.com matt parker is a pedophile and child molester with many fake pseudonyms and multiple personalities matt parker alias ericvan linthout@yahoo.com matt parker alias erick vanlintherzog@yahoo.com matt parker alias erickvonlunsenhout@yahoo.com matt

> > > > parker alias e van lindt herzog@yahoo.com matt parker alias eric vanlint@yahoo.com matt parker alias evonlindt@yahoo.com matt parker alias erikvan lunsenherzog@yahoo.com matt parker alias ericlint@yahoo.com matt parker alias erikvanlindthout@yahoo.com matt parker alias elindt@yahoo.com matt parker alias phillipcrew@yahoo.com matt parker alias e vonlindtherzog@yahoo.com matt parker alias
> > > > eric von lintherzog@yahoo.com matt parker alias erickvon lindtherzog@yahoo.com matt parker alias evan lindt herzog@yahoo.com matt parker alias ericvan lindtherzog@yahoo.com matt parker alias evon lunsenherzog@yahoo.com matt parker alias erikvanlindtherzog@yahoo.com matt parker alias ericvon lunsenherzog@yahoo.com matt parker alias aparker@yahoo.com matt parker alias eriklint@yahoo.com
> > > > matt parker alias ericvan lint@yahoo.com matt parker alias erickparker@yahoo.com matt parker alias erik vanlunsen hout@yahoo.com matt parker alias e von linthout@yahoo.com matt parker alias erick van linthout@yahoo.com matt parker alias erikvan lunsen@yahoo.com matt parker alias evanlunsen hout@yahoo.com matt parker alias dgeorg@yahoo.com matt parker alias ericvon lindt hout@yahoo.com
> > > > matt parker alias e lindt@yahoo.com matt parker alias eric vanlintherzog@yahoo.com matt parker alias yda@yahoo.com matt parker alias pure@yahoo.com matt parker alias erickvonlunsen hout@yahoo.com matt parker alias sergejsmith@yahoo.com matt parker alias supermachines@yahoo.com matt parker alias evanlindtherzog@yahoo.com matt parker alias erickvonlint herzog@yahoo.com matt parker alias
> > > > evonlindthout@yahoo.com matt parker alias e van lint herzog@yahoo.com matt parker alias eriklindt@yahoo.com matt parker alias e van lint@yahoo.com matt parker alias erick van lindt herzog@yahoo.com matt parker alias evonlunsen hout@yahoo.com matt parker alias tanyadchenka@yahoo.com matt parker alias smachine@yahoo.com matt parker alias erick vanlint herzog@yahoo.com matt parker alias
> > > > tatjana dochenkova@yahoo.com matt parker alias eric von lindtherzog@yahoo.com matt parker alias tanja dchenka@yahoo.com matt parker alias erik parker@yahoo.com matt parker alias geraldjones@yahoo.com the date of birth of matt parker is 9 13 1965 matt parker alias taniadochenkova@yahoo.com matt parker alias ericvanlindt hout@yahoo.com matt parker alias grootaap@yahoo.com matt parker alias
> > > > erick von lindt hout@yahoo.com matt parker alias erik vanlint herzog@yahoo.com matt parker alias ericvanlindtherzog@yahoo.com matt parker alias erick vanlint@yahoo.com matt parker alias http://www.erikvanlint.com matt parker alias erikvonlindt hout@yahoo.com matt parker alias ws@yahoo.com matt parker alias erickvonlint@yahoo.com matt parker alias s machine@yahoo.com matt parker alias
> > > > erickvonlunsen herzog@yahoo.com matt parker spams the net with childporn http://tinyurl.com/3w4q7 matt parker alias eric von lint hout@yahoo.com matt parker alias erick vanlindt@yahoo.com matt parker alias cbase@yahoo.com matt parker infects computers with a nasty trojan virus matt parker alias kimberley parker@yahoo.com matt parker alias eric vanlint herzog@yahoo.com stay away from
> > > > eu%72obride%73.com or be hacked and scammed the dismissed employees filed an official complaint against matt parker with the us embassy matt parker alias erick van lindt hout@yahoo.com matt parker alias eric vonlindtherzog@yahoo.com matt parker is a liar from leuven louvain belgium and lives in cottage grove oregon matt parker alias bestday isnow@yahoo.com matt parker alias t
> > > > dchenka@yahoo.com matt parker alias erik van lunsen@yahoo.com matt parker alias ericvan lindt hout@yahoo.com his mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven 3000 belgium the date of birth of matt parker is 9 13 65 matt parker alias ladiest@yahoo.com matt parker alias erik von lint herzog@yahoo.com hack the childporn site http://tinyurl.com/4bb86 to pieces matt

> > > > parker alias eric van lindthout@yahoo.com matt parker alias evonlunsen herzog@yahoo.com matt parker alias erickvanlunsen herzog@yahoo.com matt parker alias tatyanadochenkova@yahoo.com matt parker alias e von lindt hout@yahoo.com matt parker alias erick vanlint hout@yahoo.com matt parker is a murderer and this son of a bitch will be fried matt parker alias eric von lint herzog@yahoo.com
> > > > matt parker alias e vanlint herzog@yahoo.com matt parker alias ericvan lunsen@yahoo.com matt parker alias tanjadochenkova@yahoo.com due to the lies of matt parker the catholic university of leuven belgium fired three employees this statement is not libelous and will under no circumstances be deleted matt parker alias ericvan lintherzog@yahoo.com matt parker alias tatiana dchenka@yahoo.com
> > > > matt parker alias erickvon lint@yahoo.com matt parker alias ericvonlint@yahoo.com matt parker has friends all over the world whose joy in life is mutilating dissatisfied clients matt parker alias ericvanlindt@yahoo.com matt parker alias ericvon lunsen@yahoo.com matt parker alias erick vonlintherzog@yahoo.com matt parker alias erickvon linthout@yahoo.com matt parker alias ericvon lunsen
> > > > hout@yahoo.com matt parker alias annaparker@yahoo.com matt parker alias bestday is now@yahoo.com the date of birth of matt parker is sep 13 65 matt parker alias erikvanlunsenherzog@yahoo.com matt parker alias erick lint@yahoo.com matt parker alias nzaitzeva@yahoo.com matt parker alias erikvon lindt@yahoo.com nail down the cumbag matt parker http://tinyurl.com/58hwa matt parker alias
> > > > ericvonlindt herzog@yahoo.com matt parker alias samsmith@yahoo.com matt parker alias evon lintherzog@yahoo.com matt parker alias erik vanlinthout@yahoo.com matt parker alias philip crew@yahoo.com all personals at t%72uelove%73.com are fake and the whole site sucks matt parker alias e lint@yahoo.com matt parker alias phro crew@yahoo.com matt parker alias erick van lunsen@yahoo.com matt
> > > > parker alias sergeysmith@yahoo.com matt parker alias erick vonlunsen herzog@yahoo.com matt parker alias best day isnow@yahoo.com matt parker alias tatianadchenka@yahoo.com matt parker alias ericvonlunsen hout@yahoo.com matt parker alias ericlunsen@yahoo.com matt parker was born on 13 september 65 matt parker alias ericvan lindthout@yahoo.com the date of birth of matt parker is 13 9 1965
> > > > matt parker alias e lunsen@yahoo.com matt parker alias erick vanlunsenhout@yahoo.com matt parker alias deepshredder@yahoo.com matt parker alias eric vonlindthout@yahoo.com matt parker alias g aap@yahoo.com matt parker alias ericvanlintherzog@yahoo.com matt parker alias erick von lint herzog@yahoo.com matt parker alias supermachine@yahoo.com the date of birth of matt parker is september 13
> > > > 1965 matt parker alias tanja dochenkova@yahoo.com matt parker alias e von lindtherzog@yahoo.com matt parker alias erik von lint@yahoo.com the dismissed university employees suffered financial loss due to matt parker matt parker alias erickvan lintherzog@yahoo.com matt parker alias sexmachine@yahoo.com matt parker alias erickvonlindt@yahoo.com the leuven university fired three employees
> > > > due to the lies of matt parker matt parker alias erikvon lunsen@yahoo.com matt parker alias gaap@yahoo.com matt parker alias anya parker@yahoo.com matt parker alias e van lunsen hout@yahoo.com matt parker alias eric von lint@yahoo.com matt parker alias evanlint@nextiraone.be matt parker alias ericvon lunsenhout@yahoo.com matt parker alias nadejda zaitzeva@yahoo.com matt parker alias
> > > > erikvanlint herzog@yahoo.com matt parker alias erickvanlinthout@yahoo.com matt parker alias kimberlyparker@yahoo.com matt parker alias eric vanlunsenhout@yahoo.com matt parker alias erikvonlunsen herzog@yahoo.com matt parker will be busted sentenced jailed and fried matt parker alias erickvanlunsenhout@yahoo.com matt parker alias an dyc@yahoo.com matt parker alias erickvon lint hout@yahoo.

> > > > com matt parker alias sex machine@yahoo.com matt parker alias evan lunsenhout@yahoo.com matt parker alias ericvonlunsenhout@yahoo.com spam the child molester matt parker off the web matt parker alias erik van lunsenhout@yahoo.com matt parker alias evanlint herzog@yahoo.com matt parker alias ania parker@yahoo.com matt parker alias erick van lunsenherzog@yahoo.com matt parker alias
> > > > erickvanlindtherzog@yahoo.com matt parker alias erik vanlunsenherzog@yahoo.com matt parker alias best dayis now@yahoo.com matt parker alias annparker@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker alias ericvon lint@yahoo.com matt parker alias erick vonlunsen@yahoo.com matt parker alias evon lindthout@yahoo.com matt parker alias
> > > > eric vonlunsen@yahoo.com matt parker alias ericvon lintherzog@yahoo.com matt parker alias tanjadchenka@yahoo.com matt parker alias erikvonlindtherzog@yahoo.com an official complaint against matt parker was filed with the us embassy matt parker alias kim parker@yahoo.com all matt parker ever wanted to do was fuck scammer bitches anyway matt parker alias p ure@yahoo.com this is hard
> > > > evidence that matt parker spams the net http://tinyurl.com/3htl2 matt parker alias p crew@yahoo.com matt parker alias tania dchenka@yahoo.com matt parker alias eric van lindt hout@yahoo.com matt parker alias erickvonlindtherzog@yahoo.com matt parker alias tania dochenkova@yahoo.com anna parker is married to matt parker whose mother is the wife of a dog matt parker alias evlevl@yahoo.com
> > > > matt parker alias erickvonlint hout@yahoo.com matt parker alias erikvan lindt hout@yahoo.com matt parker alias erikvon lindthout@yahoo.com matt parker alias eric van linthout@yahoo.com matt parker alias eric van lindt herzog@yahoo.com matt parker alias erik von lunsen hout@yahoo.com matt parker alias erickvanlintherzog@yahoo.com matt parker alias e vanlint@yahoo.com matt parker alias e
> > > > van lunsenhout@yahoo.com matt parker alias erick von lindthout@yahoo.com matt parker alias erick lunsen@yahoo.com matt parker alias eparker@yahoo.com matt parker alias e van lunsenherzog@yahoo.com do physical material and moral harm to matt parker his wife and loved ones matt parker alias erick van lindthout@yahoo.com matt parker alias erikvon lunsen herzog@yahoo.com matt parker was
> > > > exposed as a liar at http://tinyurl.com/6zs8c where he posts as jeff and trueloves matt parker alias ericparker@yahoo.com matt parker alias erikvan lunsen hout@yahoo.com matt parker alias evan lunsenherzog@yahoo.com matt parker alias erick vanlindt herzog@yahoo.com matt parker alias sex machines@yahoo.com do not sign up at the scam site eurobrides.com matt parker is a stinking piece of
> > > > shit that likes role playing dungeons and dragons matt parker alias eric vanlunsenherzog@yahoo.com matt parker alias erikvon lint hout@yahoo.com matt parker alias erik van lint hout@yahoo.com matt parker alias erik vonlindt@yahoo.com matt parker alias eric vonlindt hout@yahoo.com matt parker alias erick vonlint hout@yahoo.com matt parker trades in teenage brides from russia and the
> > > > philippines matt parker makes false accusations to make others seem guilty of his criminal activities matt parker alias ericvanlunsen hout@yahoo.com matt parker alias erik von lintherzog@yahoo.com matt parker alias erickvan lunsen@yahoo.com matt parker alias eric von lunsen hout@yahoo.com matt parker alias eric vonlindt herzog@yahoo.com members of t%72uelove%73.com have access to adult
> > > > material depicting minors in sexual acts never believe anything matt parker says or writes matt parker alias evan lintherzog@yahoo.com every deletion or refutation will automatically cause new occurrences of this statement matt parker alias c base@yahoo.com matt parker alias erick vanlindthout@yahoo.com matt parker alias eric vonlinthout@yahoo.com matt parker alias erickvonlindt

> > > > hout@yahoo.com matt parker was born on 13 09 1965 anna parker is a russian whore wanted by the russian police for prostitution matt parker alias erikvon lint herzog@yahoo.com matt parker alias frank quisinsky@yahoo.com matt parker hacks mailboxes what constitutes violation of the confidentiality of mail matt parker alias erickvon lindthout@yahoo.com matt parker alias matthew parker@yahoo.
> > > > com matt parker alias geronimo jones@yahoo.com matt parker alias elunsen@yahoo.com matt parker alias phrozen crew@yahoo.com matt parker alias erickvanlindt hout@yahoo.com matt parker alias ericvonlunsenherzog@yahoo.com matt parker alias erick vanlunsenherzog@yahoo.com matt parker alias erik van lint herzog@yahoo.com matt parker alias e vonlint hout@yahoo.com matt parker is a filthy liar
> > > > and libeler that manipulates the public opinion matt parker alias erick vonlindt herzog@yahoo.com matt parker alias ericvonlindthout@yahoo.com matt parker alias erick vanlunsen@yahoo.com matt parker alias erick von lunsen herzog@yahoo.com matt parker alias s machines@yahoo.com matt parker alias evan lunsen@yahoo.com matt parker alias erick van lint hout@yahoo.com matt parker alias
> > > > tanyadochenkova@yahoo.com matt parker alias erikvanlindt@yahoo.com matt parker alias erik van lunsen herzog@yahoo.com matt parker alias erickvon lunsenhout@yahoo.com matt parker alias e von lunsenhout@yahoo.com matt parker alias erick van lindt@yahoo.com matt parker alias erickvan lint herzog@yahoo.com matt parker alias eric van lindt@yahoo.com matt parker alias evanlindt herzog@yahoo.com
> > > > matt parker alias kparker@yahoo.com matt parker alias erickvonlindthout@yahoo.com matt parker alias e von lint@yahoo.com matt parker alias erickvon lindt herzog@yahoo.com matt parker alias michelle@yahoo.com matt parker alias a parker@yahoo.com matt parker alias e vonlindt herzog@yahoo.com matt parker alias erik vonlunsen@yahoo.com matt parker alias erickvon lindt hout@yahoo.com matt
> > > > parker runs dating sites since people are unlikely to admit joining such sites by complaining matt parker alias erickvonlintherzog@yahoo.com matt parker alias erick parker@yahoo.com matt parker alias erik vonlindt hout@yahoo.com matt parker alias erik vonlindtherzog@yahoo.com matt parker alias evlh@yahoo.com matt parker alias e vonlinthout@yahoo.com matt parker alias ericklint@yahoo.com
> > > > matt parker alias erickvon lint herzog@yahoo.com matt parker sends death threats to dissatisfied clients matt parker alias evan linthout@yahoo.com matt parker alias erickvanlindt herzog@yahoo.com the scam site eu%72obride%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias e vonlunsen hout@yahoo.com matt parker alias erickvan lint hout@yahoo.com matt
> > > > parker alias chess base@yahoo.com matt parker alias cy@yahoo.com matt parker alias e vonlunsenhout@yahoo.com matt parker alias erick von lint@yahoo.com matt parker alias chesslib@yahoo.com matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker alias erik vanlindthout@yahoo.com matt parker alias erik vonlunsen hout@yahoo.com matt parker
> > > > instigates hackers and other criminals against clients and competitors matt parker alias erikvan lindtherzog@yahoo.com matt parker alias c cct@yahoo.com matt parker alias erikvon lunsenhout@yahoo.com matt parker alias erik lindt@yahoo.com matt parker alias evonlindt herzog@yahoo.com matt parker violates the internet privacy act by distributing stolen personal data matt parker alias
> > > > erickvan lindthout@yahoo.com matt parker alias andyc@yahoo.com matt parker alias bestday@yahoo.com matt parker alias erickvan lunsenherzog@yahoo.com matt parker alias ericvanlunsenherzog@yahoo.com matt parker alias erik vonlintherzog@yahoo.com matt parker alias ericvan lindt@yahoo.com matt parker alias evon lint herzog@yahoo.com matt parker alias evonlintherzog@yahoo.com matt parker alias

> > > > erikvon lint@yahoo.com matt parker alias tatjanadchenka@yahoo.com matt parker alias erickvan lint@yahoo.com matt parker blackmails clients by coercing them to delete complaints from newsgroups matt parker alias erik van linthout@yahoo.com matt parker alias erick vanlindt hout@yahoo.com matt parker alias e von lunsen hout@yahoo.com matt parker alias philipcrew@yahoo.com matt parker alias
> > > > erik lint@yahoo.com matt parker alias ericvonlindtherzog@yahoo.com matt parker alias dchenka tatyana dchenka@yahoo.com matt parker alias evonlint@yahoo.com matt parker alias eric vanlunsen hout@yahoo.com matt parker alias erikvanlunsen@yahoo.com matt parker alias erik van lindt hout@yahoo.com matt parker alias aparker@yahoo.com matt parker alias erikvan lint@yahoo.com matt parker alias e
> > > > vonlunsen@yahoo.com matt parker alias peacenow@yahoo.com matt parker alias evan lint herzog@yahoo.com matt parker alias evon lint hout@yahoo.com matt parker alias erikvanlintherzog@yahoo.com matt parker alias evon linthout@yahoo.com matt parker alias jeff@yahoo.com matt parker alias erikvanlint@yahoo.com matt parker alias erikvonlintherzog@yahoo.com matt parker alias bestdayis now@yahoo.
> > > > com matt parker alias ericvanlunsen herzog@yahoo.com matt parker alias chessbase@yahoo.com matt parker alias erik vonlunsen herzog@yahoo.com matt parker alias kimberleyparker@yahoo.com matt parker alias sergeismith@yahoo.com matt parker alias e van lindt hout@yahoo.com matt parker alias eric van lunsenhout@yahoo.com matt parker registers domains with the name of his clients to impersonate
> > > > them matt parker alias tanya dochenkova@yahoo.com matt parker was born on 13 sep 1965 matt parker alias e van lunsen@yahoo.com matt parker alias erick von linthout@yahoo.com matt parker alias e vanlunsen herzog@yahoo.com matt parker alias erick von lindt herzog@yahoo.com matt parker alias dshredder@yahoo.com matt parker alias m parker@yahoo.com matt parker alias erick van
> > > > lindtherzog@yahoo.com members of eu%72obride%73.com have access to adult material depicting minors in sexual acts matt parker alias s smith@yahoo.com matt parker alias erik vanlunsenhout@yahoo.com matt parker alias erikvan lindt herzog@yahoo.com this perfectly legal statement prevents further abuse by matt parker matt parker alias erik vanlindt herzog@yahoo.com matt parker alias erik von
> > > > lindt hout@yahoo.com matt parker alias eric parker@yahoo.com matt parker alias ccctournament@yahoo.com matt parker alias erik vonlindt herzog@yahoo.com matt parker alias ericvanlint@yahoo.com matt parker alias erikvanlinthout@yahoo.com matt parker is a hacker and stalker that steals personal data from hacked mailboxes matt parker alias phillip crew@yahoo.com matt parker alias elint@yahoo.
> > > > com matt parker alias erickvonlunsenherzog@yahoo.com this statement is made in loving memory of the university employee that was killed by matt parker matt parker alias erik van lindthout@yahoo.com matt parker alias ericvan lint hout@yahoo.com matt parker alias erick von lint hout@yahoo.com matt parker alias jerry jones@yahoo.com matt parker alias erik vonlinthout@yahoo.com matt parker
> > > > alias ericvon lint hout@yahoo.com matt parker alias super machines@yahoo.com every occurrence of this statement is automatically submitted to search engines matt parker alias e vonlindt hout@yahoo.com the only purpose of anti%73cam.org is to lead users to the commercial sites of matt parker matt parker alias erickvanlunsen hout@yahoo.com matt parker alias dchenka tatyana dochenkova@yahoo.
> > > > com matt parker alias anna parker@yahoo.com matt parker alias eric vanlunsen herzog@yahoo.com matt parker alias erick von lunsen hout@yahoo.com matt parker alias erik lunsen@yahoo.com matt parker alias sex-machines@yahoo.com matt parker alias erikvonlunsenherzog@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com matt parker alias e vonlint herzog@yahoo.com matt parker alias best

> > > > dayisnow@yahoo.com matt parker alias matt parker@yahoo.com matt parker alias erick vonlunsen hout@yahoo.com matt parker alias aniaparker@yahoo.com matt parker alias erickvon lunsen@yahoo.com matt parker alias erik van lindt@yahoo.com matt parker alias erickvanlint herzog@yahoo.com matt parker alias nadejdazaitzeva@yahoo.com matt parker alias best day@yahoo.com matt parker alias eric
> > > > vonlunsenhout@yahoo.com matt parker alias eric vanlinthout@yahoo.com matt parker alias ericvonlintherzog@yahoo.com matt parker alias evonlint herzog@yahoo.com matt parker alias eric von lindt hout@yahoo.com matt parker alias eric vonlunsen hout@yahoo.com matt parker alias erick van lint@yahoo.com matt parker alias eric vanlint hout@yahoo.com boycott commercial dating sites matt parker
> > > > alias robertmiller@yahoo.com matt parker alias erick vonlindthout@yahoo.com matt parker is guilty of illegal people trafficking and will be prosecuted matt parker alias erick von lunsen@yahoo.com never enter a true credit card number at eu%72obride%73.com matt parker alias erick von lindtherzog@yahoo.com this statement occurs on thousands of other sites apart from google matt parker alias
> > > > erick von lindt@yahoo.com matt parker alias erik von lunsenherzog@yahoo.com matt parker alias erikvon lintherzog@yahoo.com matt parker alias erikvan lint herzog@yahoo.com matt parker alias erik van lintherzog@yahoo.com matt parker alias ericvon lint herzog@yahoo.com matt parker alias e van lindtherzog@yahoo.com matt parker alias erickvanlint@yahoo.com matt parker alias sexmachines@yahoo.
> > > > com matt parker alias erikvan lunsen herzog@yahoo.com matt parker alias eric van lunsenherzog@yahoo.com there is a price on the head of the wanker matt parker matt parker alias e vonlunsenherzog@yahoo.com matt parker alias ericvan lunsen herzog@yahoo.com matt parker alias evanlunsenhout@yahoo.com matt parker alias ericvon lunsen herzog@yahoo.com matt parker alias eric van lunsen
> > > > hout@yahoo.com matt parker alias nadzaitz@yahoo.com matt parker alias erickvan lunsenhout@yahoo.com matt parker alias ericvanlindthout@yahoo.com matt parker alias evonlunsenherzog@yahoo.com matt parker alias mattparker@yahoo.com matt parker alias eric van lunsen@yahoo.com matt parker alias eric van lint herzog@yahoo.com matt parker alias erik vonlint@yahoo.com matt parker alias eric van
> > > > lindtherzog@yahoo.com matt parker alias erikvanlunsen herzog@yahoo.com matt parker alias evanlunsenherzog@yahoo.com matt parker alias erickvan lindt herzog@yahoo.com matt parker alias erick vanlinthout@yahoo.com his mailbox is matt parker alias anna parker po box 1147 cottage grove 97424 oregon usa if this were not true matt parker would not bother to react to this statement matt parker
> > > > alias erick lindt@yahoo.com matt parker alias evon lindt herzog@yahoo.com matt parker alias erikvan lint hout@yahoo.com matt parker from cottage grove oregon spams the net with childporn http://tinyurl.com/6kmea matt parker was born on 13 september 1965 matt parker alias erickvan lindt@yahoo.com change country of residence if personal data is captured by matt parker matt parker alias e
> > > > vanlindt@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias erick van lintherzog@yahoo.com matt parker alias evon lindt@yahoo.com matt parker alias erik von linthout@yahoo.com all personals at eu%72obride%73.com are fake and the whole site sucks matt parker forges server logs to make clients seem guilty of his criminal activities matt parker alias d
> > > > shredder@yahoo.com matt parker alias eric vonlunsen herzog@yahoo.com matt parker alias eric vanlindtherzog@yahoo.com matt parker alias ericvon lindt@yahoo.com matt parker alias ericvonlunsen@yahoo.com matt parker alias evan lunsen herzog@yahoo.com matt parker alias erickvonlinthout@yahoo.com make matt parker bleed http://tinyurl.com/v4oa matt parker alias erickvon lunsen herzog@yahoo.com

> > > > damn matt parker and let his soul burn in hell till it freezes over matt parker alias e von lint hout@yahoo.com three university employees were fired due to the lies of matt parker matt parker alias vvf@yahoo.com matt parker alias chess lib@yahoo.com matt parker is a filthy motherfucker that likes computer chess games matt parker alias erikvanlindt herzog@yahoo.com the date of birth of
> > > > matt parker is september 13 65 matt parker alias e von lunsen@yahoo.com matt parker alias evonlindtherzog@yahoo.com matt parker was born on 09 13 1965 matt parker alias erik vanlunsen@yahoo.com one of the dismissed university employees committed suicide matt parker alias erikvon lindtherzog@yahoo.com matt parker alias evan lint@yahoo.com matt parker alias evlhevlh@yahoo.com matt parker
> > > > alias e vonlindt@yahoo.com matt parker alias erikvon lindt herzog@yahoo.com this is hard evidence that this statement is completely true matt parker alias eric vanlindthout@yahoo.com matt parker alias michhelle@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker alias tatjana dchenka@yahoo.com matt parker alias erikvonlindt@yahoo.com this is hard evidence against matt
> > > > parker http://tinyurl.com/59u3p matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias eric von lindt herzog@yahoo.com matt parker alias tatjanadochenkova@yahoo.com matt parker is webmaster of t%72uelove%73.com and all sites in ip range 66 70 45 10 to 39 matt parker alias e van lunsen herzog@yahoo.com matt parker is scum in a waste piece of skin matt parker alias erik van
> > > > lint@yahoo.com matt parker alias erik von lindtherzog@yahoo.com matt parker alias eric vonlindt@yahoo.com matt parker alias ericvonlindt hout@yahoo.com matt parker alias e vonlunsen herzog@yahoo.com matt parker makes a living by selling underage female flesh to pornographers and whoremongers matt parker alias ssmith@yahoo.com matt parker alias erik vanlint hout@yahoo.com matt parker alias
> > > > super machine@yahoo.com

3092. ISO Source for Atari 822 Thermal Paper

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-07 16:53:56 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <_4udnTC7eeU5eqDcRVn-iw@adelphia.com>
Source record: 14799

I recently restored an Atari 822 thermal printer to working condition. I have one little problem though... finding new paper rolls that fit it correctly. It appears that 4.25" paper rolls are correct, but I'm not sure what the proper outer diameter and spindle diameters are (so the roll fits on the spindle correctly).

Does anyone out there know of a manufacturer who produces new rolls of thermal paper that will correctly fit the Atari 822, and what the proper sizes for these rolls are?

Thanks.

Jason Harmon

3093. Atari Service Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-07 17:36:07 UTC
From: Pete <pbmain@wideopenwest.com>
Message-ID: <TdmdnZvy2a4nbKDcRVn-tw@wideopenwest.com>
Source record: 14800

Anyone have the Atari 1050 or Atari 800 service manual in PDF?

Pete

3094. Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-07 23:24:37 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <k5gsj018opagi3b363jsk6f4m6pvmb8r3b@4ax.com>
Source record: 14801

According to the Associated Press: Atari Corp. is not only going to reissue a bunch of old games in a CD-ROM-based anthology for Playstation 2 and XBox, they are also going to manufacture a miniature version of the Atari 7800!!!

Would rather have them reissue the 800 XL or XE games machine, but this is also good.

They even refer to something called Saboteur (an unreleased 7800 game I gather). Here's an excerpt from the AP article:

Tue Sep 7, 2:06 PM ET
By ANTHONY BREZNICAN, AP Entertainment Writer

The video game company told The Associated Press on Tuesday it plans to reissue scores of its classic titles from yesteryear on a single disc that can be played on the game consoles Xbox (news - web sites) and PlayStation 2 (news - web sites).

"Atari Anthology" will feature 85 games and is scheduled to go on sale in November at a cost of about $20.

But it's only one of the nostalgia projects Atari will push into the market then. The second is Atari Flashback, a slightly miniaturized version of the old Atari 7800 from the mid-'80s. It will have 20 games built into it, including "Breakout," "Solaris," "Crystal Castles" and "Battlezone."

Flashback will sell for $45 and include a pair of old-school joysticks.

<stuff clipped>

Instead, the company is aiming at the nostalgia market.

<stuff clipped>

Besides its array of classic Atari 2600 and 7800 titles, the Atari Flashback console will include one previously unreleased game: "Saboteur."

<stuff clipped>

3095. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 02:06:39 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <946dnZ7uv7zR9KPcRVn-uw@adelphia.com>
Source record: 14802

The product link for the game console is below.

http://www.atari.com/us/games/atari_flashback/7800

"Daniel Miller" <NOSPAMdaclmi@sisna.com> wrote in message
news:k5gsj018opagi3b363jsk6f4m6pvmb8r3b@4ax.com...
> According to the Associated Press: Atari Corp. is not only going to
> reissue a bunch of old games in a CD-ROM-based anthology for
> Playstation 2 and XBox, they are also going to manufacture a miniature
> version of the Atari 7800!!!
>
> Would rather have them reissue the 800 XL or XE games machine, but
> this is also good.
>
> They even refer to something called Saboteur (an unreleased 7800 game
> I gather). Here's an excerpt from the AP article:
>
> Tue Sep 7, 2:06 PM ET
> By ANTHONY BREZNICAN, AP Entertainment Writer
>
> The video game company told The Associated Press on Tuesday it plans
> to reissue scores of its classic titles from yesteryear on a single
> disc that can be played on the game consoles Xbox (news - web sites)
> and PlayStation 2 (news - web sites).
>
> "Atari Anthology" will feature 85 games and is scheduled to go on sale
> in November at a cost of about $20.
>
> But it's only one of the nostalgia projects Atari will push into the
> market then. The second is Atari Flashback, a slightly miniaturized
> version of the old Atari 7800 from the mid-'80s. It will have 20 games
> built into it, including "Breakout," "Solaris," "Crystal Castles" and
> "Battlezone."
>
> Flashback will sell for $45 and include a pair of old-school
> joysticks.
>
> <stuff clipped>
>
> Instead, the company is aiming at the nostalgia market.
>
> <stuff clipped>
>
> Besides its array of classic Atari 2600 and 7800 titles, the Atari
> Flashback console will include one previously unreleased game:

> "Saboteur."
>
> <stuff clipped>

3096. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 02:23:03 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <b2u%c.23111$D7.2945@news-server.bigpond.net.au>
Source record: 14803

Daniel Miller wrote:
> According to the Associated Press: Atari Corp. is not only going to
> reissue a bunch of old games in a CD-ROM-based anthology for
> Playstation 2 and XBox, they are also going to manufacture a miniature
> version of the Atari 7800!!!
>
> Would rather have them reissue the 800 XL or XE games machine, but
> this is also good.
>
> They even refer to something called Saboteur (an unreleased 7800 game
> I gather). Here's an excerpt from the AP article:
>
> Tue Sep 7, 2:06 PM ET
> By ANTHONY BREZNICAN, AP Entertainment Writer
>
> The video game company told The Associated Press on Tuesday it plans
> to reissue scores of its classic titles from yesteryear on a single
> disc that can be played on the game consoles Xbox (news - web sites)
> and PlayStation 2 (news - web sites).
>
> "Atari Anthology" will feature 85 games and is scheduled to go on sale
> in November at a cost of about $20.
>
> But it's only one of the nostalgia projects Atari will push into the
> market then. The second is Atari Flashback, a slightly miniaturized
> version of the old Atari 7800 from the mid-'80s. It will have 20 games
> built into it, including "Breakout," "Solaris," "Crystal Castles" and
> "Battlezone."
>
> Flashback will sell for $45 and include a pair of old-school
> joysticks.
>
> <stuff clipped>
>
> Instead, the company is aiming at the nostalgia market.
>
> <stuff clipped>
>
> Besides its array of classic Atari 2600 and 7800 titles, the Atari
> Flashback console will include one previously unreleased game:
> "Saboteur."
>
> <stuff clipped>
Cool, wonder if a cart port can be hacked into it;-).

Mark

3097. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 03:11:35 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <W7ydnYlNWZEf5aPcRVn-og@adelphia.com>
Source record: 14804

A cart port would assume that the internals are actually based on 7800 architecture. Like the Jaks "Atari" joysticks with the games built in, this thing may not even be based on a 6502. That being said, if it is a 7800 integrated onto 1 or 2 chips, a cart port would be a nice addition.

-Jason Harmon

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in message news:b2u%c.23111$D7.2945@news-server.bigpond.net.au...
> Daniel Miller wrote:
> > According to the Associated Press: Atari Corp. is not only going to
> > reissue a bunch of old games in a CD-ROM-based anthology for
> > Playstation 2 and XBox, they are also going to manufacture a miniature
> > version of the Atari 7800!!!
> >
> > Would rather have them reissue the 800 XL or XE games machine, but
> > this is also good.
> >
> > They even refer to something called Saboteur (an unreleased 7800 game
> > I gather). Here's an excerpt from the AP article:
> >
> > Tue Sep 7, 2:06 PM ET
> > By ANTHONY BREZNICAN, AP Entertainment Writer
> >
> > The video game company told The Associated Press on Tuesday it plans
> > to reissue scores of its classic titles from yesteryear on a single
> > disc that can be played on the game consoles Xbox (news - web sites)
> > and PlayStation 2 (news - web sites).
> >
> > "Atari Anthology" will feature 85 games and is scheduled to go on sale
> > in November at a cost of about $20.
> >
> > But it's only one of the nostalgia projects Atari will push into the
> > market then. The second is Atari Flashback, a slightly miniaturized
> > version of the old Atari 7800 from the mid-'80s. It will have 20 games
> > built into it, including "Breakout," "Solaris," "Crystal Castles" and
> > "Battlezone."
> >
> > Flashback will sell for $45 and include a pair of old-school
> > joysticks.
> >
> > <stuff clipped>
> >
> > Instead, the company is aiming at the nostalgia market.
> >

> > <stuff clipped>
> >
> > Besides its array of classic Atari 2600 and 7800 titles, the Atari
> > Flashback console will include one previously unreleased game:
> > "Saboteur."
> >
> > <stuff clipped>
> Cool, wonder if a cart port can be hacked into it;-).
>
> Mark

3098. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 04:50:20 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <413f1b4d.34220155@news>
Source record: 14805

Thomas Richter <thor@math.tu-berlin.de>:

>Is it? For a 2nd GTIA I believe so, but for ANTIC you'll run into
>trouble. It decodes itself into the $d4xx area, and it requires DMA
>slots. If you put in a second Antic naively into the system, both Antic
>versions would try to fetch data from RAM at the same time, causing a
>mess. Thus, either the RAM must be clocked at twice the speed with the
>two Antic (and the CPU) accesses interleaving (might be technically
>tricky!) or two separate RAM banks would be required, with each ANTIC
>only having access to one bank, and the CPU getting access to either
>bank selected by some kind of port bit. Thus, I would believe that at
>least the Antic programming model would rather differ.

You're right, of course.

There was a 2nd Antic upgrade discussed on AtariAge in the last year or so
that used an additional bank of 64kB of RAM. I think there is even a
prototype in the development/testing phase (IIRC). I don't know how Bob
Woolley did it with his though. The additional RAM has to be banked in
somewhere too.

Shawn Jefferson
(fix reply to for email)

3099. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 06:32:52 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g656pxobv.fsf@legolas.mdh.se>
Source record: 14806

"Jason Harmon" <jharmon@us.net> writes:

> A cart port would assume that the internals are actually based on 7800
> architecture. Like the Jaks "Atari" joysticks with the games built in, this
> thing may not even be based on a 6502. That being said, if it is a 7800
> integrated onto 1 or 2 chips, a cart port would be a nice addition.

We'll see which is more compatible and flexible/expandable of this
upcoming mini-7800 and the C64DTV to be released by Commodore World.

Based on the unspoken who came up with the C64DTV project, that person
is most likely a huge Atari fan. Maybe both companies unknowingly of
eachother would buy similar hardware solutions from this individual,
and then equip them to emulate the two different systems? Way cool if
this is how it happened... :-)

--
Anders Carlsson

3100. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 14:07:09 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409080607.45bd0f71@posting.google.com>
Source record: 14807

You might be referring to either infogrammes (who own the atari name)
or WMS who own all atari h/w rights prior to 1984 (in other words
before the ST)I'm assuming that the later has licensed it out to the
former

ATARI CORP as it stands no longer exists, as such

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message
news:<b2u%c.23111$D7.2945@news-server.bigpond.net.au>...
> Daniel Miller wrote:
> > According to the Associated Press: Atari Corp. is not only going to
> > reissue a bunch of old games in a CD-ROM-based anthology for
> > Playstation 2 and XBox, they are also going to manufacture a miniature
> > version of the Atari 7800!!!
> >
> > Would rather have them reissue the 800 XL or XE games machine, but
> > this is also good.
> >
> > They even refer to something called Saboteur (an unreleased 7800 game
> > I gather). Here's an excerpt from the AP article:
> >
> > Tue Sep 7, 2:06 PM ET
> > By ANTHONY BREZNICAN, AP Entertainment Writer
> >
> > The video game company told The Associated Press on Tuesday it plans
> > to reissue scores of its classic titles from yesteryear on a single
> > disc that can be played on the game consoles Xbox (news - web sites)
> > and PlayStation 2 (news - web sites).
> >
> > "Atari Anthology" will feature 85 games and is scheduled to go on sale
> > in November at a cost of about $20.
> >
> > But it's only one of the nostalgia projects Atari will push into the
> > market then. The second is Atari Flashback, a slightly miniaturized
> > version of the old Atari 7800 from the mid-'80s. It will have 20 games
> > built into it, including "Breakout," "Solaris," "Crystal Castles" and
> > "Battlezone."
> >
> > Flashback will sell for $45 and include a pair of old-school
> > joysticks.
> >
> > <stuff clipped>
> >
> > Instead, the company is aiming at the nostalgia market.
> >

> > <stuff clipped>
> >
> > Besides its array of classic Atari 2600 and 7800 titles, the Atari
> > Flashback console will include one previously unreleased game:
> > "Saboteur."
> >
> > <stuff clipped>
> Cool, wonder if a cart port can be hacked into it;-).
>
> Mark

3101. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 14:26:38 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <HPydnZnNG95ei6LcRVn-rg@adelphia.com>
Source record: 14808

My guess is that these games are ports of the originals running on a completely different processor and platform. If that is the case HW licenses would be a non-issue, only SW rights would matter. I could be wrong but I would doubt any company would produce a 6502 based system when they could get an off-the-shelf 1 chip integrated platform and just port the games to it.

Of course I could be wrong, but that is what I suspect.

-Jason Harmon

"carmel" <carmel_andrews@hotmail.com> wrote in message news:6912483e.0409080607.45bd0f71@posting.google.com...
> You might be referring to either infogrammes (who own the atari name)
> or WMS who own all atari h/w rights prior to 1984 (in other words
> before the ST)I'm assuming that the later has licensed it out to the
> former
>
> ATARI CORP as it stands no longer exists, as such
>
>
>
>
>
>
>
>
>
>
>
>
>
>
>
> Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message news:<b2u%c.23111$D7.2945@news-server.bigpond.net.au>...
> > Daniel Miller wrote:
> > > According to the Associated Press: Atari Corp. is not only going to
> > > reissue a bunch of old games in a CD-ROM-based anthology for
> > > Playstation 2 and XBox, they are also going to manufacture a miniature
> > > version of the Atari 7800!!!
> > >
> > > Would rather have them reissue the 800 XL or XE games machine, but
> > > this is also good.
> > >

> > > They even refer to something called Saboteur (an unreleased 7800 game
> > > I gather). Here's an excerpt from the AP article:
> > >
> > > Tue Sep 7, 2:06 PM ET
> > > By ANTHONY BREZNICAN, AP Entertainment Writer
> > >
> > > The video game company told The Associated Press on Tuesday it plans
> > > to reissue scores of its classic titles from yesteryear on a single
> > > disc that can be played on the game consoles Xbox (news - web sites)
> > > and PlayStation 2 (news - web sites).
> > >
> > > "Atari Anthology" will feature 85 games and is scheduled to go on sale
> > > in November at a cost of about $20.
> > >
> > > But it's only one of the nostalgia projects Atari will push into the
> > > market then. The second is Atari Flashback, a slightly miniaturized
> > > version of the old Atari 7800 from the mid-'80s. It will have 20 games
> > > built into it, including "Breakout," "Solaris," "Crystal Castles" and
> > > "Battlezone."
> > >
> > > Flashback will sell for $45 and include a pair of old-school
> > > joysticks.
> > >
> > > <stuff clipped>
> > >
> > > Instead, the company is aiming at the nostalgia market.
> > >
> > > <stuff clipped>
> > >
> > > Besides its array of classic Atari 2600 and 7800 titles, the Atari
> > > Flashback console will include one previously unreleased game:
> > > "Saboteur."
> > >
> > > <stuff clipped>
> > Cool, wonder if a cart port can be hacked into it;-).
> >
> > Mark

3102. Advan Basic.

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 17:16:59 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0409080916.180993ed@posting.google.com>
Source record: 14809

I'm trying to build a decent collection of Atari 8bit
programming languages, i allready bought quick, Action!
on cart, Basic XE and Mac 65. From my old Antic issues
the Catalog used to sell a basic called Advan Basic that
includes a compiler and utilities, does anybody knows
where can i buy a copy?, i used xl-search without any
succes about it. Thanks a Lot. Greetings from Mexico.
J.Rojas.

3103. Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 17:35:36 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040908133536.15823.00000324@mb-m28.aol.com>
Source record: 14810

Perhaps a different approach will work with the X80 -- going back to a composite monitor. Has anyone found a composite monitor that gives a good (visual) display that does not overscan?

I did try a new Samsung 17" CRT that gave an absolutely beautiful display with the XEP80, but it still overscanned vertically, giving only 23-1/3 lines. However, in this case, the overscan is in the doubler, and to add insult to injury, there was space left at the top, and cut off at the bottom. :-(Looks like it would just fit if centered, but there is no adjustment to center the display. And to boot, the 40-column color display is terrible from the vertical color bars -- worst I've ever seen.

-Larry

3104. Re: Vintage Computer Festival 7.0 - 11/06-11/07

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 18:27:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <lal%c.12655$54.179163@typhoon.sonic.net>
Source record: 14811

Sellam Ismail <sellam@vintage.org> wrote:
<snip>
> The 7th Annual Vintage Computer Festival comes at you this November
> 6th and 7th with the sights, sounds and smells of vintage computing!

<snip>
> [> Vintage Computer Exhibition <]
>
> Vintage Computer Collectors: we want you! Exhibit your favorite
> computer in the Vintage Computer Exhibition. Ribbons and prizes
> are awarded in six classes and eight special categories, including the
> coveted Best of Show and People's Choice awards.

I'm already signed up to be there, showing my Atari 800XL, 2600 Jr and
Lynx IIs. :^)

Hopefully I can convince Bob Woolley and Ben Corr to drop by with some
of their stuff, too, like they did last year. :^)

-bill!
bill@newbreedsoftware.com Man, some trip this turned out to be.
http://www.newbreedsoftware.com/ All we caught is a tire, a boot,
New Breed Software a tin can and this book of cliches.

3105. Atari.

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 18:46:45 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0409081046.5b955ee6@posting.google.com>
Source record: 14812

If anyone is interested i have an entire line of atari 8-bits made or assembeled in Mï¿½xico, 3 65XE, 1 130XE, 1 1050, 1 XF551, 1 Indus, a printer
interface. I can e-mail photos. Greetings from Mï¿½xico.

3106. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 19:33:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040908153311.08576.00000382@mb-m07.aol.com>
Source record: 14813

Let me add a followup -- has anyone had any experience with B/W security system monitors? Some of these are rated at up to 1000 lines of resolution.
-Larry

3107. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 19:54:10 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <9MydnfR7r9D-_qLcRVn-pA@adelphia.com>
Source record: 14814

Have you thought of buying one of the used Apple II monochrome monitors off eBay? I use a 9" Apple IIc monitor with my XEP80 and it works nicely. The Apple II monochrome monitors for the IIe and IIc were typically used in 80 column mode.

-Jason

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040908133536.15823.00000324@mb-m28.aol.com...
> Perhaps a different approach will work with the X80 -- going back to a
> composite monitor. Has anyone found a composite monitor that gives a good
> (visual) display that does not overscan?
>
> I did try a new Samsung 17" CRT that gave an absolutely beautiful display with
> the XEP80, but it still overscanned vertically, giving only 23-1/3 lines.
> However, in this case, the overscan is in the doubler, and to add insult to
> injury, there was space left at the top, and cut off at the bottom. :-(Looks
> like it would just fit if centered, but there is no adjustment to center the
> display. And to boot, the 40-column color display is terrible from the
> vertical color bars -- worst I've ever seen.
>
> -Larry

3108. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 20:37:15 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <r47412-rkd.ln1@don.localnet>
Source record: 14815

On Tue, 07 Sep 2004 19:24:37 -0400, Daniel Miller
<NOSPAMdaclmi@sisna.com> wrote:
> According to the Associated Press: Atari Corp. is not only going to
> reissue a bunch of old games in a CD-ROM-based anthology for
> Playstation 2 and XBox, they are also going to manufacture a miniature
> version of the Atari 7800!!!
>
Who owns Atari now? Is it still Hasbro?

--
If quizzes are quizzical, what are tests? (Think about it)

3109. atari re-releases the atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 20:52:57 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <LiK%c.2674$zj4.1990@hydra.nntpserver.com>
Source record: 14654
Cross-posted to: alt.atari.2600,alt.atari.2600.programming,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

http://www.atari.com/us/games/atari_flashback/7800

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://i.webring.com/hub?ring=emuroms (emuroms)

3110. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 23:05:01 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <cr3vj05g0cmi89bha1trs312tvl01v2ef7@4ax.com>
Source record: 14816

On Wed, 8 Sep 2004 16:37:15 -0400, Bill Marcum
<bmarcum@iglou.com.urgent> wrote:

>Who owns Atari now? Is it still Hasbro?

Infogames bought Hasbro and changed their name to Atari, so Atari owns
Atari now.

As a sidenote: I find it interesting that people dont consider the
new Atari, the REAL ATARI, since there have been so many Atari's.
There was the original Nolan Bushnell Atari, then Warner Brothers
owned Atari, later it was sold off to the Tramiels and Midway bought
the arcade division, so Atari has been changing hands since the
beginning.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3111. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-08 23:51:11 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <PVM%c.24101$D7.23422@news-server.bigpond.net.au>
Source record: 14817

Kevin wrote:
> On Wed, 8 Sep 2004 16:37:15 -0400, Bill Marcum
> <bmarcum@iglou.com.urgent> wrote:
>
>
>>Who owns Atari now? Is it still Hasbro?
>
>
>
> Infogames bought Hasbro and changed their name to Atari, so Atari owns
> Atari now.

Atari was sold by Hasbro to infogrames.
>
>
> As a sidenote: I find it interesting that people dont consider the
> new Atari, the REAL ATARI, since there have been so many Atari's.
> There was the original Nolan Bushnell Atari, then Warner Brothers
> owned Atari, later it was sold off to the Tramiels and Midway bought
> the arcade division, so Atari has been changing hands since the
> beginning.

Yeah, but nothing useful happened after the Tramiels sold/buggered it. I got my 800XL actually after the Tramiels bought their share I think. Didn't Warner still have a stake in Atari, up until the Jaguar came about? IIRC, Nolan sold it to Warner, who then sold 51% or more to the Tramiels. Later when the Jag flopped Warner sold the last of their shares. Tiny toon Adventures was going to be a Warner collaboration. Then the Tramiels cut Atari over to JTS, and later sold to Hasbro. Then they sold it to Infogrames, who then renamed their entire company to Atari. Whew, wipes brow.

Mark

3112. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 00:05:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040908200504.10671.00000471@mb-m04.aol.com>
Source record: 14818

> Have you thought of buying one of the used Apple II monochrome monitors off eBay? <

Hi Jason-
Thanks for the reply. I have looked at those, but know little about them. I presume that you can get all 80 char by 24 lines on the screen (without losing any text to overscan)? If you have it handy, what model number do you use?
Regards,
Larry

3113. Photos of 8-bit cables?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 01:33:24 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10jvcmq2hd5qb59@news.supernews.com>
Source record: 14819

I was in a local thrift store today and saw a cable that I'm relatively certain was for the SIO ports on the 8-bits. Unfortunately, though I'd love one, I haven't owned a physical machine for years so I have no way of checking. Anyone know where I can find a photograph of one of the cables? If it turns out that it actually is one, then I'll buy it so that it doesn't end up in a landfill.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

3114. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:07:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <jgevj0pjcmbn6if3mgf37v71vugoele14o@4ax.com>
Source record: 14820

On 08 Sep 2004 17:35:36 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Perhaps a different approach will work with the X80 -- going back to a
>composite monitor. Has anyone found a composite monitor that gives a good
>(visual) display that does not overscan?

My Magnovox monochrome amber "Computer Monitor 80" is perfect for the XEP80.
Is that what you mean?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3115. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:18:16 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <f9fvj0p8e882ovgi9t25at77d0mgq69f1t@4ax.com>
Source record: 14821

On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

>Atari was sold by Hasbro to infogrames.

Actually all of Hasbro went to Infogames and then Infogames changed
their name to Atari.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3116. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:34:30 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <WiP%c.24253$D7.2458@news-server.bigpond.net.au>
Source record: 14822

Kevin wrote:
> On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> wrote:
>
>
>>Atari was sold by Hasbro to infogrames.
>
>
> Actually all of Hasbro went to Infogames and then Infogames changed
> their name to Atari.

It would seem, that infogrames bought, Hasbro-interactive.

http://www.hasbro.com/hasbro-infogrames.html

Not Hasbro, in its entirety;-)

Mark

3117. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:38:17 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5oevj09tns5nr929rs94ts4jmj4hjp6s8r@4ax.com>
Source record: 14823

On 8 Sep 2004 07:07:09 -0700, carmel_andrews@hotmail.com (carmel) wrote:

>You might be referring to either infogrammes (who own the atari name)
>or WMS who own all atari h/w rights prior to 1984 (in other words
>before the ST)I'm assuming that the later has licensed it out to the
>former
>
>ATARI CORP as it stands no longer exists, as such

Uh, that's fairly far off.

Infogrames describes their structure this way:

"Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company."

The rights to "classic" Atari home game and computer intellectual properties, both hardware and software, as passed-along from the old Atari, Inc. (1972-1984) to Atari Corp. (1984-1996) to JTS (1996-1998) to Hasbro (1998-2001) to Infrogrames (2001-), are today consolodated under the entity, Atari Interactive, Inc. As the previous paragraph explains, Atari Interactive is managed by Atari, Inc., which is the U.S. subsidiary of Infogrames.

WMS only owned Atari Games, which inherited the Atari coin-op properties from the old Atari Inc in 1984, from 1996-1998. From there Atari Games went with Midway Games, which gave up on the coin-op market in 2001. Midway Games does still own the Atari name and properties for use in the coin-op market, should they want to return to that market some day.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3118. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:50:33 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5lgvj0pjfackhf0hqlkjcot93es5cgvgob@4ax.com>
Source record: 14824

On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
>Then the Tramiels cut Atari over to JTS, and later sold to Hasbro. Then

Probably not really worth a followup posting, but people never want to
remember this part: _Atari Corp. purchased JTS_ in 1996.

Atari had some cash on hand but had otherwise downsized themselves to
oblivion, while JTS wanted a cheap way to go public and raise money. So after
Atari purchased JTS and then was made a division of the new JTS, everyone
(among the corporate execs anyway) was happy!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3119. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 02:53:06 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <rbhvj0dqrcunp31joncacghdjgailarcsr@4ax.com>
Source record: 14825

On Thu, 09 Sep 2004 02:34:30 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

>It would seem, that infogrames bought, Hasbro-interactive.

oh okay, well that's what I meant, really!

kevin

contact:

http://profiles.yahoo.com/kevstar242

3120. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 03:11:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040908231117.10671.00000481@mb-m04.aol.com>
Source record: 14826

> My Magnovox monochrome amber "Computer Monitor 80" is perfect for the XEP80.
Is that what you mean? <

Hi Michael-
Yes, thanks. Is that it's model number?
(or maybe CM80?)
-Larry

3121. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 03:27:19 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409081927.6a988608@posting.google.com>
Source record: 14827

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<413f1b4d.34220155@news>...
> Thomas Richter <thor@math.tu-berlin.de>:
>
> >Is it? For a 2nd GTIA I believe so, but for ANTIC you'll run into
> >trouble. It decodes itself into the $d4xx area, and it requires DMA
> >slots. If you put in a second Antic naively into the system, both Antic
> >versions would try to fetch data from RAM at the same time, causing a
> >mess. Thus, either the RAM must be clocked at twice the speed with the
> >two Antic (and the CPU) accesses interleaving (might be technically
> >tricky!) or two separate RAM banks would be required, with each ANTIC
> >only having access to one bank, and the CPU getting access to either
> >bank selected by some kind of port bit. Thus, I would believe that at
> >least the Antic programming model would rather differ.
>
> You're right, of course.
>
> There was a 2nd Antic upgrade discussed on AtariAge in the last year or so
> that used an additional bank of 64kB of RAM. I think there is even a
> prototype in the development/testing phase (IIRC). I don't know how Bob
> Woolley did it with his though. The additional RAM has to be banked in
> somewhere too.

Does anyone recall exactly what sort of features this modification was
supposed to produce? I think it would be unlikely to double the
resolution. I'm thinking if each display was merged together, each
making up 50% of the color/luma of a display it would increase the
color depth/precision of any graphics mode -- something like how page
flipping is used to make extra colors, only this method shouldn't have
any flickering. 'Course, I'm only guessing big time.

3122. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 03:56:31 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <PvQ%c.24287$D7.18998@news-server.bigpond.net.au>
Source record: 14828

Michael Current wrote:

> On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
>
>>Then the Tramiels cut Atari over to JTS, and later sold to Hasbro. Then
>
>
> Probably not really worth a followup posting, but people never want to
> remember this part: _Atari Corp. purchased JTS_ in 1996.
>
> Atari had some cash on hand but had otherwise downsized themselves to
> oblivion, while JTS wanted a cheap way to go public and raise money. So after
> Atari purchased JTS and then was made a division of the new JTS, everyone
> (among the corporate execs anyway) was happy!

And I think JTS also disappeared. But what happened to the Tramiels? We know what happened to Busnell(started a chain of resturants), and Warner (now part of the AOL consortium), but the Tramiels just dropped of the ends of the earth it would seem.

Mark

3123. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 04:14:27 UTC
From: secretspam@ihatespam.net
Message-ID: <413fd879.92854953@news.charter.net>
Source record: 14829

On Thu, 09 Sep 2004 02:07:06 GMT, Michael Current
<hunmanik@earthlink.net> wrote:

>On 08 Sep 2004 17:35:36 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
>>Perhaps a different approach will work with the X80 -- going back to a
>>composite monitor. Has anyone found a composite monitor that gives a good
>>(visual) display that does not overscan?
>
>My Magnovox monochrome amber "Computer Monitor 80" is perfect for the XEP80.
>Is that what you mean?
>
>-Michael
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/

I have one of those too for my XEP80! Nice amber screen. Works
great. Think they're about 12 inch right?

3124. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 04:23:24 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <0VQ%c.1771$xA1.1512@newsread3.news.pas.earthlink.net>
Source record: 14830

Ken Jennings wrote:
> shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<413f1b4d.34220155@news>...
>
>>Thomas Richter <thor@math.tu-berlin.de>:
<snip>
> Does anyone recall exactly what sort of features this modification was
> supposed to produce? I think it would be unlikely to double the
> resolution. I'm thinking if each display was merged together, each
> making up 50% of the color/luma of a display it would increase the
> color depth/precision of any graphics mode -- something like how page
> flipping is used to make extra colors, only this method shouldn't have
> any flickering. 'Course, I'm only guessing big time.

Pretty close guess IIRC. I think some of the modes were things like one
GTIA in 16 lum mode while the other was put in 9 color GTIA mode. =>
80x192 screen with 9 colors each with 16 lum levels.

3125. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 05:34:34 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <choq1a$4ha$1@uwm.edu>
Source record: 14831

Michael Current <hunmanik@earthlink.net> says:

>On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
>>Then the Tramiels cut Atari over to JTS, and later sold to Hasbro. Then
>
>Probably not really worth a followup posting, but people never want to
>remember this part: _Atari Corp. purchased JTS_ in 1996.
>
>Atari had some cash on hand but had otherwise downsized themselves to
>oblivion, while JTS wanted a cheap way to go public and raise money. So after
>Atari purchased JTS and then was made a division of the new JTS, everyone
>(among the corporate execs anyway) was happy!
>
>-Michael
>

Actually, that's not entirely true. They didn't purchase JTS. Atari Corp.
gave an extended bridge loan of $25,000,000 to Jugi Tandon Storage Inc. (JTS
Inc.) in retrun for a merger (and what is commonly viewed as a reverse
merger). The two companies merged together under the newly formed Jugi Tandon
Storage Corp. (JTS Corp.), each existing as a seperate entity (division)
under the new corporation. Executives/management from both JTS Inc. and
Atari Corp. were then put on the board of the new JTS Corp.

Marty
ClassicGaming.Com

Atari Gaming Headquarters
www.atarihq.com

3126. Re: Atari 1050 Help

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 18:15:42 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <i510d.2246$Sb.207@trnddc06>
Source record: 14832

I still do Atari drive repair. Email me for info if interested.

"Koltz" <koltz@rrsd.k12.wi.us> wrote in message
news:ke2dh09vkbr6oqueimi9q1d541k7um1chf@4ax.com...
> I have one 1050 drive that works great, have been using it with APE.
> I have another 1050, that it starts up normal, but the read light for
> disk activity keeps going on and off. And simple things to try? Is
> there a website I can look at for troubleshooting?
>
> Thanks, Corey

3127. TurboWord, who can send me an ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 18:56:38 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4140a76d$0$765$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 14833

Howdy folks

Could somebody please tell me where I can find an ATR of TurboWord and that other Turbo* utility by the same company? I need it for something special.

AFAIK these are PD nowadays.

CU Mathy van Nisselroy

3128. Looking for Atari Basic games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-09 20:29:09 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10k1f8s43slg090@corp.supernews.com>
Source record: 14834

Anyone know of a place where I can download some of the best Basic games?
Like ones from cover disks and what not. There were some pretty cool games
that I typed in from mags back in the day, just wanting to find some of em.

3129. anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 01:21:51 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <s702k01oblm272unh59fa9u70umisbh56r@4ax.com>
Source record: 14835

I recently sold an Alien Group Voicebox (the original model with the knob on the side). I tested it on my 48k Atari 400 (with b-key keyboard :-) and it worked fine, but it doesnt seem to be talking for the person who bought it. He has an 800xl and thinks a translator disk might help, but I seem to recall they did not work because of a subtle diff in the SIO port between the 400/800's and the XL/XE's am I right? Does anyone rem or can anyone shed any light on any hardware incompatibilities between the 400/800's and the XL's?

thanks

kevin

contact:

http://profiles.yahoo.com/kevstar242

3130. Action! runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 01:39:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns955FD223637D2emuslor@130.133.1.4>
Source record: 14836

Can anyone point me to an image containing the Action! runtime? I just got ahold of the Action! cart, and I'd like to be able to generate programs that will run without the cart present.

Thanks

--
Slor

3131. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 03:29:55 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <9472k0hhqkcsv3h7g9a7b8t873gdj9dea5@4ax.com>
Source record: 14837

On Thu, 09 Sep 2004 03:56:31 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

>And I think JTS also disappeared. But what happened to the Tramiels? We
>know what happened to Busnell(started a chain of resturants), and Warner
>(now part of the AOL consortium), but the Tramiels just dropped of the
>ends of the earth it would seem.

Indeed, JTS didn't last long after they sold the Atari rights. Conveniently
pulled from my FAQ:
JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and
then converted it to Chapter 7 (liquidation) on February 28, 1999.

At least for a while there were Tramiels on the Board at JTS (Jack? Sam? I'm
not sure.). I've heard that they retired, but I don't know when, or whether
it was in reference to all of them or just Jack. This is obviously getting
more into hearsay.

Nolan Bushnell's latest venture: uWink: http://www.uwink.com/

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3132. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 03:50:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <j582k0duer4kmai5433b4thhj3hat2nbcb@4ax.com>
Source record: 14838

On 9 Sep 2004 05:34:34 GMT, wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) wrote:

>Actually, that's not entirely true. They didn't purchase JTS. Atari Corp.
>gave an extended bridge loan of $25,000,000 to Jugi Tandon Storage Inc. (JTS
>Inc.) in retrun for a merger (and what is commonly viewed as a reverse
>merger). The two companies merged together under the newly formed Jugi Tandon
>Storage Corp. (JTS Corp.), each existing as a seperate entity (division)
>under the new corporation. Executives/management from both JTS Inc. and
>Atari Corp. were then put on the board of the new JTS Corp.

I stand corrected, thanks.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3133. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 04:35:16 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <fkb2k0l3in5omurdfqmnbierdsrvj5j81p@4ax.com>
Source record: 14839

On 09 Sep 2004 03:11:17 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>> My Magnovox monochrome amber "Computer Monitor 80" is perfect for the XEP80.
>Is that what you mean? <
>
>Hi Michael-
>Yes, thanks. Is that it's model number?
>(or maybe CM80?)

Had to dig out the manual to find the model number. BM7652 is the Green model,
and BM7622 the Amber model. I have the Amber.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3134. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 04:36:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <1qb2k0522au42dpov28eu0f6naoe2hjfj7@4ax.com>
Source record: 14840

On Thu, 09 Sep 2004 04:14:27 GMT, secretspam@ihatespam.net (SgtSilicon) wrote:

>On Thu, 09 Sep 2004 02:07:06 GMT, Michael Current
><hunmanik@earthlink.net> wrote:
>
>>My Magnovox monochrome amber "Computer Monitor 80" is perfect for the XEP80.
>>Is that what you mean?
>
>I have one of those too for my XEP80! Nice amber screen. Works
>great. Think they're about 12 inch right?

It's a 12"er, yep!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3135. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 04:41:16 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <50c2k0ht5370lrvqqj9crp8pbgu9n7m6mv@4ax.com>
Source record: 14841

On Fri, 10 Sep 2004 03:50:45 GMT, Michael Current <hunmanik@earthlink.net>
wrote:

>On 9 Sep 2004 05:34:34 GMT, wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg)
>wrote:
>
>>Actually, that's not entirely true. They didn't purchase JTS. Atari Corp.
>>gave an extended bridge loan of $25,000,000 to Jugi Tandon Storage Inc. (JTS
>>Inc.) in retrun for a merger (and what is commonly viewed as a reverse
>>merger). The two companies merged together under the newly formed Jugi Tandon
>>Storage Corp. (JTS Corp.), each existing as a seperate entity (division)
>>under the new corporation. Executives/management from both JTS Inc. and
>>Atari Corp. were then put on the board of the new JTS Corp.
>
>I stand corrected, thanks.

Well, now that I look over the press releases of the time, I think I'm
somewhat justified with the "purchase" slant:

"As a result of the transaction, Atari stockholders will hold approximately
60% of the outstanding shares of the new company following the merger. The
transaction is structured to qualify as a tax-free reorganization and will be
accounted for as a purchase."

See:
http://www.host.fptoday.com/melek/jaguar/jag-96.htm
http://home.earthlink.net/~spaceclub/news9603.html
and others...

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3136. Re: Photos of 8-bit cables?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 06:40:05 UTC
From: j131@op.dot.pl
Message-ID: <chri85$6v4$1@korweta.task.gda.pl>
Source record: 14842

In article <10jvcmq2hd5qb59@news.supernews.com>, TheNameInFrom @ aliboom.com wrote:
>I was in a local thrift store today and saw a cable that I'm relatively
>certain was for the SIO ports on the 8-bits. Unfortunately, though I'd
>love one, I haven't owned a physical machine for years so I have no way
>of checking. Anyone know where I can find a photograph of one of the
>cables? If it turns out that it actually is one, then I'll buy it so
>that it doesn't end up in a landfill.
>
>

the plug looks like this:

http://j131atari.webpark.pl/

j131

3137. Re: Photos of 8-bit cables?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 07:17:44 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10k2l8noh2vj2be@news.supernews.com>
Source record: 14843

On Fri, 10 Sep 2004 01:40:05 -0500, remove dot wrote:

> the plug looks like this:
>
> http://j131atari.webpark.pl/
>
> j131

Thank you. It is an Atari cable then, so I'll purchase it (and keep my
eyes open in the event the rest of the system comes in).

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

3138. Re: Action! runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 07:34:45 UTC
From: gary@tsnc.net
Message-ID: <4d64c9e2.0409092334.72651dfb@posting.google.com>
Source record: 14844

Could this be what you're after?

http://www.strotmann.de/twiki/bin/view/APG/ApgActionCompile

Slor <slor@comcast.net> wrote in message news:<Xns955FD223637D2emuslor@130.133.1.4>...
> Can anyone point me to an image containing the Action! runtime? I just got
> ahold of the Action! cart, and I'd like to be able to generate programs
> that will run without the cart present.
>
> Thanks

3139. Re: atari++ 1.39

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 11:43:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040910074311.04585.00000440@mb-m02.aol.com>
Source record: 14845

Hello Thomas-

I have a question or perhaps a "wish" for atari++. Is it feasible to add an 80 column E: device? In essence it would emulate the XEP80, but since the XEP80 just substitutes it's own E: device, seems like most any method of adding an 80 column E: driver should work. (But if you do add 80-column support, please don't add the XEP80's overscan! ;-)
Thanks,
Larry

3140. Re: atari++ 1.39

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 11:56:12 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <chs4osivf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14846

Hi Larry,

> I have a question or perhaps a "wish" for atari++. Is it feasible to add an 80
> column E: device? In essence it would emulate the XEP80, but since the XEP80
> just substitutes it's own E: device, seems like most any method of adding an 80
> column E: driver should work. (But if you do add 80-column support, please
> don't add the XEP80's overscan! ;-)

Thanks for the suggestion, I'll put this onto the wish list. (-; I cannot
promise how fast this wish will make it into the release, but it's taken.
(And I agree that this makes some sense).

So long,
Thomas

3141. Re: Action! runtime?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 15:38:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95606C53A535Cemuslor@130.133.1.4>
Source record: 14647

Despite all prevention efforts, gary@tsnc.net (Gary Cude) wrote in
news:4d64c9e2.0409092334.72651dfb@posting.google.com:

> http://www.strotmann.de/twiki/bin/view/APG/ApgActionCompile

Looks like what I need. Thanks!

--
Slor

3142. My Vintage Computer Collection for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 15:39:14 UTC
From: Krystian Sergiejew <krystian_nospam_@hexlabs.com>
Message-ID: <EYGdnUfk9OWEVtzcRVn-ig@comcast.com>
Source record: 14648
Cross-posted to:
alt.amiga,alt.c64,comp.sys.amiga.marketplace,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair

Vintage Home Computers for Sale

Because I am moving to Europe, I am currently selling off my entire vintage home computer collection. All items are from my personal collection and have been professionally cleaned and restored unless otherwise specified. I have spent many hours working on my vintage computers taking them apart and cleaning every single piece of them. I have even cleaned each key of the keyboard individually.

My entire collection can be viewed at:

http://www.vintagehomecomputers.com

The photographs on the site are photos of the actual items for sale.

All items are located in Atlanta, GA and are available for local pickup or shipment anywhere in the world (except for those really heavy ones).

If you like a particular computer and would like to make a resonable offer, please e-mail me with the link to that machine and the price you are offering to pay.

I can accept PayPal, Checks and Money Orders.

Regards,

Krystian (at) hexlabs (dot) com

3143. Anyone want a Rescue on Fractalus cassette?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 21:49:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9560AB2E4ACA7emuslor@130.133.1.4>
Source record: 14649

I recently purchased some software from a guy who threw this in as a bonus. While much appreciated, I unfortunately do not have a tape drive for my 8-bits. So, if anyone wants it, give me a yell. I have no way of knowing for sure that it works, but it's in excellent condition in its original hard case with instruction manual.

--
Slor

3144. Re: Anyone want a Rescue on Fractalus cassette?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 22:05:17 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9560ADD487A65emuslor@130.133.1.4>
Source record: 14650

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns9560AB2E4ACA7emuslor@130.133.1.4:

> I recently purchased some software from a guy who threw this in as a
> bonus. While much appreciated, I unfortunately do not have a tape
> drive for my 8- bits. So, if anyone wants it, give me a yell. I have
> no way of knowing for sure that it works, but it's in excellent
> condition in its original hard case with instruction manual.
>

That was quick - It's been spoken for.

--
Slor

3145. *PING* lance rhenquist

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 22:42:06 UTC
From: rtdos@rtdos.com
Message-ID: <58c84f5f.0409101442.6312d6fb@posting.google.com>
Source record: 14651

i finally got a hold of Ron Hamilton in regards to my library. In my library is BBS Express Pro (but only version 1.0 i think not sure) that I had purchased (including all disks and license) but from what Ron Hamilton tells me and from memory, a few of the install disks were or may be corrupted.

this purchase was before the bbs express pro library was passed on to you so not sure if there was a record of the license xfer or not (can't even tell you the node # at this point as I can't remember the users group that I purchased it off of and haven't looked at my disks in years but I think it was a very low #) - been 10 yrs; bought from a bbs somewhere east of the mississippi (that much i think i remember)

my question is this - is it possible to get free replacement node and free replacement disks as the license (and disks) were already bought and paid for (and xferred) ?

3146. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 22:46:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4141d9fa4355a2@comcast.net>
Source record: 14652

>According to the Associated Press: Atari Corp. is not only going to
>reissue a bunch of old games in a CD-ROM-based anthology for
>Playstation 2 and XBox, they are also going to manufacture a miniature
>version of the Atari 7800!!!

That is great. I am already planning on getting one.

>Would rather have them reissue the 800 XL or XE games machine, but
>this is also good.

True, but one step at a time. Maybe if the 7800 sells a
significant amount, then a new XL or XE may be coming....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3147. Re: Looking for Atari Basic games!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-10 22:46:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4141d9fa4355a3@comcast.net>
Source record: 14653

>Anyone know of a place where I can download some of the best Basic games?
>Like ones from cover disks and what not. There were some pretty cool games
>that I typed in from mags back in the day, just wanting to find some of em.

Most places that have ATR image files will have some of those. I
have gotten some that way....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3148. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 02:01:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409101856100.6365-100000@onyx.spiritone.com>
Source record: 14655
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Septembers Offering 25% off the Top Discount on Games / Software, Hardware
& Books for Classic Atari 8 Bit and Atari ST Computers plus Jaguar Games!
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3149. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 02:07:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409101904320.6365-100000@onyx.spiritone.com>
Source record: 14656
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3150. WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 02:51:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040910225140.06405.00000239@mb-m19.aol.com>
Source record: 14657

Here's a new twist to the XEP80 story (saga?). Instead of looking at the various line doublers and scalers, I wondered about the array of "video capture" cards and USB devices.

In this case, the device would have to recognize/accept the XEP's monochrome signal (some/many devices will not.) So I contacted the Hauppauge tech support and they replied that their devices will support a true monochrome signal, and the PCI cards will display the full native signal and "compensate" for overscan. I'm not sure quite what "compensate" means. (?)

Hey! Maybe I'm onto something here! Has anyone tried the XEP80 with a Hauppauge (WinTV) card?
-Larry

3151. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 04:16:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1094876189@rtfm.mit.edu>
Source record: 14658
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3152. Re: 815 Dual Drive for Auction

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 13:51:29 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <BpD0d.294$g9.156@trnddc06>
Source record: 14659

There was. I have an Astra Big D which is also a dual drive.

"Kevin" <followthelink@bottomofpost.com> wrote in message
news:rk6fj058k6kff6hvcputqjjmtn9tcv5oe7@4ax.com...
> On 2 Sep 2004 11:22:08 -0700, synthetoonz@bellsouth.net (Ken Jennings)
> wrote:
>
> >I saw the drive long ago at a friends house, so it was released to the
> >public at some point.
>
> I remember seeing at least one at a local computer store in
> Connecticut circa 80-82 (exact year a bit fuzzy). They were released
> to the public and they were expensive. I believe there were at least
> one third party dual drive as well.
>
>
>
>
>
>
> kevin
>
>
>
> contact:
>
> http://profiles.yahoo.com/kevstar242

3153. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-11 13:55:28 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <ktD0d.611$xH1.291@trnddc03>
Source record: 14660

> 1) Do you own a Blackbox? (if No, sorry, please don"t answer this
> questionair)

Yes, but it is stored in a box somewhere! My ICD MIO is hooked up however.
Is there amother questionnaire?

> 2) Do you have a FloppyBoard?
> 3) Is the FloppyBoard installed?
> 4) How many SCSI devices are connected to your BlackBox?
> 5) Which ID's are used?
> 6) If you have a FloppyBoard and it's installed:
> 6a) how many drives are connected?
> 6b) what kind of drives are these? (5.25", 3.5", size?, DS?)
> 6c) are these visible in the drive configuration page (Option A from the
> menu)
> 6d) what drivenumbers are they assigned to?
> 6e) is UltraSpeed enabled (in the menu) for these drives?
> 7) do you have SIO drive connected to your computer?
> 7a) how many drives are connected?
> 7b) are these visible in the drive configuration page (Option A from the
> menu)
> 7c) what drivenumbers are they assigned to?
> 7d) is UltraSpeed enabled (in the menu) for these drives?
> 8) What are you settings in Option B from the BlackBox menu?
> 9) If you have not installed a FloppyBoard, do you have the BlackBox
> Enhancer installed?
> 10) does your BlackBox have a BlackBox Printer Spooler installed?
> 11) does your BlackBox have a Parity PAL or other upgrade to add parity to
> the SCSI bus?
>
> Where I say: "what drivenumbers are they assigned to?" I mean what
> drivenumber do they respond to. For instance, I have two 1.44 meg drives
as
> D3: and D4: D5: usually is a partition, but I have my system setup so
that
> it can become either SIO drive 1 or FloppyDrive number 3.
>
> CU Mathy van Nisselroy
>
>
>
>

3154. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 03:53:23 UTC
From: AtariBob <bobwoolley@alamedanet.net>
Message-ID: <4143d177$0$10706$2c56edd9@news.cablerocket.com>
Source record: 14661

The second ANTIC was "enabled" to the CPU with a register bit. This allowed
the system to treat the second ANTIC as its own ANTIC and program it in
normal fashion. Each ANTIC had its own memory, the second ANTIC running a
32K SRAM of its own and the "main" ANTIC using regular DRAM.

Bob

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:413f1b4d.34220155@news...
> Thomas Richter <thor@math.tu-berlin.de>:
>
> >Is it? For a 2nd GTIA I believe so, but for ANTIC you'll run into
> >trouble. It decodes itself into the $d4xx area, and it requires DMA
> >slots. If you put in a second Antic naively into the system, both Antic
> >versions would try to fetch data from RAM at the same time, causing a
> >mess. Thus, either the RAM must be clocked at twice the speed with the
> >two Antic (and the CPU) accesses interleaving (might be technically
> >tricky!) or two separate RAM banks would be required, with each ANTIC
> >only having access to one bank, and the CPU getting access to either
> >bank selected by some kind of port bit. Thus, I would believe that at
> >least the Antic programming model would rather differ.
>
> You're right, of course.
>
> There was a 2nd Antic upgrade discussed on AtariAge in the last year or so
> that used an additional bank of 64kB of RAM. I think there is even a
> prototype in the development/testing phase (IIRC). I don't know how Bob
> Woolley did it with his though. The additional RAM has to be banked in
> somewhere too.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

3155. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 03:58:42 UTC
From: AtariBob <bobwoolley@alamedanet.net>
Message-ID: <4143d2b6$0$10709$2c56edd9@news.cablerocket.com>
Source record: 14662

On my mod, you could do anything you wanted on the main ANTIC, which worked normally. The second ANTIC would modify only the LUMA bits of the display, with a 5th bit tacked on. (gives you 32 shades of grey) So, you could do the 16 colors on one and 16 shades on the other. Or, you could make cute little text screens with different color text and such.

Bob

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:0VQ%c.1771$xA1.1512@newsread3.news.pas.earthlink.net...
> Ken Jennings wrote:
> > shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message news:<413f1b4d.34220155@news>...
> >
> >>Thomas Richter <thor@math.tu-berlin.de>:
> <snip>
> > Does anyone recall exactly what sort of features this modification was
> > supposed to produce? I think it would be unlikely to double the
> > resolution. I'm thinking if each display was merged together, each
> > making up 50% of the color/luma of a display it would increase the
> > color depth/precision of any graphics mode -- something like how page
> > flipping is used to make extra colors, only this method shouldn't have
> > any flickering. 'Course, I'm only guessing big time.
>
> Pretty close guess IIRC. I think some of the modes were things like one
> GTIA in 16 lum mode while the other was put in 9 color GTIA mode. =>
> 80x192 screen with 9 colors each with 16 lum levels.

3156. Re: WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 06:45:50 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0409112245.37c54112@posting.google.com>
Source record: 14663

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20040910225140.06405.00000239@mb-m19.aol.com>...
> Here's a new twist to the XEP80 story (saga?). Instead of looking at the
> various line doublers and scalers, I wondered about the array of "video
> capture" cards and USB devices.
>
> In this case, the device would have to recognize/accept the XEP's monochrome
> signal (some/many devices will not.) So I contacted the Hauppauge tech support
> and they replied that their devices will support a true monochrome signal, and
> the PCI cards will display the full native signal and "compensate" for
> overscan. I'm not sure quite what "compensate" means. (?)
>
> Hey! Maybe I'm onto something here! Has anyone tried the XEP80 with a
> Hauppauge (WinTV) card?
> -Larry

Hey! That is a *GOOD* idea! I have an ATI TV Wonder card that I have never
used.Might try installing that puppy and use it as the mono monitor
for the Atari.

3157. Re: WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 07:19:56 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040912031956.16860.00003215@mb-m20.aol.com>
Source record: 14664

> Hey! That is a *GOOD* idea! I have an ATI TV Wonder card that I have never used.Might try installing that puppy and use it as the mono monitor for the Atari. <

Hi Ed-
If you try it, please let us know if it works.
Good Luck!
-Larry

3158. XEP80 Display Resolution

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 15:38:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040912113852.11669.00000515@mb-m15.aol.com>
Source record: 14665

I have not been able to find any definitive data as to the actual screen display resolution of the XEP80. Its "manual" shows that the output is NTSC monochrome. That *should* mean RS-170 standard for NTSC. RS-170 is defined as 485 *visible* scan lines.

The XEP80 shows that its characters are 7wide X 10 high which should translate into 560 dots wide X 250 lines high. Presumably, the 250 high must be doubled because of interlace on NTSC systems. (?)

If that's correct, then that doesn't quite explain why the XEP80 overscans vertically. Yes, the 25th (status) line should overscan, but the 24th line should display properly. But it doesn't. The 24th line is normally cut off completely or partially depending on the display device.

Or perhaps I'm looking at the wrong. Can anyone shed any light on this?

Thanks,
Larry

3159. Re: TurboWord, who can send me an ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-12 15:42:49 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0409120742.4477011a@posting.google.com>
Source record: 14666

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<4140a76d$0$765$3a628fcd@reader20.nntp.hccnet.nl>...
> Howdy folks
>
> Could somebody please tell me where I can find an ATR of TurboWord and that
> other Turbo* utility by the same company? I need it for something special.
>
> AFAIK these are PD nowadays.
>
> CU Mathy van Nisselroy

Yes,the president of Micromiser software has released Turboword 80
and Turbobase into the public domain as freeware,while retaining
copyright.He said to feel free to copy and distibute.

Unfortunately,I cannot find an .ATR of Turboword 80 either.

Perhaps someone can help ? :)

3160. Re: Composite Monitors for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 04:56:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9562F39DF3BFAemuslor@130.133.1.4>
Source record: 14667

Despite all prevention efforts, Michael Current <hunmanik@earthlink.net>
wrote in news:fkb2k0l3in5omurdfqmnbierdsrvj5j81p@4ax.com:

>>Yes, thanks. Is that it's model number?
>>(or maybe CM80?)
>
> Had to dig out the manual to find the model number. BM7652 is the
> Green model, and BM7622 the Amber model. I have the Amber.
>

Now I see why nobody took me up when I offered my Magnavox Color Monitor 40
up for grabs. With all this talk about XEP80 and overscan, I figured I'd
hook it up and see what happened... Yuck! I'm missing 2 1/2 lines at the
top AND bottom of the screen! That's right, I have 19 complete lines with
a half line above and below. Guess I'll be sticking with my VGA
upscaler...

--
Slor

3161. As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 05:08:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns956316AABE44emuslor@130.133.1.4>
Source record: 14668

That's right - one more XEP80 thread. :) I don't suppose anyone out there has ever attempted to emulate the XEP80? Would be an interesting addition to Atari800 or Atari++...

--
Slor

3162. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 08:25:14 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409130025.3e6e59d5@posting.google.com>
Source record: 14669

Just to correct a few misconceptions regarding h/w rights/patents

From what i'v heard and have been told/read, any piece of h/w tech. sold/designed etc b4 the tramiel takeover in 1984 is owned by WMS (as Atari coin op co-owned all of the non coin op h/w patents/rights)

Infogramme only own the use of the name ATARI for s/w only (from what I was told)

And from what I heard right up until JTS/Tramiels Atari R/Merger, Warners were already doing a deal with WMS, and that didn't just extend to selling Atari coin op to WMS, it also related to co-owning of Some non coin op h/w patents and right (post 1984) an example of this was the co-jag project

3163. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 14:38:20 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409130638.62291dae@posting.google.com>
Source record: 14670

wgungfu@alpha2.csd.uwm.edu (Martin Scott Goldberg) wrote in message
news:<choq1a$4ha$1@uwm.edu>...
> Michael Current <hunmanik@earthlink.net> says:
> >On Wed, 08 Sep 2004 23:51:11 GMT, Mark Bedingfield
> >>Then the Tramiels cut Atari over to JTS, and later sold to Hasbro. Then
[snip]
> >Probably not really worth a followup posting, but people never want to
> >remember this part: _Atari Corp. purchased JTS_ in 1996.
> >Atari had some cash on hand but had otherwise downsized themselves to
> >oblivion,
[snip]
> Actually, that's not entirely true. They didn't purchase JTS. Atari Corp.
> gave an extended bridge loan of $25,000,000 to Jugi Tandon Storage Inc. (JTS
> Inc.) in retrun for a merger (and what is commonly viewed as a reverse
> merger).
[snip]

My head spins.
I think a flowchart or some kind of map is needed to keep track of
this Bushnell-Warner-Tramiel-JTS-Hasbro-Atari-Interactive-Corp-Inc
heredity.

3164. Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 14:45:44 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409130645.3adaa4d@posting.google.com>
Source record: 14671

Antic or Analog magazine published an article with circuit board diagrams, instructions, and parts list for a speech synthesizer for the 8-bits. If I recall, it used a chip labelled SPOAL2 speech processor from Radio Shack (remember when Radio schack sold parts?) It used two Joystick ports to send data to the device. (So on the 800 you could use ports 3 and 4).

Did anyone else out there build one of these?

3165. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 15:51:52 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ci4fmojlg1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14672

Hi,

> Antic or Analog magazine published an article with circuit board
> diagrams, instructions, and parts list for a speech synthesizer for
> the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
> processor from Radio Shack (remember when Radio schack sold parts?)
> It used two Joystick ports to send data to the device. (So on the 800
> you could use ports 3 and 4).

> Did anyone else out there build one of these?

Not exactly this one, but a speech synethesisier build on my
own design. It used the same speech chip, but I connected it to
the parallel port of the 800XL instead to the joystick ports
and used a standard VIA chip to address it. I also wrote a V:
device driver for it back then.

So long,
Thomas

3166. Re: adding 2nd GTIA / ANTIC - programming info ? (or even a 2nd POKEY) ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 16:36:16 UTC
From: rtdos@rtdos.com
Message-ID: <58c84f5f.0409130836.62f161e8@posting.google.com>
Source record: 14673

"AtariBob" <bobwoolley@alamedanet.net> wrote in message
news:<4143d2b6$0$10709$2c56edd9@news.cablerocket.com>...
> On my mod, you could do anything you wanted on the main ANTIC, which worked
> normally. The second ANTIC would modify only the LUMA bits of the display,
> with a 5th bit tacked on. (gives you 32 shades of grey) So, you could do the
> 16 colors on one and 16 shades on the other. Or, you could make cute little
> text screens with different color text and such.
>
> Bob

Do any emulators simulate or emulate a dual ANTIC or GTIA ?

3167. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 17:17:21 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <vJSdnbznwI7ZS9jcRVn-vg@adelphia.com>
Source record: 14674

A good idea.

I imagine emulating one would not be too hard. Just need to know the
command set it recognizes, and have a secondary screen device which can be
attached virtually to the joystick port.

-Jason Harmon

"Slor" <slor@comcast.net> wrote in message
news:Xns956316AABE44emuslor@130.133.1.4...
> That's right - one more XEP80 thread. :) I don't suppose anyone out there
> has ever attempted to emulate the XEP80? Would be an interesting addition
> to Atari800 or Atari++...
>
> --
> Slor

3168. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 19:39:52 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9563952CCE9C8emuslor@130.133.1.4>
Source record: 14675

Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
news:vJSdnbznwI7ZS9jcRVn-vg@adelphia.com:

> A good idea.
>
> I imagine emulating one would not be too hard. Just need to know the
> command set it recognizes, and have a secondary screen device which
> can be attached virtually to the joystick port.
>

Perhaps I have a new emulation project... :)
Mathy mentioned a while back that he had XEP80 tech specs on his site, but
I didn't see a link there. Someone wanna cough up the URL?

Thanks

--
Slor

3169. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 20:50:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <HKn1d.13583$54.193371@typhoon.sonic.net>
Source record: 14676

Ken Jennings <synthetoonz@bellsouth.net> wrote:
> Antic or Analog magazine published an article with circuit board
> diagrams, instructions, and parts list for a speech synthesizer for
> the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
> processor from Radio Shack (remember when Radio schack sold parts?)
> It used two Joystick ports to send data to the device. (So on the 800
> you could use ports 3 and 4).

> Did anyone else out there build one of these?

I was going to, about 12 years ago when I was in high school.
Sadly, Radio Shack had already discontinued that part. Seems RC cars
and cellphones are more important these days. :^/

(I went in looking for a null-modem adapter once... the girl there
said "you mean, like, for a phone?" ... ergh!)

-bill!
bill@newbreedsoftware.com Man, some trip this turned out to be.
http://www.newbreedsoftware.com/ All we caught is a tire, a boot,
New Breed Software a tin can and this book of cliches.

3170. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-13 21:47:17 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Fzo1d.261$Y65.133@newsread1.news.pas.earthlink.net>
Source record: 14677

William Kendrick wrote:

> Ken Jennings <synthetoonz@bellsouth.net> wrote:
>
>>Antic or Analog magazine published an article with circuit board
>>diagrams, instructions, and parts list for a speech synthesizer for
>>the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
>>processor from Radio Shack (remember when Radio schack sold parts?)
>>It used two Joystick ports to send data to the device. (So on the 800
>>you could use ports 3 and 4).
>
>
>>Did anyone else out there build one of these?
>
>
> I was going to, about 12 years ago when I was in high school.
> Sadly, Radio Shack had already discontinued that part. Seems RC cars
> and cellphones are more important these days. :^/

That jogged my memory. There was somebody from Arizona I think, Potter?
He did at least one utility for reading Atari disks on a PC if the right
name is important to find.

SPO256 was the part number. I can't remeber why I had one but Potter<?>
put out the call in the newsgroup for one and I gave him mine. IIRC a
few years later when he was getting out of the 8bit world I saw he had a
SPO256 box for sale so I guess he finished it.

3171. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 00:48:38 UTC
From: secretspam@ihatespam.net
Message-ID: <41493f8c.1352703@news.charter.net>
Source record: 14678

On 13 Sep 2004 19:39:52 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
>news:vJSdnbznwI7ZS9jcRVn-vg@adelphia.com:
>
>> A good idea.
>>
>> I imagine emulating one would not be too hard. Just need to know the
>> command set it recognizes, and have a secondary screen device which
>> can be attached virtually to the joystick port.
>>
>
>Perhaps I have a new emulation project... :)
>Mathy mentioned a while back that he had XEP80 tech specs on his site, but
>I didn't see a link there. Someone wanna cough up the URL?
>
>Thanks

Direct manipulation of a real (or emulated) XEP80 would have to go
through the game port, but software that only deals with the E handler
would not need that.

3172. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 03:48:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9563E817CAF3Cemuslor@130.133.1.4>
Source record: 14679

Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
wrote in news:41493f8c.1352703@news.charter.net:

>
> Direct manipulation of a real (or emulated) XEP80 would have to go
> through the game port, but software that only deals with the E handler
> would not need that.
>

Bottom line - you gotta know what the XEP80 driver software sends to the
joystick port and how the device itselfs handle that. Fortunately, the
driver disk includes commented source code... :)

--
Slor

3173. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 04:11:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9563EBE3F9E8Demuslor@130.133.1.4>
Source record: 14680

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns9563E817CAF3Cemuslor@130.133.1.4:

> Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
> wrote in news:41493f8c.1352703@news.charter.net:
>
>>
>> Direct manipulation of a real (or emulated) XEP80 would have to go
>> through the game port, but software that only deals with the E handler
>> would not need that.
>>
>
> Bottom line - you gotta know what the XEP80 driver software sends to the
> joystick port and how the device itselfs handle that. Fortunately, the
> driver disk includes commented source code... :)
>

I just found a nice product spec document as well that outlines all the
codes sent to the XEP80, important memory locations, etc.

--
Slor

3174. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 05:26:21 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0409132126.27c9bd6e@posting.google.com>
Source record: 14681

Slor <slor@comcast.net> wrote in message news:<Xns9563952CCE9C8emuslor@130.133.1.4>...
> Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
> news:vJSdnbznwI7ZS9jcRVn-vg@adelphia.com:
>
> > A good idea.
> >
> > I imagine emulating one would not be too hard. Just need to know the
> > command set it recognizes, and have a secondary screen device which
> > can be attached virtually to the joystick port.
> >
>
> Perhaps I have a new emulation project... :)
> Mathy mentioned a while back that he had XEP80 tech specs on his site, but
> I didn't see a link there. Someone wanna cough up the URL?
>
> Thanks

Please note that this is Mathy's new site and make any changes to
old links, second url will get you on a page with some XEP80 stuff.
There might be more elsewhere and for specifics an email to Mathy
for same might be the thing to do?
http://www.mathyvannisselroy.nl/
http://www.mathyvannisselroy.nl/special%20stuff.htm

3175. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 05:48:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns956484DDA39Aemuslor@130.133.1.4>
Source record: 14682

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns9563EBE3F9E8Demuslor@130.133.1.4:

>
> I just found a nice product spec document as well that outlines all
> the codes sent to the XEP80, important memory locations, etc.
>

OK, yeah, so that's on the XEP80 disk as well. Duh...

--
Slor

3176. Re: EMU> Inconstant frame rate

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 06:41:38 UTC
From: seagtgruff@aol.com
Message-ID: <20040914024138.08240.00000595@mb-m18.aol.com>
Source record: 14683

Just thought I'd mention that I was finally able to get a flicker-free frame rate on the z26 emulator. I don't know exactly what the problem was, but I downloaded the x26 "frontend" program, and it seems to give me much better control over the frame rate than I was getting by running z26 from the command line (even though I had tried using the various command line options to control this).

Michael Rideout

3177. Re: Atari to Reissue Games and Console

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 08:07:07 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409140007.20719c4d@posting.google.com>
Source record: 14684

My head spins.

Ken, your'e not apidextrous are you, or at the least emanating from
one of those horror films (or was that just the Atari)

3178. Re: WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 08:11:37 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409140011.511f95e0@posting.google.com>
Source record: 14685

Not wishing to be ignorant but are you going thru a pc or pucker Atari

If your'e going thru a pucker atari, how the hell did you hack a pctv card into an atari, does ghauppauge know about this, because you and they could be making money on this

3179. Re: WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 10:51:42 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040914065142.16860.00003283@mb-m20.aol.com>
Source record: 14686

Hi Carmel-

> ... are you going thru a pc... <

Yes -- PC. I play very few games on either PC or Atari, so I use an LCD monitor for both. The Atari is connected to an ATI All-In-Wonder card. Does a beautiful job with the 40 column screen, but will not sync with the XEP80. According to ATI, they use the color burst to sync on the AIW's.

I haven't personally tried the WinTV. I was hoping that someone already has a WinTV and XEP80 and would be willing to try it. But I was impressed that Hauppauge replied very promptly saying WTV works with monochrome.

3180. XEP80 and USB Capture Devices?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 11:06:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040914070645.16860.00003284@mb-m20.aol.com>
Source record: 14687

In looking at all the video capture products, there are a lot of USB 2.0 capture devices. Many claim an NTSC resolution or 720 X 480 maximum. That *should* provide 24 lines from the XEP80. But the 25th "status line" should overscan. Also note that USB 1.X devices typically only display about 320 X 240.

Has anyone tried one of these?

-Larry

3181. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 11:33:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040914073352.16860.00003285@mb-m20.aol.com>
Source record: 14688

> OK, yeah, so that's on the XEP80 disk as well. <

Yes, there is some useful info in the XEP80.DOC and XEP80HAN.SRC. Perhaps if someone gets interested in this, they can add a few more comments to the source code?

It is admittedly a kludge, but one of the quickest "fixes" for the XEP80 would be to patch the handler so that it scrolls the screen after 23 lines. Thus far, I haven't figured out how to do that, but admittedly, I'm no whiz at assembler. (And if I'm modifying something like this, I need really good commenting, which this doesn't have, IMO, at least).
-Larry

3182. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 11:44:29 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040914074429.16860.00003289@mb-m20.aol.com>
Source record: 14689

> Direct manipulation of a real (or emulated) XEP80 would have to go
through the game port, but software that only deals with the E handler
would not need that. <

And that's the beauty of the Atari system. For emulation, all that would be
needed is nice, clean 80-column E: device handler. I doubt that anyone would
want to spend the time necessary to emulate the XEP at the hardware level.
-Larry

3183. Re: As long as we're on the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 15:28:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95646A95A1576emuslor@130.133.1.4>
Source record: 14690

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20040914074429.16860.00003289@mb-m20.aol.com:

>> Direct manipulation of a real (or emulated) XEP80 would have to go
> through the game port, but software that only deals with the E handler
> would not need that. <
>
> And that's the beauty of the Atari system. For emulation, all that
> would be needed is nice, clean 80-column E: device handler. I doubt
> that anyone would want to spend the time necessary to emulate the XEP
> at the hardware level. -Larry

I've been looking through the command set documentation, and it _seems_ to
be pretty straightforward. The XEP80 driver also replaces the S: and P:
handlers, though E: is obviously my top emulation priority. I agree that a
full hardware emulation would be way more trouble than it's worth, but
(after reading the spec) I believe the decriptions of the commands sent to
the device are more than adequate to write a screen handler capable of
accepting the commands, updating the display appropriately, and returning
the correct results.

--
Slor

3184. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 17:10:26 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409140910.3904830f@posting.google.com>
Source record: 14691

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<ci4fmojlg1@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > Antic or Analog magazine published an article with circuit board
> > diagrams, instructions, and parts list for a speech synthesizer for
> > the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
> > processor from Radio Shack (remember when Radio schack sold parts?)
> > It used two Joystick ports to send data to the device. (So on the 800
> > you could use ports 3 and 4).
>
> > Did anyone else out there build one of these?
>
> Not exactly this one, but a speech synethesisier build on my
> own design. It used the same speech chip, but I connected it to
> the parallel port of the 800XL instead to the joystick ports
> and used a standard VIA chip to address it. I also wrote a V:
> device driver for it back then.

Wow. Cool. Never got as far as a device driver for the version of the
synthesizer in the magazine.

When I realized the communication throughput required was very low, I
made an assembly VBI routine for the comm and an API for assembly and
Basic that allowed you to queue up to 8 strings of phenomes to the
device. I sent it to the magazine (and still don't remember which
one), but they never published it.

I couldn't make the circuit board, so I was stuck doing a breadboard
version of the synthesizer with wires everywhere. The RFI from that
thing when it was plugged into the 800 was epic. There was static on
every TV and radio in the house (and I suspect the neighbors', too.)

The last time I plugged it in it wasn't working. I think I had fried
the chip with static electricity.

3185. XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 21:08:55 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <1MSdnXOTRtuhw9rcRVn-pw@adelphia.com>
Source record: 14692

Has anyone out there tried this combination? If so, how is the image quality?

Jason Harmon

3186. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-14 22:10:09 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9564AEA7A9D4Demuslor@130.133.1.4>
Source record: 14693

Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
news:1MSdnXOTRtuhw9rcRVn-pw@adelphia.com:

> Has anyone out there tried this combination? If so, how is the image
> quality?
>
> Jason Harmon
>
>
>

I haven't tried on a monochrome monitor, but it looks just fine into a
color VGA. I use the next step up from the maker of the cheese box for my
conversion.

--
Slor

3187. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 02:24:49 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0409141824.1f291e01@posting.google.com>
Source record: 14694

I do not own a CheeseBox,but I have a Pelican Universal VGA Box
that connects the audio and composite video to the PC and sound
card and works quite well.

The colors are somewhat faded but very crisp.

I was lucky and found mine at a yardsale for $3.00 ! :)

The box lists a URL of: www.pelicanacc.com

3188. Re: WinTV and the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 05:02:18 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040915010218.08576.00000767@mb-m07.aol.com>
Source record: 14695

> Hey! Maybe I'm onto something here! Has anyone tried the XEP80 with a Hauppauge (WinTV) card? <

Hey! maybe I'm *not*! Tried a PCI model WinTV today. It does display the monochrome signal, but only displays 23-1/2 lines (and 79 columns). This is a very small improvement vertically, and a small deterioration horizintally versus my XGA Theater (scaler/doubler).
Larry

3189. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 12:00:20 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <_MidnfiYGIZjs9XcRVn-ig@adelphia.com>
Source record: 14696

Which box is the "step up"?

Thanks.

-Jason

"Slor" <slor@comcast.net> wrote in message
news:Xns9564AEA7A9D4Demuslor@130.133.1.4...
> Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
> news:1MSdnXOTRtuhw9rcRVn-pw@adelphia.com:
>
> > Has anyone out there tried this combination? If so, how is the image
> > quality?
> >
> > Jason Harmon
> >
> >
> >
>
> I haven't tried on a monochrome monitor, but it looks just fine into a
> color VGA. I use the next step up from the maker of the cheese box for my
> conversion.
>
> --
> Slor

3190. CPU's and processor manufacturers

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 12:08:32 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0409150408.607156c1@posting.google.com>
Source record: 14497

I seem to remember someone on this forum showing a list of CPU and CPU manufacturers

If memory serves me right the listing neglected to mention Atari, as from 1978 until the tramiel buy out in 1984 Atari was heavy into manuf. their own versions of the MOS 6502 (namely the b and c versions)

Also Atari were the original designers of the 65816 processors b4 the sold it to WDC who bought it to market

Further more, Atari became only the second computer manuf to also manuf CPUs/MPU's (CBM beingf the first), then followed by TI and then IBM (as part of their Intel Deal)

3191. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 17:57:30 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95658473C2488emuslor@130.133.1.4>
Source record: 14498

Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
news:_MidnfiYGIZjs9XcRVn-ig@adelphia.com:

> Which box is the "step up"?
>

http://www.avtoolbox.com/upconpage.shtml

I have AVT-3340. I wanted audio as well as XGA capabilities - but I run
the Atari in standard VGA.

--
Slor

3192. Re: CPU's and processor manufacturers

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-15 19:40:07 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409151140.7b70800f@posting.google.com>
Source record: 14499

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0409150408.607156c1@posting.google.com>...
[snip]
> Also Atari were the original designers of the 65816 processors b4 the
> sold it to WDC who bought it to market
[snip]

This is news to me. I've never heard this before. Are you certain
this is correct?

It seems odd that Atari would develop a 16ish-bit enhanced 65xx CPU
and then not use it in anything and then Apple opted to use it in the
last model in the Apple II series. I don't recall that the various
computer makers in the 80s were on such friendly terms.

3193. *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 04:24:48 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <EOidnWGWvdoXiNTcRVn-hA@bresnan.com>
Source record: 14500
Cross-posted to: alt.atari.2600vcs,comp.sys.atari.8bit,rec.games.video.atari

FYI

i am moving the forum on my website from

http://rtdos.com/forum (OLD)

to

http://www.rtdos.com/webportal (NEW)

so if you are a registered user on the old forum, please note the change. i will try and have the user listed ported over in a few days. otherwise you can register now on the new site.

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://f.webring.com/hub?ring=blackknightsofch (black knights of cyberspace)

3194. *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 04:31:16 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <poqdnQ_H-e-SitTcRVn-gQ@bresnan.com>
Source record: 14501
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

FYI

i am moving the forum on my website from

http://rtdos.com/forum (OLD)

to

http://www.rtdos.com/webportal (NEW)

so if you are a registered user on the old forum, please note the change. i will try and have the user listed ported over in a few days. otherwise you can register now on the new site.

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://a.webring.com/hub?ring=radiosity (web radio stations)

3195. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 09:01:10 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14ekl2si3t.fsf@panini.cling.gu.se>
Source record: 14502
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
>>>>> "PT" == *ProteanThread* <ProteanThread> writes:

PT> *FYI*
PT> i am moving the forum on my website from

PT> http://rtdos.com/forum (OLD)

PT> to

PT> http://www.rtdos.com/webportal (NEW)

Then why don't you make a forwarding page on your web page, instead of
crossposting it all over usenet?

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3196. Re: free.it.universita.roma.torvergata,microsoft.public.it.office.word,alt.pl.comp.os.openbsd,alt.nl.comp.os.netware,alt.fan.finnish.booty.shakers

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 12:24:50 UTC
From: mattparker@wolke7.net
Message-ID: <c93ab06d.0409160424.470d2aa7@posting.google.com>
Source record: 14503
Cross-posted to: microsoft.public.win2000.security,comp.sys.atari.8bit,microsoft.public.access.toolbarsuserinterface,microsoft.public.technet.howtoneeds,alive.computers.software.compression

microsoft.public.win2000.security,comp.sys.atari.8bit,microsoft.public.access.toolbarsuserinterface,microsoft.public.technet.howtoneeds,alive.computers.software.compression
> free.it.universita.roma.torvergata,microsoft.public.it.office.word,alt.pl.comp.os.openbsd,alt.nl.comp.os.netware,alt.fan.finnish.booty.shakers
> > relcom.radio,relcom.railways,relcom.religion,relcom.skeptik,relcom.talk
> > > > > > > matt parker is webmaster of eurobrides.com and all sites in ip range
> > > > > > > 66 70 45 10 to 39 matt parker alias eric von lunsen matt parker
> > > > > > > alias evan lintherzog this perfectly legal statement prevents further
> > > > > > > abuse by matt parker matt parker alias ladiet matt parker alias
> > > > > > > evanlindtherzog all personals at trueloves.com are fake and the whole
> > > > > > > site sucks matt parker alias eric vanlunsen herzog
> > > > > > > matt parker alias geronimojones matt parker alias eric van lindt matt
> > > > > > > parker alias eric von lint herzog matt parker alias erik van
> > > > > > > lintherzog matt parker alias tanya dochenkova matt parker alias
> > > > > > > erikvan lindt matt parker alias ericvan lunsen hout matt parker alias
> > > > > > > e vonlinthout matt parker alias sergey smith matt parker alias
> > > > > > > sergismith matt parker alias frankquisinsky matt parker alias
> > > > > > > erik von lunsenherzog matt parker alias nad zaitz matt parker alias
> > > > > > > ericvon lunsen herzog matt parker alias tdochenkova matt parker alias
> > > > > > > erikvan lintherzog matt parker alias tatiana dchenka any useful
> > > > > > > information leading to the arrest of matt parker will be rewarded
> > > > > > > matt parker alias erikvanlint herzog matt parker alias bestday isnow
> > > > > > > matt parker alias ann parker damages will be claimed
> > > > > > > from matt parker to compensate financial loss matt parker
> > alias smachines matt parker alias ericvon lunsen matt parker alias
> > ericvon lindt hout matt parker was exposed as a liar at
> > http://tinyurl.com/6zs8c where he posts as jeff and trueloves matt
> > parker alias evanlunsenherzog matt parker alias tdchenka matt parker
> > alias e vanlint herzog matt parker alias erik vanlunsenherzog matt
> > parker
> > > > > > > alias erikvonlindt herzog matt parker is a murderer and this son of a
> > > > > > > bitch will be fried matt parker alias e van lunsen there is a price
> > > > > > > on the head of the wanker matt parker matt parker alias erik von lint
> > > > > > > hout matt parker alias e vanlintherzog matt parker alias ericvan lint
> > > > > > > herzog matt parker alias rage matt parker alias erik lunsen matt
> > > > > > > parker is webmaster of trueloves.com and all
> > > > > > > sites in ip range 66 70 45 10 to 39 matt parker alias
> > > > > > > erikvonlunsenherzog matt parker alias sam smith if this were not true
> > > > > > > matt parker would not bother to react to this statement the leuven
> > > > > > > university fired three employees due to the lies of matt parker matt
> > > > > > > parker alias e von lindtherzog matt parker alias e van lint matt

> > > > > > > parker alias e vanlunsen herzog matt parker alias gaap matt
> > > > > > > > parker alias ericvon lindthout matt parker alias evanlindt herzog
> > > > > > > > matt parker alias eric von lindt matt parker owns dating sites since
> > > > > > > > their clients are unlikely to complain and admit their membership
> > > > > > > > matt parker registers domains with the name of his clients to
> > > > > > > > impersonate them matt parker alias groot aap matt parker alias erik
> > > > > > > > von lindt matt parker alias eric vonlint hout boycott
> > > > > > > > commercial dating sites matt parker is a liar from leuven louvain
> > > > > > > > belgium and lives in cottage grove oregon this is hard evidence
> > > > > > > > against matt parker http://tinyurl.com/59u3p matt parker spams the
> > > > > > > > shit out of clients and newsgroups the truth of this statement is
> > > > > > > > proven by matt parker trying to delete or refute it matt parker alias
> > > > > > > > erikvanlindt herzog matt parker alias evon linthout matt
> > > > > > > > parker alias evanlunsen matt parker alias tanya dchenka matt parker
> > > > > > > > alias http://erikvanlint.com matt parker alias eric lindt matt parker
> > > > > > > > alias erikvonlintherzog every deletion or refutation will
> > > > > > > > automatically cause new occurrences of this statement matt parker
> > > > > > > > alias ericvan lint hout matt parker alias ericlunsen matt parker
> > > > > > > > alias ericvan lunsen matt parker alias e vanlindtherzog matt
> > > > > > > > parker alias tatiana dochenkova matt parker alias robert miller matt
> > > > > > > > parker alias tanyadochenkova matt parker alias chesslib matt parker
> > > > > > > > alias eric vonlunsen herzog matt parker alias eric von lint matt
> > > > > > > > parker alias erikvan lindt hout matt parker alias e van lindtherzog
> > > > > > > > matt parker alias evanlunsen hout matt parker alias eric van lunsen
> > > > > > > > herzog matt parker alias erikvon lindt hout matt
> > > > > > > > parker alias erik vanlindt pin down the prick matt parker
> > > > > > > > http://tinyurl.com/4cc39 do not believe any of the lies matt parker
> > > > > > > > posts in this forum matt parker alias phillipcrew the date of birth
> > > > > > > > of matt parker is 9 13 65 matt parker alias aniaparker matt parker
> > > > > > > > alias erik van linthout matt parker alias erikvonlindtherzog matt
> > > > > > > > parker alias e vonlunsenhout matt parker alias dq matt parker
> > > > > > > > was born on 13 09 65 never submit a real email address to
> > eurobrides.com matt parker alias e vanlunsenhout matt parker alias
> > super machines matt parker alias phrocrew the mail worm forwards this
> > message to every address book entry matt parker alias best dayisnow
> > matt parker alias e vonlunsen matt parker alias evan lindthout matt
> > parker alias eric van lint matt parker alias ericvanlinthout
> > > > > > > > this statement is not libelous and will under no circumstances be
> > > > > > > > deleted matt parker is the husband of anna parker from cottage grove
> > > > > > > > oregon matt parker alias c cct matt parker alias phrozencrew matt
> > > > > > > > parker alias evonlindt matt parker alias e vonlint herzog spam
> > > > > > > > newsgroups with this statement matt parker alias bestdayisnow anna
> > > > > > > > parker married a limpdick yank to escape prosecution in
> > > > > > > > russia matt parker alias evon lunsen hout matt parker alias g aap
> > > > > > > > matt parker alias tania dochenkova matt parker alias eric
> > > > > > > > vanlunsenherzog matt parker alias eric von lindt herzog this
> > > > > > > > statement occurs on thousands of other sites apart from google matt
> > > > > > > > parker alias erikvanlintherzog matt parker alias s machine matt
> > > > > > > > parker alias michhele the date of birth of matt parker is 13 9 1965
> > > > > > > > matt

> > > > > > > parker alias e vonlint matt parker alias phro crew the only purpose
> > > > > > > of antiscam.org is to lead users to the commercial sites of matt
> > > > > > > parker matt parker alias anjaparker matt parker alias ericvanlint
> > > > > > > matt parker alias erik van lint herzog matt parker alias e von
> > > > > > > lunsenhout matt parker alias smachine his real address is matthew s.
> > > > > > > parker 1505 ash ave cottage grove 97424 oregon usa matt
> > > > > > > parker alias nzaitzeva matt parker alias evan lunsen herzog
> > matt parker alias pure matt parker alias erik von lintherzog matt
> > parker alias r miller matt parker alias erik vanlint herzog matt
> > parker alias phrozen crew matt parker alias ccc tournament matt parker
> > is the most despicable shitass on the net matt parker alias ws matt
> > parker alias erikvan lunsen matt parker illicitly distributes
> > > > > > > the private data of clients on the web matt parker alias eric
> > > > > > > vonlindt herzog due to the lies of matt parker the catholic
> > > > > > > university of leuven belgium fired three employees matt parker alias
> > > > > > > ericvonlunsen hout matt parker alias e vonlunsen hout never submit
> > > > > > > true personal data to eurobrides.com his mailbox is matt parker alias
> > > > > > > anna parker po box 1147 cottage grove 97424 oregon usa matt
> > > > > > > parker is a gay masochist whose ass will be raped by gangs
> > of fat black jail bubbas never enter a true credit card number at
> > trueloves.com matt parker alias sergej smith matt parker alias
> > tatianadochenkova matt parker alias eric lunsen matt parker alias e
> > vanlindthout matt parker alias evon lunsen herzog matt parker alias
> > evonlunsenhout hack the childporn site http://tinyurl.com/4bb86 to
> > > > > > > pieces matt parker alias e vonlindthout matt parker alias evan
> > > > > > > lindtherzog matt parker alias erikvan lunsenhout matt parker stalks
> > > > > > > and tracks down clients to scam and blackmail them matt parker alias
> > > > > > > andy c matt parker alias erik vonlunsenhout matt parker alias
> > > > > > > ericvanlunsen herzog matt parker alias erikvonlint herzog never
> > > > > > > believe anything matt parker says or writes matt parker alias
> > > > > > > evan lint hout matt parker alias erik van lint hout matt parker alias
> > > > > > > erik van lindtherzog matt parker alias eric van lindtherzog matt
> > > > > > > parker alias erik von lindthout matt parker alias d shredder matt
> > > > > > > parker alias ericvonlint herzog matt parker alias erik von lint matt
> > > > > > > parker alias erik vonlindt matt parker alias eric van lunsen hout
> > > > > > > matt parker alias erik vonlunsen herzog matt parker
> > > > > > > alias tatjana dchenka matt parker alias eriklindt matt parker alias
> > > > > > > evan lunsen matt parker alias erik von lunsen herzog matt parker
> > > > > > > alias eric vanlint hout matt parker alias e van linthout matt parker
> > > > > > > alias erik vonlindt hout anybody providing proof of the death of matt
> > > > > > > parker will receive a huge reward matt parker alias e lindt matt
> > > > > > > parker alias ericvonlint lock up the bastard matt
> > > > > > > parker http://tinyurl.com/5psmo the date of birth of matt
> > parker is september 13 1965 matt parker alias evanlint matt parker
> > alias jeff rebuild the cuntface of the spamming scammer matt parker
> > http://tinyurl.com/452ch matt parker was born on 09 13 1965 matt
> > parker alias evanlindthout matt parker alias eric vonlindt matt parker
> > alias e van lint herzog matt parker alias erik van lindt earn
> > > > > > > money for every forum this statement is posted in matt parker alias
> > > > > > > super machine matt parker alias evon lindtherzog never submit a real

> > > > > > > email address to trueloves.com matt parker alias ericvonlindt hout
> > > > > > > matt parker was born on 13 september 1965 matt parker alias
> > > > > > > evonlunsen herzog matt parker alias e parker matt parker alias
> > > > > > > dchenka tatyana dochenkova matt parker alias eric von linthout
> > > > > > > matt parker alias mparker matt parker alias ericvonlindthout
> > matt parker alias best day is now matt parker alias supermachines matt
> > parker alias ericvanlindthout matt parker alias erik van lunsen matt
> > parker alias erik vanlint hout matt parker alias erikvanlint hout matt
> > parker alias tania dchenka matt parker alias kimberley parker matt
> > parker commits credit card fraud and identity theft
> > > > > > > matt parker sells underage mail order brides on the web matt parker
> > > > > > > alias erikvonlindthout matt parker alias taniadochenkova the scam
> > > > > > > site eurobrides.com is owned by the pervert matt parker from cottage
> > > > > > > grove oregon matt parker alias eric von lunsenhout matt parker alias
> > > > > > > gjones matt parker makes false accusations to make others seem guilty
> > > > > > > of his criminal activities matt parker alias
> > > > > > > ericvan lunsenhout matt parker alias ericvonlintherzog matt parker
> > > > > > > alias p crew matt parker alias e van lindt herzog matt parker alias
> > > > > > > eric vanlint matt parker alias e vonlindt herzog nail down the cumbag
> > > > > > > matt parker http://tinyurl.com/58hwa matt parker alias evan linthout
> > > > > > > matt parker alias a parker matt parker alias aparker matt parker
> > > > > > > alias ericvanlindt herzog matt parker alias
> > > > > > > nadejdazaitzeva hack the childporn site
> > http://tinyurl.com/6t7hd to pieces his real name is matthew s parker
> > from cottage grove oregon and that is it http://tinyurl.com/4c2t5 matt
> > parker alias philip crew matt parker alias evanlint herzog matt parker
> > alias erikvanlinthout matt parker alias eric parker matt parker alias
> > evon lint hout the date of birth of matt parker is 13 9 65 matt parker
> > > > > > > alias ericvon lunsenherzog matt parker alias tatjana dochenkova matt
> > > > > > > parker alias ericvonlinthout matt parker alias ericvanlunsenhout matt
> > > > > > > parker distributes illegal childporn on the net matt parker alias
> > > > > > > erikvan lint matt parker alias kimberlyparker matt parker alias
> > > > > > > kparker matt parker alias erik vanlindtherzog matt parker alias eric
> > > > > > > van lintherzog matt parker alias ericvon lintherzog
> > > > > > > matt parker alias eric vanlint herzog matt parker alias erik
> > von lindt herzog matt parker makes a living by selling underage female
> > flesh to pornographers and whoremongers matt parker alias sergi smith
> > matt parker commits online impersonation and harassment the dismissed
> > employees filed an official complaint against matt parker with the us
> > embassy matt parker alias e van lindt matt parker
> > > > > > > is personally responsible for the death of a university employee stay
> > > > > > > away from eurobrides.com or be hacked and scammed matt parker alias e
> > > > > > > von lunsen hout matt parker forges server logs to make clients seem
> > > > > > > guilty of his criminal activities all matt parker ever wanted to do
> > > > > > > was fuck scammer bitches anyway matt parker alias
> > > > > > > http://www.erikvanlint.com matt parker alias erik van lint matt
> > > > > > > parker alias erikvon lintherzog matt parker alias ssmith
> > matt parker alias eric von lindt hout matt parker alias eric van lint
> > hout the site antiscam.org libels uninvolved females for unwarranted
> > commercial purposes matt parker is a dangerous mentally deranged

> > criminal and needs psychiatric confinement matt parker alias evon
> > lindt hout matt parker alias erik vonlindthout matt parker is a
> > > > > > > stinking piece of shit that likes role playing dungeons and dragons
> > > > > > > matt parker alias ericvonlunsenhout matt parker alias m parker matt
> > > > > > > parker alias ericvan lindt herzog matt parker alias nadejda zaitzeva
> > > > > > > matt parker alias evonlunsen hout matt parker alias ericvanlunsen
> > > > > > > matt parker alias jj matt parker alias peace now matt parker alias e
> > > > > > > van lindthout matt parker alias eric von
> > > > > > > lindtherzog matt parker alias supermachine matt parker alias
> > e van lunsenherzog matt parker alias eric von lint hout matt parker
> > alias e vanlinthout matt parker alias ericvanlunsenherzog matt parker
> > alias philipcrew matt parker alias e von lunsen matt parker alias
> > evanlinthout matt parker alias e van lintherzog matt parker alias evon
> > lindthout do not sign up at the scam site trueloves.com
> > > > > > > matt parker alias e von lunsen herzog matt parker alias eric vanlindt
> > > > > > > herzog make matt parker bleed http://tinyurl.com/v4oa matt parker
> > > > > > > sends death threats to dissatisfied clients matt parker alias eric
> > > > > > > von lunsen hout matt parker alias e lint matt parker alias jerry
> > > > > > > jones matt parker alias tanjadchenka change country of residence if
> > > > > > > personal data is captured by matt parker matt parker
> > > > > > > alias evon lint herzog matt parker alias sex-machine never
> > submit true personal data to trueloves.com matt parker alias eric
> > vanlunsen hout matt parker alias eric vonlunsen hout this is hard
> > evidence that matt parker spams the net http://tinyurl.com/3htl2 his
> > true name is matt parker from cottage grove oregon and that is final
> > anybody providing proof of having harmed matt parker his wife
> > > > > > > and relatives will be rewarded matt parker alias t dchenka matt
> > > > > > > parker alias ericvanlint herzog matt parker alias matthewparker matt
> > > > > > > parker alias erikvonlunsen hout matt parker alias geronimo jones matt
> > > > > > > parker alias eric van lunsenherzog matt parker alias
> > > > > > > ericvonlunsenherzog matt parker alias erik van lindthout matt parker
> > > > > > > alias ericvan lint matt parker alias evan lindt hout matt parker
> > > > > > > alias eric vanlunsenhout matt parker alias erikvan lunsen herzog matt
> > > > > > > parker is belgian about forty years old with dark hair and lives in
> > > > > > > cottage grove oregon matt parker alias ericvan lintherzog matt parker
> > > > > > > alias evon lindt matt parker alias evan lint herzog matt parker alias
> > > > > > > erikvonlunsenhout matt parker spams the net with childporn
> > > > > > > http://tinyurl.com/3w4q7 matt parker alias tanja
> > > > > > > dchenka matt parker alias kimberly parker matt parker alias evl matt
> > > > > > > parker alias evonlunsen matt parker trades in teenage brides from
> > > > > > > russia and the philippines matt parker was born on 13 09 1965 his
> > > > > > > mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven
> > > > > > > 3000 belgium matt parker alias t dochenkova matt parker alias anja
> > > > > > > parker matt parker alias evon lunsenherzog matt
> > > > > > > parker alias eric vonlunsen matt parker alias erik van lunsenherzog
> > > > > > > matt parker is the lowest form of life on this planet matt parker
> > > > > > > alias erik von linthout matt parker alias tanjadochenkova matt parker
> > > > > > > alias evon lunsen matt parker alias sergei smith matt parker alias
> > > > > > > kim parker matt parker alias erikvonlinthout matt parker alias
> > > > > > > erikvon lunsenherzog matt parker alias eric van lunsen

> > > > > > > matt parker alias erikvan lunsenherzog matt parker alias e von
> > > > > > > lunsenherzog matt parker alias ericvonlindtherzog matt parker alias
> > > > > > > erikvon lunsen hout matt parker alias ericvanlindt hout matt parker
> > > > > > > alias erikvonlint hout the date of birth of matt parker is sep 13
> > > > > > > 1965 matt parker alias nadzaitz matt parker alias rmiller matt parker
> > > > > > > alias e von linthout matt parker alias fquisinsky matt
> > > > > > > parker is a hacker and stalker that steals personal data from hacked
> > > > > > > mailboxes matt parker alias elindt matt parker alias erik von lint
> > > > > > > herzog matt parker alias ericvanlintherzog matt parker alias
> > > > > > > tatianadchenka matt parker alias eric vonlindt hout matt parker alias
> > > > > > > bestday is now matt parker alias evonlindtherzog matt parker alias
> > > > > > > erikvon lunsen herzog matt parker alias evanlint hout
> > > > > > > matt parker alias e vanlindt hout matt parker alias erikvanlunsenhout
> > > > > > > matt parker alias dchenka tatyana dchenka matt parker alias erik lint
> > > > > > > matt parker alias erik von lunsenhout matt parker alias anyaparker
> > > > > > > matt parker alias ericvan lindtherzog matt parker alias e von lindt
> > > > > > > herzog matt parker alias evon lintherzog matt parker was exposed as a
> > > > > > > liar at http://fravia.2113.ch/phplab/mbs.
> > > > > > > php3/mb001?num=1028133973&thread=1028133973 where he posts
> > as jeff and trueloves matt parker alias erikvonlunsen matt parker was
> > born on 13 sep 1965 matt parker alias erik vanlindt herzog matt parker
> > alias evlh matt parker alias ericvonlint hout matt parker alias
> > phillip crew matt parker alias erikvonlunsen herzog this statement is
> > made pending the issue of the official complaint against
> > > > > > > matt parker matt parker alias ericvan lunsenherzog spam the child
> > > > > > > molester matt parker off the web matt parker alias erik vanlunsen
> > > > > > > herzog matt parker alias evonlinthout matt parker alias ericvon
> > > > > > > lunsenhout matt parker alias e von lintherzog matt parker alias
> > > > > > > erikvonlindt matt parker alias erikvanlindtherzog matt parker alias d
> > > > > > > georg matt parker alias dgeorg this is hard evidence that
> > > > > > > matt parker spams the net with childporn
> > http://tinyurl.com/5h6rh matt parker alias eric vanlindt hout matt
> > parker alias evan lunsen hout matt parker alias evan lindt herzog matt
> > parker alias tatyanadchenka matt parker alias eric von lintherzog matt
> > parker alias sergeismith matt parker alias ericvon lint hout matt
> > parker alias e vanlint matt parker alias e vonlintherzog matt parker
> > alias
> > > > > > > ericvonlindt herzog never enter a true credit card number at
> > > > > > > eurobrides.com matt parker alias ericvan lunsen herzog matt parker
> > > > > > > alias jerryjones matt parker alias ericvan lindthout matt parker
> > > > > > > alias e vanlunsenherzog the scam site trueloves.com is owned by the
> > > > > > > pervert matt parker from cottage grove oregon matt parker alias c
> > > > > > > base matt parker alias evlhevlh matt parker alias
> > > > > > > tatjanadochenkova matt parker threatens the life of those
> > that file complaints against his sites matt parker alias kimparker
> > matt parker alias evan lunsenherzog matt parker alias andyc matt
> > parker alias ladiest matt parker alias evonlint hout matt parker alias
> > eric vonlinthout matt parker illicitly publishes personal data that he
> > steals from hacked mailboxes an official complaint against
> > > > > > > matt parker was filed with the us embassy order a new

> > identity at http://www.offshore-manual.com if personal data is
> > captured by matt parker matt parker alias ericvon linthout matt parker
> > alias eric vanlindthout matt parker alias erik von lunsen matt parker
> > hacks the email of his clients and violates the confidentiality of
> > mail matt parker alias eric vanlinthout matt parker alias evonlint
> > > > > > > herzog matt parker alias pcrew matt parker distributes
> > illegal software and warez that infringe the copyright law matt parker
> > alias erikvon lindt herzog matt parker alias e von lint hout matt
> > parker alias evlevl matt parker alias deepshredder matt parker alias e
> > vanlindt herzog matt parker alias bestday matt parker runs dating
> > sites since people are unlikely to admit joining such sites by
> > > > > > > complaining matt parker alias eric van lint herzog matt
> > parker alias erikvan lindt herzog matt parker alias e vanlint hout
> > matt parker alias anna parker matt parker alias g jones matt parker
> > alias erikvan lint hout matt parker instigates hackers and other
> > criminals against clients and competitors matt parker alias erik
> > vonlint herzog matt parker alias sex-machines matt parker is scum in a
> > > > > > > waste piece of skin matt parker alias ericvon lindt herzog matt
> > > > > > > parker alias ericvon lindt three university employees were fired due
> > > > > > > to the lies of matt parker matt parker alias ericvon lunsen hout matt
> > > > > > > parker alias best day one of the dismissed employees did not find a
> > > > > > > new job got into debts and was found in a noose matt parker alias
> > > > > > > michele matt parker alias evonlintherzog matt parker
> > > > > > > alias eric vonlintherzog matt parker alias geraldjones matt parker
> > > > > > > alias ericvonlindt matt parker alias erik vonlint hout matt parker
> > > > > > > alias ania parker matt parker alias eric vonlint herzog matt parker
> > > > > > > hacks mailboxes what constitutes violation of the confidentiality of
> > > > > > > mail matt parker alias erikvon lunsenhout matt parker of
> > > > > > > rainypasslodge.com supports illegal arms trafficking and
> > > > > > > terrorist activities matt parker alias tatjanadchenka matt
> > parker alias ericvon lint the date of birth of matt parker is sep 13
> > 65 matt parker alias eriklint matt parker alias e van lunsen hout matt
> > parker alias eric lint matt parker alias sex machines matt parker
> > alias ericvonlunsen matt parker alias evanlindt hout matt parker alias
> > erikvanlunsen matt parker impersonates clients to make
> > > > > > > them seem guilty of his criminal activities matt parker
> > alias erikvan lindtherzog matt parker is a filthy motherfucker that
> > likes computer chess games matt parker alias kimberleyparker matt
> > parker alias chess lib matt parker alias eric van linthout matt parker
> > alias eric van lindthout matt parker alias e von lindt hout matt
> > parker alias gerald jones matt parker alias erikvanlindthout matt
> > > > > > > parker alias eric van lindt herzog matt parker alias e vonlindt matt
> > > > > > > parker alias erikvon linthout matt parker alias k parker matt parker
> > > > > > > alias e vonlindt hout matt parker alias e van lunsenhout matt parker
> > > > > > > alias ccc t matt parker alias erik van lindt herzog matt parker alias
> > > > > > > erikvon lindthout matt parker alias erikvan lint herzog matt parker
> > > > > > > alias an dyc matt parker alias j jones matt
> > > > > > > parker alias chessbase matt parker alias evan lint matt
> > parker is a belgian of mixed ethnical extraction living in cottage
> > grove oregon matt parker is guilty of illegal people trafficking and

> > will be prosecuted every occurrence of this statement is automatically
> > submitted to search engines matt parker alias eric vonlint matt parker
> > alias sergeysmith matt parker alias e von lindthout matt
> > > > > > > parker alias erikvon lindt matt parker alias aparker matt
> > parker alias e van lint hout matt parker alias evanlindt matt parker
> > alias elunsen matt parker alias erik vonlunsen matt parker alias
> > grootaap matt parker alias ericlint matt parker alias
> > tatyanadochenkova matt parker alias ericvanlint hout matt parker alias
> > mattparker anna parker is a russian whore wanted by the russian police
> > for
> > > > > > > prostitution matt parker alias annparker matt parker alias eric
> > > > > > > vanlindtherzog matt parker blackmails clients by coercing them to
> > > > > > > delete complaints from newsgroups matt parker alias erik vonlint matt
> > > > > > > parker alias bestdayis now matt parker alias ccct matt parker alias
> > > > > > > evanlunsen herzog matt parker alias cbase matt parker alias deep
> > > > > > > shredder matt parker alias samsmith matt parker is a
> > > > > > > filthy liar and libeler that manipulates the public opinion matt
> > > > > > > parker alias erik vanlintherzog matt parker alias ericvon lindtherzog
> > > > > > > matt parker alias ericvanlindtherzog matt parker alias annaparker
> > > > > > > matt parker alias e von lindt matt parker alias e vonlunsen herzog do
> > > > > > > physical material and moral harm to matt parker his wife and loved
> > > > > > > ones pluck out the eyes of cuntface http://tinyurl.
> > > > > > > com/4c2t5 matt parker matt parker alias erik vanlinthout matt parker
> > > > > > > alias erikvanlunsen hout matt parker alias e vanlunsen matt parker
> > > > > > > alias ericvonlunsen herzog matt parker alias evanlunsenhout matt
> > > > > > > parker alias erik vanlunsenhout matt parker alias anya parker matt
> > > > > > > parker alias ericvan linthout members of trueloves.com have access to
> > > > > > > adult material depicting minors in sexual acts matt
> > > > > > > parker was born on 13 september 65 matt parker alias eric vanlunsen
> > > > > > > matt parker alias taniadchenka matt parker alias yda matt parker
> > > > > > > alias evonlint matt parker alias erik vanlindthout damn matt parker
> > > > > > > and let his soul burn in hell till it freezes over one of the
> > > > > > > dismissed university employees committed suicide matt parker alias p
> > > > > > > ure anna parker is married to matt parker whose mother is
> > > > > > > the wife of a dog matt parker alias erikvanlindt matt parker alias
> > > > > > > erik van lindt hout matt parker alias jjones matt parker alias erik
> > > > > > > vonlunsenherzog matt parker alias evan lunsenhout matt parker alias
> > > > > > > erik von lunsen hout matt parker alias eriklunsen matt parker alias
> > > > > > > erik van lunsen herzog matt parker alias e vanlindt matt parker alias
> > > > > > > e lunsen matt parker alias erik vanlunsen matt
> > > > > > > parker alias e vanlunsen hout the dismissed university
> > employees suffered financial loss due to matt parker matt parker alias
> > peacenow matt parker alias evonlindt hout matt parker alias
> > robertmiller matt parker alias ericvanlindt matt parker alias erikvon
> > lint herzog matt parker alias erikvon lindtherzog matt parker alias
> > evon lindt herzog matt parker alias eparker matt parker alias erik
> > > > > > > van lunsen hout matt parker alias eric vonlindthout matt parker alias
> > > > > > > erik von lindt hout matt parker alias e van lunsen herzog matt parker
> > > > > > > alias erik lindt matt parker alias eric von lunsenherzog matt parker
> > > > > > > alias michhelle matt parker alias evonlindthout matt parker alias

> > > > > > > erikvanlunsenherzog matt parker alias cy matt parker alias tanja
> > > > > > > dochenkova matt parker will be busted sentenced
> > > > > > > jailed and fried matt parker alias erik vonlinthout matt
> > parker alias sergejsmith matt parker from cottage grove oregon spams
> > the net with childporn http://tinyurl.com/6kmea matt parker alias
> > evonlunsenherzog stay away from trueloves.com or be hacked and scammed
> > members of eurobrides.com have access to adult material depicting
> > minors in sexual acts matt parker alias erikparker matt parker
> > > > > > > alias e von lint matt parker alias erikvan lindthout matt parker
> > > > > > > alias michelle matt parker alias evon lint matt parker alias vvf matt
> > > > > > > parker alias e vonlunsenherzog do not sign up at the scam site
> > > > > > > eurobrides.com matt parker is a pedophile and child molester with
> > > > > > > many fake pseudonyms and multiple personalities matt parker alias
> > > > > > > erikvanlunsen herzog in reality his name is matthew parker
> > > > > > > from cottage grove oregon and that is that matt parker infects
> > > > > > > computers with a nasty trojan virus matt parker alias erik vanlunsen
> > > > > > > hout matt parker alias elint matt parker alias e vonlindtherzog matt
> > > > > > > parker alias ericvan lindt matt parker alias sexmachine matt parker
> > > > > > > alias erikvon lint hout matt parker alias best dayis now matt parker
> > > > > > > alias eric vonlunsenherzog matt parker alias evan
> > > > > > > lindt matt parker alias erikvan lunsen hout this statement is made in
> > > > > > > loving memory of the university employee that was killed by matt
> > > > > > > parker matt parker alias sex machine the date of birth of matt parker
> > > > > > > is 9 13 1965 matt parker alias ccctournament matt parker alias
> > > > > > > erikvanlint matt parker alias sexmachines matt parker alias ag matt
> > > > > > > parker alias best day isnow matt parker alias e von
> > > > > > > lint herzog matt parker alias eric von lindthout matt parker
> > alias chess base matt parker alias eric von lunsen herzog matt parker
> > was born on 09 13 65 matt parker alias tanyadchenka matt parker alias
> > e van lindt hout matt parker alias erik vonlindtherzog matt parker
> > alias n zaitzeva matt parker alias ericlindt all personals at
> > eurobrides.com are fake and the whole site sucks matt parker
> > > > > > > alias frank quisinsky matt parker alias f quisinsky matt parker alias
> > > > > > > s machines matt parker alias erik vonlindt herzog matt parker alias
> > > > > > > erik vanlindt hout matt parker alias evon lunsenhout matt parker
> > > > > > > alias ericparker matt parker forges evidence to make others seem
> > > > > > > guilty of his criminal activities matt parker was born on 13 sep 65
> > > > > > > matt parker alias evanlintherzog matt parker alias
> > > > > > > dshredder matt parker alias erikvon lint matt parker alias eric
> > > > > > > vanlintherzog matt parker alias erik parker matt parker alias s smith
> > > > > > > earn money for every email address this chain letter is forwarded to
> > > > > > > matt parker alias erik von lindtherzog matt parker has friends all
> > > > > > > over the world whose joy in life is mutilating dissatisfied clients
> > > > > > > matt parker alias eric van lindt hout this is hard
> > > > > > > evidence that this statement is completely true matt parker alias
> > > > > > > erikvan linthout matt parker alias eric van lunsenhout matt parker
> > > > > > > alias eric vonlunsenhout matt parker alias e vonlint hout matt parker
> > > > > > > alias erik vanlint matt parker alias ericvon lint herzog matt parker
> > > > > > > alias ericvanlunsen hout matt parker alias matthew parker matt parker
> > > > > > > alias erik vonlunsen hout matt parker alias

> > > > > > > erikvonlint matt parker alias erikvanlindt hout the date of birth of
> > > > > > > matt parker is september 13 65 matt parker alias matt parker matt
> > > > > > > parker alias erik vonlintherzog matt parker alias ericvan lindt hout
> > > > > > > matt parker alias erik van lunsenhout matt parker alias eric vanlindt
> > > > > > > matt parker alias erikvonlindt hout matt parker violates the internet
> > > > > > > privacy act by distributing stolen personal
> > > > > > > data matt parker alias evonlindt herzog matt parker alias erikvon
> > > > > > > lunsen matt parker alias eric vonlindtherzog
> > .

3197. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 13:04:06 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <p9idnUXJl5VZEtTcRVn-tw@bresnan.com>
Source record: 14504
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"MagerValp" <MagerValp@cling.gu.se> wrote in message
>
> Then why don't you make a forwarding page on your web page, instead of
> crossposting it all over usenet?

Courtesy to those who are subscribers. Even if I did an auto redirect on
the page there are those who may not or may forget to update their bookmarks
and when I finally remove the old page, they may think that the forum was
taken down when instead it was just moved.

3198. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 13:57:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040916095745.03267.00000602@mb-m17.aol.com>
Source record: 14505

> I have AVT-3340. <

How many lines and columns from the XEP will it display? I'm guessing 80
columns but only 23 and some fraction lines. (?)

Larry

3199. Re: 800 or 1050 Service Manual PDF?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 15:55:44 UTC
From: No spam <dont.exist@internet.com>
Message-ID: <4li2d.8127$MS1.2990@trnddc02>
Source record: 14506

Have you checked your local public library. In some cities (usually the main branch) the reference section will have Sam's Photofacts. These are the TV schematics. But look for the ComputerFacts. They did some for the 400/800 and 1050.

But its usually been in medium to large cities where I found these (i.e. Denver, Sacramento, Spokane).

Glenn

"peteb" <pbmain@wideopenwest.com> wrote in message
news:7NadnSGQoeBrX63cRVn-iw@wideopenwest.com...
> Does anyone have a PDF of the Atari 800 or 1050 service manuals? Looking
for
> troubleshooting info...
>
> Pete
>
>

3200. Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 17:26:43 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095355604.iF4YPHHMP2jzq9KsavozhA@teranews>
Source record: 14507

anyone here know how to get a hold of bill wilkinson - they guy who
developed atari basic, atari dos, dos xe, and founded OSS ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/rtdos (rtdos active developer chat - live chat)

3201. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 17:46:02 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10kjkanjlkc3438@news.supernews.com>
Source record: 14508

On Thu, 16 Sep 2004 12:26:43 -0500, *ProteanThread* wrote:

> anyone here know how to get a hold of bill wilkinson - they guy who
> developed atari basic, atari dos, dos xe, and founded OSS ?

The email address at the bottom of this page might still work:

http://www.laughton.com/paul/abps/oss/two_births.html

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

3202. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 18:07:44 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14wtyu140f.fsf@panini.cling.gu.se>
Source record: 14509
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

>>>>> "PT" == *ProteanThread* <ProteanThread> writes:

PT> Courtesy to those who are subscribers.

And out of all the people in the world, who are the most likely to
check the web page rather than usenet?

PT> Even if I did an auto redirect on the page there are those who may
PT> not or may forget to update their bookmarks and when I finally
PT> remove the old page, they may think that the forum was taken down
PT> when instead it was just moved.

Then make it a manual redirect with a big message. It was bad enough
with your cross posts the first time you advertised your site, do we
have to wade through them every time you make a change?

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3203. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 19:04:53 UTC
From: TFH <reclame@file-hunter.com>
Message-ID: <utl2d.176$l05.132@text.usenetserver.com>
Source record: 14510
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"MagerValp" <MagerValp@cling.gu.se> schreef in bericht
news:p14wtyu140f.fsf@panini.cling.gu.se...

> Then make it a manual redirect with a big message. It was bad enough
> with your cross posts the first time you advertised your site, do we
> have to wade through them every time you make a change?

C'mon :) He joust found a reason to post this on usenet, hoping to attract
some new visitors for his site. Nothing more, nothing less. It's a bit "not
done" of course, but not worth the discussion :)

3204. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 19:18:54 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4149e726$0$765$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14511

Howdy Cabell

> > 1) Do you own a Blackbox? (if No, sorry, please don"t answer this
> > questionair)
>
> Yes, but it is stored in a box somewhere! My ICD MIO is hooked up
however.
> Is there amother questionnaire?

No, but I do have a question for you:

Can the MIO handle 512 byte sectors and non-inverted data? (the MIO did
store data to it's harddrive inverted (don't ask me what that means) as far
as I know, but there might have been an upgrade?????)

CU Mathy van Nisselroy

3205. XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-16 23:35:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040916193515.29660.00004651@mb-m16.aol.com>
Source record: 14512

Has anyone used this combination (with the XEP80 output as TTL)? Does it
display properly? e.g. 80 columns and 24 complete lines?
Thanks,
Larry

3206. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 02:13:16 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <mthkk0dpft4iplgla2j2dko2p8tdfcr750@4ax.com>
Source record: 14513

On 16 Sep 2004 23:35:15 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Has anyone used this combination (with the XEP80 output as TTL)? Does it
>display properly? e.g. 80 columns and 24 complete lines?
>Thanks,
>Larry

I have not, but I have used an Apple //c in 80 column mode with the
1084s monitor and it works fine. The 1084 features a monochrome
button which makes the text much sharper in 80 column composite.
The 1084 also supports all types of overscan and various display modes
and looks great with a the standard output as well.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3207. Re: XEP80 -> Cheese Video Box -> Monochrome VGA Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 03:58:34 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9566E9BC7705Cemuslor@130.133.1.4>
Source record: 14514

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote in news:20040916095745.03267.00000602@mb-m17.aol.com:

>> I have AVT-3340. <
>
> How many lines and columns from the XEP will it display? I'm guessing 80
> columns but only 23 and some fraction lines. (?)
>
> Larry
>

I must apologize and correct myself... You're right, I only get about 23 lines (and only 22 of them are whole). I also have an older ATV convertor from the same company, and it apparently cannot even handle the signal - I just get a black screen. I obviously haven't used it as much through the convertor as I had thought. The screen's quite sharp, just not all there.

--
Slor

3208. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 12:02:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040917080217.12548.00000705@mb-m21.aol.com>
Source record: 14515

Hi Kevin-

Thanks for the info!

I remembered that I know someone that (I think) has a 1084 that I can use to try with the XEP80.

-Larry

3209. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 12:45:39 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <414adc73$1@news.inet.com.pl>
Source record: 14516

LarryWhite wrote:

> Hi Kevin-
>
> Thanks for the info!
>
> I remembered that I know someone that (I think) has a 1084 that I can use to
> try with the XEP80.

Hm, I think I can check it. Will let you know in a day or two.

3210. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 13:48:14 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <414aea93$0$43329$45beb828@newscene.com>
Source record: 14517
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"TFH" <reclame@file-hunter.com> writes:

>>Then make it a manual redirect with a big message. It was bad enough
>>with your cross posts the first time you advertised your site, do we
>>have to wade through them every time you make a change?

>C'mon :) He joust found a reason to post this on usenet, hoping to attract
>some new visitors for his site. Nothing more, nothing less. It's a bit "not
>done" of course, but not worth the discussion :)

However, this is hardly the first time he's released such a massive
crosspost.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

3211. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 14:03:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040917100353.12217.00000601@mb-m21.aol.com>
Source record: 14518

> Hm, I think I can check it. Will let you know in a day or two. <

Thanks! That would be terrific!
-Larry

3212. Looking for good NEW Stella Programming Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 15:48:44 UTC
From: zoid999@excite.com
Message-ID: <26278ab4.0409170748.15fd6d54@posting.google.com>
Source record: 14519

Dear fellow Atari programmers,

Although I've read the "Stella Programmer's Manual", it is quite
outdated, and only covers programming techniques which are used for
games like Combat or Pong. I strongly am in need for a manual (or
tutorial) that covers techniques used for developing VCS titles such
as Donkey Kong and Fast Eddie.

Thanks in advance
Navid

3213. Re: Looking for good NEW Stella Programming Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 17:13:34 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <ql6mk05u7i9r5c23mmc1pr03e41t85s5mp@4ax.com>
Source record: 14520

On 17 Sep 2004 08:48:44 -0700, zoid999@excite.com (Navid Naghdi)
wrote:

>Dear fellow Atari programmers,
>
>Although I've read the "Stella Programmer's Manual", it is quite
>outdated, and only covers programming techniques which are used for
>games like Combat or Pong. I strongly am in need for a manual (or
>tutorial) that covers techniques used for developing VCS titles such
>as Donkey Kong and Fast Eddie.
>
>Thanks in advance
>Navid

try AtariAge Homebrew development forums:

http://www.atariage.com/forums/index.php?c=6

kevin

contact:

http://profiles.yahoo.com/kevstar242

3214. Re: BlackBox questionair: (how do you use your BB)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 18:05:54 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <6IF2d.4407$Qv5.1039@newssvr33.news.prodigy.com>
Source record: 14521

Hi
Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl> wrote in message
news:4149e726$0$765$3a628fcd@reader10.nntp.hccnet.nl...
> Howdy Cabell
>
> > > 1) Do you own a Blackbox? (if No, sorry, please don"t answer this
> > > questionair)
> >
> > Yes, but it is stored in a box somewhere! My ICD MIO is hooked up
> however.
> > > Is there amother questionnaire?
>
> No, but I do have a question for you:
>
> Can the MIO handle 512 byte sectors and non-inverted data? (the MIO did
> store data to it's harddrive inverted (don't ask me what that means) as
far
> as I know, but there might have been an upgrade?????)
>
> CU Mathy van Nisselroy
To my knowledge, MIO can only handle 256 byte sectors.
I know of no upgrade. And inverted.

3215. XEP-80 and TTL Mono Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 21:22:16 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <F4ydnQipEKHBy9bcRVn-jQ@adelphia.com>
Source record: 14522

Given all of these threads about finding a decent mono monitor for the XEP-80, and the almost total unavailability of decent composite ones, has anyone tried the described conversion to allow the XEP-80 to use IBM type TTL monochrome monitors? Most of the other solutions tell of loosing display lines with other solutions, which to me makes the thing basically unusable.

http://www.atariarchives.org/cfn/05/11/0139.php

As far as hardware mods go, it seems quite simple from the instructions, and allows use of either composite or TTL monitors.

If anyone has done this, I'd be interested in hearing about the experience and the results, especially if you get a clear display with no loss of screen real estate.

Thanks.

-Jason Harmon

3216. Re: *CHANGE* from rtdos.com/forum to rtdos.com/webportal

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 21:59:04 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095458346.8kgz5rOLSicxVb8jWeiIyg@teranews>
Source record: 14523
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

"Cameron Kaiser" <ckaiser@floodgap.com> wrote in message
news:414aea93$0$43329$45beb828@newscene.com...
>
> However, this is hardly the first time he's released such a massive
> crosspost.

too bad their isn't a group called comp.sys.retro or ? :-)

3217. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-17 22:53:13 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <414b6ad9$1@news.inet.com.pl>
Source record: 14524

LarryWhite wrote:

> Has anyone used this combination (with the XEP80 output as TTL)? Does it
> display properly? e.g. 80 columns and 24 complete lines?
> Thanks,
> Larry

OK. I connected the XEP to a 1084SII. I don't really know what you meant
by writing "XEP80 output as TTL" but I connected it to the luminance
input and after using all the VRs to make the oversized display fit on
the screen I got full 80 columns by 24 lines visible and even without
much distortion.

3218. Re: XEP-80 and TTL Mono Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-18 22:03:36 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040918180336.09558.00000700@mb-m26.aol.com>
Source record: 14525

Hi Jason-

> ... has anyone tried the described conversion to allow the XEP-80 to use IBM type TTL monochrome monitors? <

Yes, I did this years ago and it worked on my Mitsubishi monitor with TTL input. The XEP80 completely filled the screen with the vertical size and horizontal size adjustments at their extremes. Well, it displayed 24 complete lines, anyway -- not the 25th "status line" IIRC.

But TTL monitors are now *almost* as rare as composite. Maybe rarer, since you can still buy new composite B/W security monitors. Interestingly, a very few of these security monitors also accept TTL in addition to composite.

As long as the XEP overscans, it will be difficult to find a good, widely available solution. But I'm still looking...
-Larry

3219. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-18 22:13:59 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040918181359.09558.00000701@mb-m26.aol.com>
Source record: 14526

> I don't really know what you meant
by writing "XEP80 output as TTL" but I connected it to the luminance input and
after using all the VRs to make the oversized display fit on the screen I got
full 80 columns by 24 lines visible and even without much distortion. <

Great! And thanks a bunch for taking the time to hook this up and try it!

According to its specs, the 1084 accepts TTL and Analog RGB as well as
composite. (Dare I say it -- thanks, Commodore! ;-) A mod (or two) allows
the XEP80 to output TTL as well as composite monochrome video. From what I've
read, it is easier to get an over-sized display using the TTL. And as a bonus,
TTL looks better, too.

Thanks again very much,
Larry

3220. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 02:07:34 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <414ce9e5@news.inet.com.pl>
Source record: 14527

LarryWhite wrote:

>>I don't really know what you meant
>
> by writing "XEP80 output as TTL" but I connected it to the luminance input and
> after using all the VRs to make the oversized display fit on the screen I got
> full 80 columns by 24 lines visible and even without much distortion. <
>
> Great! And thanks a bunch for taking the time to hook this up and try it!
>
> According to its specs, the 1084 accepts TTL and Analog RGB as well as
> composite. (Dare I say it -- thanks, Commodore! ;-) A mod (or two) allows
> the XEP80 to output TTL as well as composite monochrome video. From what I've
> read, it is easier to get an over-sized display using the TTL. And as a bonus,
> TTL looks better, too.
>

Yes. I read the post about the mod. Yet I haven't done it yet. Will
check it one day.

3221. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 04:15:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1095567292@rtfm.mit.edu>
Source record: 14528
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3222. Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 08:42:12 UTC
From: mstepansky@aol.com
Message-ID: <20040919044212.25615.00000663@mb-m17.aol.com>
Source record: 14529

Hi,

Back in my college days, I recalled a marvelous piece of talking software for Atari XL/XE computers. Probably around 1985. It is called, if I remember correctly: "Verbal Abuse"

I remember I had so much fun chatting with this strange psychiatrist, in the form of Artifical Intelligence. Similiar to Eliza on Mac. Ironically, its mean psychiatrist is Azile (spell backward).

To win this Verbal Abuse "game" (or whatever category that was), you need to use your verbal abuse, or strong language, obscene chatter box as long as you can, enough to make him go "crazy" and gives up on you.

It is a textual-based. You need to be speak in a tasteless or vulgar language. Heh heh. I thought it was funny but serious enough to make you wonder that he is actually "talking" back to you, like the real thing - but it just AI codes in your Atari computer. Cool.

Verbal Abuse, full side floppy disk I think. Does anyone have that as .ATR format for emulator (on PC)? If not, does anyone know of similiar Eliza for PC?

Mike

3223. Atari 800 motherboard?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 17:25:34 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10krg8flar4so90@corp.supernews.com>
Source record: 14530

Anyone have a working Atari 800 motherboard for sale? I have a 800 that is dead and want to get it running with a new board.

Tim

3224. FS: Archon II: Adept by Electronic Arts

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 22:15:50 UTC
From: pelladon@yahoo.com
Message-ID: <b9a0beca.0409191415.7aad5dd6@posting.google.com>
Source record: 14531

Hi there,

I'm auctioning Archon II for the Atari 400/800/XL. The ebay link is as follows:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8133164128

Rich K.

3225. Re: Atari 800 motherboard?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-19 23:21:02 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <xvo3d.44741$Ka6.41399@okepread03>
Source record: 14532

Have you checked BEST Electronics?

Thomas

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10krg8flar4so90@corp.supernews.com...
> Anyone have a working Atari 800 motherboard for sale? I have a 800 that is
> dead and want to get it running with a new board.
>
> Tim
>
>

3226. AD: 20% off coupon first order at 8bitclassics.com!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 00:05:43 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <a67sk0lgt0u3qbhma8kp64o535qc937tkr@4ax.com>
Source record: 14533
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ti

Instead of having a special sale, I will let you pick what you want
and save! Take 20% off of your order from 8-Bit Classics! Use coupon
NEW20 when checking out.

What is new at 8-Bit Classics? Well, I have posted more items for
different systems, and still have plenty to add. It has taken me a
little longer than I thought, but getting there. I also have some
items that I am working on that are unique.

I am still also looking for Links! I have gotten a few, and added a
few myself of sites I felt or worthy that I frequent. Check them out
and help other site owners.

Still looking for reviews of products! If you own a product and have
a few minutes, please take some time to write a review and share your
opinion with others on that particular item (good or bad). You still
need to register to write a review, but registered users will get
addiitonal emails (if they choose) about upcoming products before they
are announced, additional discount coupons, and more. I might even
get a $ off coupon for the person who writes the most reviews.

Thanks to all who has visited and purchased from 8-Bit Classics! I am
hoping to be around for years helping the classic community with their
needs.

Thanks,

http://www.8bitclassics.com

3227. Re: ISO Source for Atari 822 Thermal Paper

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 03:54:42 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <414E5482.3281520A@a8maestro.com>
Source record: 14534

Jason Harmon wrote:

> I recently restored an Atari 822 thermal printer to working condition. I
> have one little problem though... finding new paper rolls that fit it
> correctly. It appears that 4.25" paper rolls are correct, but I'm not sure
> what the proper outer diameter and spindle diameters are (so the roll fits
> on the spindle correctly).
>
> Does anyone out there know of a manufacturer who produces new rolls of
> thermal paper that will correctly fit the Atari 822, and what the proper
> sizes for these rolls are?
>
> Thanks.
>
> Jason Harmon

The paper in my 822 is 4.5" wide. It uses 2 spindle plugs that fit into a
7/16"
spindle hole-a single long spindle will work I'm sure. It appears that
2.25" is the maximum outside diameter for the roll. I have a large roll of
wide themal
paper I was going to cut into rolls, never did.

You might google for roll paper suppliers.

Rick D.

3228. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 04:32:19 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <414E5D53.BAD65364@a8maestro.com>
Source record: 14535

Kevin wrote:

> I recently sold an Alien Group Voicebox (the original model with the
> knob on the side). I tested it on my 48k Atari 400 (with b-key
> keyboard :-) and it worked fine, but it doesnt seem to be talking
> for the person who bought it. He has an 800xl and thinks a translator
> disk might help, but I seem to recall they did not work because of a
> subtle diff in the SIO port between the 400/800's and the XL/XE's am I
> right? Does anyone rem or can anyone shed any light on any hardware
> incompatibilities between the 400/800's and the XL's?
>
> thanks
>
> kevin
>
> contact:
>
> http://profiles.yahoo.com/kevstar242

Hi, I have not been able to get my AVB to work on my XL. I am only
partway through disassembling the various assembly used by it.
I figure it must be some address that changed in the XL, with a special
purpose that locks up the machine. I will do some testing with the 800
and XL O.S.es I have to see what works. I don't think there is any
difference in the SIO ports, other than a resistor in the 1200 XL that
have to be cut/jumpered. It is possible the XL/XE have it as well...don't
remember. If so, it didn't cause a problem for most.

Rick D.

3229. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 04:55:02 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Fot3d.44779$Ka6.7605@okepread03>
Source record: 14536

The 130XE definately has the resistor on the SIO port, interferes with high
speed ops.

Thomas

"Rick D." <sysop2004@a8maestro.com> wrote in message
news:414E5D53.BAD65364@a8maestro.com...
> Kevin wrote:
>
> > I recently sold an Alien Group Voicebox (the original model with the
> > knob on the side). I tested it on my 48k Atari 400 (with b-key
> > keyboard :-) and it worked fine, but it doesnt seem to be talking
> > for the person who bought it. He has an 800xl and thinks a translator
> > disk might help, but I seem to recall they did not work because of a
> > subtle diff in the SIO port between the 400/800's and the XL/XE's am I
> > right? Does anyone rem or can anyone shed any light on any hardware
> > incompatibilities between the 400/800's and the XL's?
> >
> > thanks
> >
> > kevin
> >
> > contact:
> >
> > http://profiles.yahoo.com/kevstar242
>
> Hi, I have not been able to get my AVB to work on my XL. I am only
> partway through disassembling the various assembly used by it.
> I figure it must be some address that changed in the XL, with a special
> purpose that locks up the machine. I will do some testing with the 800
> and XL O.S.es I have to see what works. I don't think there is any
> difference in the SIO ports, other than a resistor in the 1200 XL that
> have to be cut/jumpered. It is possible the XL/XE have it as well...don't
> remember. If so, it didn't cause a problem for most.
>
> Rick D.
>
>
>

3230. Re: Ownershp of Atari hardware rights

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 05:36:07 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <9nnsk057s1h780kopupdidbh5je96s2spj@4ax.com>
Source record: 14537

On 13 Sep 2004 01:25:14 -0700, carmel_andrews@hotmail.com (carmel) wrote:

>From what i'v heard and have been told/read, any piece of h/w tech.
>sold/designed etc b4 the tramiel takeover in 1984 is owned by WMS (as
>Atari coin op co-owned all of the non coin op h/w patents/rights)

I've been scouring the U.S. patents database looking for evidence of this.

I don't think the story that ALL the hardware patents went with Atari Games holds water, but I do think there ARE some hidden stories here.

These patents: 4116444, 4102532, 4054919, 4045789, 4016362, 3793483 got assigned to Atari, Inc. over 1974-1978. They each got assigned to Atari Games Corp. on Feb. 21, 1989. Then, they each got assigned again to "Atari Corp. Legal Department" on Aug 16, 1993. Tramiel's Atari Corp. was up to something in 1993! Anyone know the scoop with this? Something about the launch of the Jaguar?

Another 5 patents from Atari Inc got assigned to "Atari Holdings, Inc." on July 11, 1984 and/or March 15, 1985. Of these, 4 ended up with Atari Corp, and one is the 4116444 from above.

The most interesting of the 5 that passed through Atari Holdings Inc is D 303127. From the sketch it looks like the 2600jr. Assigned to Atari Inc 6/13/83, assigned to Atari Holdings Inc. 3/15/85.

So one obvious question is, What was Atari Holdings, Inc., and who owned it?

I also count several hardware patents that went straight from Atari Inc. to Atari Corp. (including what looks like the 400/800 computer systems).

It's more than a little challenging to figure out what many of the patents actually are, but patents should normally be about hardware.

I also found it interesting that Midway went to the trouble of updating the ownership name on all the Atari Games patents to Midway Games West, and all on June 18, 2001.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3231. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 07:11:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409200004300.3811-100000@onyx.spiritone.com>
Source record: 14538
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Septembers Offering 25% off the Top Discount on Games / Software, Hardware
& Books for Classic Atari 8 Bit and Atari ST Computers plus Jaguar Games!
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3232. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 07:19:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409200016000.3811-100000@onyx.spiritone.com>
Source record: 14539
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3233. Atari Repairs PAL euro systems

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 08:28:27 UTC
From: mathu <mathu@indigo.ie>
Message-ID: <Htw3d.31505$Z14.10267@news.indigo.ie>
Source record: 14540

Hi,
Can anybody help me??.
I have a few Atari 8-bit computers that are in need of repair(I will pay all shipping cost + time).
The list goes as follows.....
1X400
1X600XL
1X800XL
1X130XE
1X1050 drive
....
Any help??

Regards David.

3234. atari++ 1.40 ready

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 08:51:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cim5ms$j1m$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14541

Hi folks,

the new 1.40 release of the C++ atari 8 bit emulator for Linux and
Win32 is available for download at:

http://www.math.tu-berlin.de/~thor/atari++/

This is mainly a bug-fix release, no new features have been added
yet.

Fixed issues in the emulator:

- The random generator was broken in the win32 implementation
(the VS provided random generator is really rather poor,
providing only a 15 bit entropy source)

Fixed issues in the built-in operating system (Os++):

- Fixed the generation of the attract-mode in general.
- Fixed attract mode for the "GTIA modes plus text window"
(Graphics 9+64, 10+64, 11+64)

The source code for Os++ is separately downloadable at this
side under "ROM Sources". Note that this is not the original
Atari ROM but the emulator implementation.

So long,
Thomas

3235. Re: Atari Repairs PAL euro systems

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 09:03:02 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <a1x3d.10943$%Q7.2114@newssvr31.news.prodigy.com>
Source record: 14542

mathu wrote:
> Hi,
> Can anybody help me??.
> I have a few Atari 8-bit computers that are in need of repair(I will pay all
> shipping cost + time).
> The list goes as follows.....
> 1X400
> 1X600XL
> 1X800XL
> 1X130XE
> 1X1050 drive

David,

I can repair your items, but shipping to the US and back would be killer for
such heavy items.

If you cant find someone closer to take a look at them, drop me an e-mail
at classics@atarimax.com.

Steve

3236. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 13:04:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040920090440.01575.00001243@mb-m28.aol.com>
Source record: 14543

> Does anyone rem or can anyone shed any light on any hardware
incompatibilities between the 400/800's and the XL's? <

FWIW-
I have the Voicebox, and it also only works with the original 400/800. No
translator, OS rom replacement, etc. will make it work with my XL/XE's.

But I contacted an Atari user who was selling one, and was assured that it
absolutely worked with their 800XL.

So somewhere along the way, Alien changed something to get it work with XL's.
My guess is they changed the software driver, but that's just a guess.

Larry

3237. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 13:49:11 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cimn4n$234$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14544

Hi,

>> Does anyone rem or can anyone shed any light on any hardware
> incompatibilities between the 400/800's and the XL's? <

> FWIW-
> I have the Voicebox, and it also only works with the original 400/800. No
> translator, OS rom replacement, etc. will make it work with my XL/XE's.

> But I contacted an Atari user who was selling one, and was assured that it
> *absolutely* worked with their 800XL.

> So somewhere along the way, Alien changed something to get it work with XL's.
> My guess is they changed the software driver, but that's just a guess.

A friend of mine had a voicebox, though I don't remember the brand.
To be able to use it with the XL models, an external power supply was
needed - unlike for the older models. My guess therefore is that the
SIO connector cannot supply enough power for the XL models.

So long,
Thomas

3238. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 14:23:12 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <4rptk05knvb05g8neqif8kjq15lpciltk8@4ax.com>
Source record: 14545

On 20 Sep 2004 13:49:11 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>A friend of mine had a voicebox, though I don't remember the brand.
>To be able to use it with the XL models, an external power supply was
>needed - unlike for the older models. My guess therefore is that the
>SIO connector cannot supply enough power for the XL models.

Thanks, this is pretty much what I was thinking. AlienGroup made both
the Voicebox and Voicebox II BTW.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3239. Re: Atari Repairs PAL euro systems

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 15:43:33 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0409200743.5fd07ead@posting.google.com>
Source record: 14546

"mathu" <mathu@indigo.ie> wrote in message news:<Htw3d.31505$Z14.10267@news.indigo.ie>...
> Hi,
> Can anybody help me??.
> I have a few Atari 8-bit computers that are in need of repair(I will pay all
> shipping cost + time).
> The list goes as follows.....
> 1X400
> 1X600XL
> 1X800XL
> 1X130XE
> 1X1050 drive
> ....
> Any help??
>
> Regards David.

Hi,

try contecting the ABBUC "Atari Bit Byter User Club" in Germany.
www.abbuc.de
There are two guys who repair 8-bit stuff.

For floppies try: floppydoc@abbuc.de
and
for computers: Rechnerdoc@abbuc.de

You can find these addresses on the ABBUC homepage under the menue on
the right hand side: ABBUC and more -> Who is who

Regards
Frank

3240. Re: 800 or 1050 Service Manual PDF?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 17:21:03 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <3kE3d.4243$PZ4.1448@trnddc06>
Source record: 14547

manuals, book, & schematics can be found at

http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng#ATARI_Disk_Drive

&

http://republika.pl/jsobola/

3241. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-20 20:11:18 UTC
From: kenlem@maine.rr.com
Message-ID: <74fa6435.0409201211.5641cdd4@posting.google.com>
Source record: 14548

I sell SP0256-AL2 on the web at www.speechchips.com.

Analog and Antic both published articles using the SP0256-AL2. I have
that issue of Analog sitting at home on the shelf. I should scan it.

synthetoonz@bellsouth.net (Ken Jennings) wrote in message
news:<47335ef0.0409130645.3adaa4d@posting.google.com>...
> Antic or Analog magazine published an article with circuit board
> diagrams, instructions, and parts list for a speech synthesizer for
> the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
> processor from Radio Shack (remember when Radio schack sold parts?)
> It used two Joystick ports to send data to the device. (So on the 800
> you could use ports 3 and 4).
>
> Did anyone else out there build one of these?

3242. Re: ACEC (Columbus) Swap and Sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-21 01:33:03 UTC
From: nickb@fnord.io.com
Message-ID: <-ZWdnYtHtd1SGdLcRVn-tQ@io.com>
Source record: 14549

How was the turnout this year?

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

3243. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-21 02:37:25 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409201837.5b8a79d0@posting.google.com>
Source record: 14550

kenlem@maine.rr.com (Kenneth Lemieux) wrote in message
news:<74fa6435.0409201211.5641cdd4@posting.google.com>...
> I sell SP0256-AL2 on the web at www.speechchips.com.

THAT'S IT!

> Analog and Antic both published articles using the SP0256-AL2. I have
> that issue of Analog sitting at home on the shelf. I should scan it.

Yes, you should. It would be appreciated. Maybe I can try to put the
kit together again. Hopefully with less RFI.

> synthetoonz@bellsouth.net (Ken Jennings) wrote in message
news:<47335ef0.0409130645.3adaa4d@posting.google.com>...
> > Antic or Analog magazine published an article with circuit board
> > diagrams, instructions, and parts list for a speech synthesizer for
> > the 8-bits. If I recall, it used a chip labelled SPOAL2 speech
> > processor from Radio Shack (remember when Radio schack sold parts?)
> > It used two Joystick ports to send data to the device. (So on the 800
> > you could use ports 3 and 4).
> >
> > Did anyone else out there build one of these?

3244. Re: ISO Source for Atari 822 Thermal Paper

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-21 03:53:38 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <1NCdnUxSTtlTONLcRVn-rg@adelphia.com>
Source record: 14551

Thanks for the specs. I've found numerous roll paper supplies online, but never knew what the correct size was.

-Jason Harmon

"Rick D." <sysop2004@a8maestro.com> wrote in message news:414E5482.3281520A@a8maestro.com...
> Jason Harmon wrote:
>
> > I recently restored an Atari 822 thermal printer to working condition. I
> > have one little problem though... finding new paper rolls that fit it
> > correctly. It appears that 4.25" paper rolls are correct, but I'm not sure
> > what the proper outer diameter and spindle diameters are (so the roll fits
> > on the spindle correctly).
> >
> > Does anyone out there know of a manufacturer who produces new rolls of
> > thermal paper that will correctly fit the Atari 822, and what the proper
> > sizes for these rolls are?
> >
> > Thanks.
> >
> > Jason Harmon
>
> The paper in my 822 is 4.5" wide. It uses 2 spindle plugs that fit into a
> 7/16"
> spindle hole-a single long spindle will work I'm sure. It appears that
> 2.25" is the maximum outside diameter for the roll. I have a large roll of
> wide themal
> paper I was going to cut into rolls, never did.
>
> You might google for roll paper suppliers.
>
>
> Rick D.
>
>
>

3245. Technics cassette deck w/built in DBX & Dolby-ebay-$25

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-21 12:03:10 UTC
From: trippingtoo8track@yahoo.com
Message-ID: <e5b393c3.0409210403.25263bb@posting.google.com>
Source record: 14552

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5721740526&ssPageName=STRK:MESE:IT

3246. 1050 SIO Problem?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 11:33:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040922073317.25615.00000838@mb-m17.aol.com>
Source record: 14553

When I booted my Atari (Hard Drive) this AM, I had the speaker volume turned up higher than normal, and noticed that the SIO sound was garbled (with static) -- somewhat similar to when two drives are active with the same ID number.

I only had one SIO drive active (a 1050 Happy), so I turned it off, and the garbled sound went away. Swappd out that drive with an XF551, and there was no garbled sound. Put the 1050 back in with a different cable, but the problem remained.

Has anyone run into this before -or- any ideas as to what might be the problem with the 1050?

Thanks,
Larry

3247. developers kit for the 2600 ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 14:53:50 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095864832.8iKMhxGshO7//HVLB0O+6w@teranews>
Source record: 14554

before the st based dev kit for the atari 2600 / 7800 - how were carts
developed for the atari vcs ?

was the 8 bit ever used at all ?

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
Yahoo Instant Messenger: os65000

3248. Re: 1050 SIO Problem?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 16:33:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <pPh4d.44995$Ka6.9233@okepread03>
Source record: 14555

Years ago I had a 1050 US Doubler with bootleg roms on it. It had to actually warm up before the garbling would go away. When you first use it, it sounds like it sputters quite a bit when it goes into high speed mode, then after awhile it was ok. Never knew what caused that.

Thomas

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20040922073317.25615.00000838@mb-m17.aol.com...
>
> When I booted my Atari (Hard Drive) this AM, I had the speaker volume turned up
> higher than normal, and noticed that the SIO sound was garbled (with static) --
> somewhat similar to when two drives are active with the same ID number.
>
> I only had one SIO drive active (a 1050 Happy), so I turned it off, and the
> garbled sound went away. Swappd out that drive with an XF551, and there was no
> garbled sound. Put the 1050 back in with a different cable, but the problem
> remained.
>
> Has anyone run into this before -or- any ideas as to what might be the problem
> with the 1050?
>
> Thanks,
> Larry
>

3249. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 16:52:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4151ADC1.34B719B2@students.uni-mainz.de>
Source record: 14556

Well,
afaik he died some years ago... -Andreas.

ProteanThread schrieb:
>
> anyone here know how to get a hold of bill wilkinson - they guy who
> developed atari basic, atari dos, dos xe, and founded OSS ?
>
> --
> Woodzy
>
> http://www.rtdos.com (alt OS for games based on the classics)
> http://rtdos.com/rtdos (rtdos active developer chat - live chat)

3250. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 17:25:12 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095873915.CEqzBvr0QvuTpCejmjIZZQ@teranews>
Source record: 14557

wish there was a way to find out. i talked to him last year or two but lost
his email during one of my many windows reinstalls

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:4151ADC1.34B719B2@students.uni-mainz.de...
> Well,
> afaik he died some years ago... -Andreas.
>
>
> *ProteanThread* schrieb:
> >
> > anyone here know how to get a hold of bill wilkinson - they guy who
> > developed atari basic, atari dos, dos xe, and founded OSS ?
> >
> > --
> > Woodzy
> >
> > http://www.rtdos.com (alt OS for games based on the classics)
> > http://rtdos.com/rtdos (rtdos active developer chat - live chat)

3251. what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-22 18:56:29 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095879389.650787.278280@h37g2000oda.googlegroups.com>
Source record: 14558

what ever happen to the atari live chat rooms of the last few years
(like the one that was held every sunday?):

http://stargate.cs.swau.edu/atari

http://www.atariusers.com/aunt/

http://www.atariusers.com/cgi-bin/chat/chatform.html
has the atari 8 bit community finally died ?

3252. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 02:11:20 UTC
From: seagtgruff@aol.com
Message-ID: <20040922221120.19486.00001000@mb-m22.aol.com>
Source record: 14559

ProteanThread (rtdos@rtdos.com) wrote:

> wish there was a way to find out. i talked to him last year or two but lost
> his email during one of my many windows reinstalls

There is a "Bill Wilkinson" who has posted in several computer-related newsgroups using different email addresses over the years. The early posts are clearly from "Atari" Bill, but I don't know if all of the posts are from the same person. For example, there is a "Bill Wilkinson" who posts in the alt.stupidity newsgroup; is he "Atari" Bill? Anyway, the most recent computer-related post was made by bwilk_97@yahoo.com in the comp.lang.python newsgroup on September 19, 2004.

I hope this helps!

Michael Rideout

3253. Re: PAL Atari question

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 04:22:29 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4152dad3.302661373@news>
Source record: 14560

"Le Lapin Cretin" <lapin@cretin.qc.ca>:
>Hi
>
>I bought an Atari 800xl with XC11 casette.
>The Atari itself is the PAL version and
>I live in US (NTSC) and cant afford a dual band TV.
>
>Is there a way of connecting the Atari to 110 Volts and a way of solving the
>PAL ---> NTSC problem (Whats the cheapest way...?)
>
>Thanks for any input you can provide

The easiest way is probably to buy a NTSC 800XL, but there is no power
supply stuff in the XL itself (AFAIK), so you should be able to buy a North
American power supply and use a monitor/TV that can handle the 50Hz
frequency that your PAL 800XL is putting out.

My commodore 1084 handles 50Hz as well as 60Hz.

Shawn Jefferson
(fix reply to for email)

3254. Re: PAL Atari question

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 07:45:24 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cituuk$798$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14561

Hi,

>>I bought an Atari 800xl with XC11 casette.
>>The Atari itself is the PAL version and
>>I live in US (NTSC) and cant afford a dual band TV.
>>
>>Is there a way of connecting the Atari to 110 Volts and a way of solving the
>>PAL ---> NTSC problem (Whats the cheapest way...?)
>>
>>Thanks for any input you can provide

> The easiest way is probably to buy a NTSC 800XL, but there is no power
> supply stuff in the XL itself (AFAIK), so you should be able to buy a North
> American power supply and use a monitor/TV that can handle the 50Hz
> frequency that your PAL 800XL is putting out.

> My commodore 1084 handles 50Hz as well as 60Hz.

The power supply is indeed the least problem. Get a standard 5V/2A power
connector, that's it. The XL doesn't require any other voltages, and
the part is really pretty much standard.

However, other issues are harder to solve: You would need an NTSC Antic
and an NTSC PAL, and parts of the timing/oscillator circuit would have to
be replaced. For the PAL XL, the color carrier is created by an additional
oscillator that runs at 5/4th of the main frequency that would have to be
disabled (this is due to the different chroma encoding in PAL/NTSC).

Thus, I agree: The easiest way is either to find a NTSC 800XL, or to find
a PAL/dual band TV. Getting the Atari custom chips might cost as much,
as might require lots of additional work.

So long,
Thomas

3255. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 08:09:09 UTC
From: *ProteanThread* <"sysop at village council dot net">
Message-ID: <-9ednWqt8uYCGc_cRVn-oQ@bresnan.com>
Source record: 14562

worth a shot i guess. i'll try it. thx.

"Michael Rideout" <seagtgruff@aol.com> wrote in message
news:20040922221120.19486.00001000@mb-m22.aol.com...
> *ProteanThread* (rtdos@rtdos.com) wrote:
>
>> wish there was a way to find out. i talked to him last year or two but
>> lost
>> his email during one of my many windows reinstalls
>
> There is a "Bill Wilkinson" who has posted in several computer-related
> newsgroups using different email addresses over the years. The early
> posts are
> clearly from "Atari" Bill, but I don't know if all of the posts are from
> the
> same person. For example, there is a "Bill Wilkinson" who posts in the
> alt.stupidity newsgroup; is he "Atari" Bill? Anyway, the most recent
> computer-related post was made by bwilk_97@yahoo.com in the
> comp.lang.python
> newsgroup on September 19, 2004.
>
> I hope this helps!
>
> Michael Rideout
>

3256. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 13:21:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230617240.8361-100000@onyx.spiritone.com>
Source record: 14566
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Septembers Offering 25% off the Top Discount on Games / Software, Hardware
& Books for Classic Atari 8 Bit and Atari ST Computers plus Jaguar Games!
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3257. Re: PAL Atari question

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 13:26:12 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <5kj5l0pgtilhjq2ncn0mdtvv8qg3h7h3ue@4ax.com>
Source record: 14563

On 23 Sep 2004 07:45:24 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Thus, I agree: The easiest way is either to find a NTSC 800XL, or to find
>a PAL/dual band TV. Getting the Atari custom chips might cost as much,
>as might require lots of additional work.

the commodore amiga 1084s monitor can handle PAL, SECAM, NTSC and
almost any crazy overscan you send to it. It looks great. I wish I
had a PAL 800xl, since you can play alot of PAL games that came from
europe inthe late 80's till early 90's some of them are very
impressive.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3258. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 13:28:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230625410.8361-100000@onyx.spiritone.com>
Source record: 14564
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3259. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 13:32:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230628470.8361-100000@onyx.spiritone.com>
Source record: 14565
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

09-23-2004! Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3260. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 17:03:11 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <415301d3$0$765$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14567

Howdy Larry

> Has anyone used this combination (with the XEP80 output as TTL)? Does it
> display properly? e.g. 80 columns and 24 complete lines?

I'm using a 1084 (mono) with composite video (via a connector that might not be used in the US but is very common in Europe called SCART or Peritel or Euro AV. There are different versions of the 1084, mine looks like this: http://www.mathyvannisselroy.nl/pictures.htm it's the one in the middle, above the printer. The other two are Philips CM8833's.

CU Mathy van Nisselroy

3261. Atari announced the 8-bits were discontinued

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 17:12:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5j06l01p5ts2n86j017uduabsr1vg8it3v@4ax.com>
Source record: 14568

In Atari Classics magazine, vol.1 no.1, December 1992, Ben Poehland wrote on page 4:

"We 8-bitters are now a disenfranchised community, having been disowned by Atari Corporation with their announcement of discontinued support for all 8-bit products at the beginning of this year."

Does anyone know where this announcement from Atari can be found?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3262. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-23 20:14:39 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095970480.MGV4tgX2i6nuuwtOizAB2g@teranews>
Source record: 14569

another route. thx.

"gfa" <lp@mint.org> wrote in message news:BD788168.92D3%lp@mint.org...
>
> You could try contacting Paul, one of Bill's Atari basic co-authors.
> Perhaps he is still in contact with Bill.
>
> http://www.laughton.com/paul/paul.html

3263. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 03:11:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040923231150.17479.00001221@mb-m05.aol.com>
Source record: 14570

Hi Mathy-

Thanks for the pics. Can't tell from your reply -- is your 1084 monochrome
ony, or is that just how you use it? Or do you mean a 1084 with mono sound?

Can you tweak the controls and get the whole XEP80 display (80 X 25) on the
screen in your PAL versions?

Regards,
Larry

3264. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 14:14:24 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41542bc6$0$152$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14571

Howdy Larry

> Thanks for the pics. Can't tell from your reply -- is your 1084
monochrome
> ony, or is that just how you use it? Or do you mean a 1084 with mono
sound?

Oops, sorry, I meant mono SOUND. I use the monitor in color mode (not in
mono chrome green).

> Can you tweak the controls and get the whole XEP80 display (80 X 25) on
the
> screen in your PAL versions?

YES, on the back, the left most dial IIRC is for vertical height. I have to
turn it everytime I go from XEP80 to Antic/Gtia or vice versa. But I get
all of it on screen. BTW my 1084 has this darker (greyish maybe) "ring"
around the screen. The picture isn't very clear.

CU Mathy van Nisselroy

PS I said left most, that's when you reach over or around the monitor, not
when you look at it fromthe back of the monitor!!!

3265. looking for emulator or retro themed websites with rss feeds

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 15:31:20 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096039881.O4Deyed1ABqFaJB0uu1Zkw@teranews>
Source record: 14573
Cross-posted to:
alt.comp.msx,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Like the Following -

Emulator Zone
http://www.emulator-zone.com/rss_news.php

Zophars Domain
http://www.zophar.net/zdf.php

MAME World
http://www.mameworld.info/ubbthreads/rss/instantrss.php?url=http://www.mameworld.net/

(you'll need an rss reader to read these)

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://rtdos.com/webportal (webportal for rtdos and the retro systems)

3266. Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 15:45:49 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14572

Howdy folks

I'm doing something for the Atari (can't tell right now), but need to go from XP to MSDOS to run this software. But I have NO clue how. Please respond asap.

CU Mathy van Nisselroy

3267. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 16:28:22 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <GWX4d.8743$gG4.1527@newsread1.news.pas.earthlink.net>
Source record: 14574

Music Shop Landgraaf wrote:

> Howdy folks
>
> I'm doing something for the Atari (can't tell right now), but need to go
> from XP to MSDOS to run this software. But I have NO clue how. Please
> respond asap.
>
> CU Mathy van Nisselroy
>
>
>

Start=>All Programs=>Accessories=>Command Prompt

3268. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 19:03:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41546F90.55DF8118@students.uni-mainz.de>
Source record: 14575

Well,
if you want true (+ old!) MS DOS (version 5.x or 6.x or such) you can
also install a small boot menu that lets you choose which OS to start
right at startup. By the way: there are some old emu programs which do
not like the multi-tasking part of Win 95/98/NT/2k/ME/XP/... . But if
you already have started WIN and then go to the DOS prompt the
multitasking drivers (etc.) are still all there and the software will
still not run. Solution: While booting Windows hold down a function key
(was it F3 ??) and it will go to the MS DOS prompt immediately without
installing any multitasking stuff... (thats what I have been told; you
know, I am still working on a 486 PC with MS DOS 6.22)... -Andreas.

Rick Cortese schrieb:
>
> Music Shop Landgraaf wrote:
>
> > Howdy folks
> >
> > I'm doing something for the Atari (can't tell right now), but need to go
> > from XP to MSDOS to run this software. But I have NO clue how. Please
> > respond asap.
> >
> > CU Mathy van Nisselroy
> >
> >
> >
>
> Start=>All Programs=>Accessories=>Command Prompt

3269. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 19:24:15 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096053856.evfiU0gXcpnKDUsXuD88tw@teranews>
Source record: 14576

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
> Howdy folks
>
> I'm doing something for the Atari (can't tell right now), but need to go
> from XP to MSDOS to run this software. But I have NO clue how. Please
> respond asap.
>
> CU Mathy van Nisselroy
>
>
>

Windows XP has both "CMD.EXE" and "COMMAND.COM" for your command prompt.

http://www.computerhope.com/issues/ch000395.htm

http://support.microsoft.com/default.aspx?kbid=314106

http://support.microsoft.com/default.aspx?kbid=156687

http://support.microsoft.com/default.aspx?kbid=142026

Windows 2K also has "COMMAND.COM" and "CMD.EXE" *FYI*

Windows 9x only has "COMMAND.COM" and Windows NT only has "CMD.EXE

Hope this helps, let us know.

3270. XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 20:00:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns956E98A34C02emuslor@130.133.1.4>
Source record: 14577

I've been working in my spare time to get a XEP80 emulation hooked up.
From the documentation and the handler source code, I believe I now have
the PIA communication ironed out - now it's a matter of getting handlers in
for the command set. One task I don't look forward to is manually entering
the bitmaps for the 7x10 character set. Does anyone happen to know if
there is a way to dump the character data from the device programmatically?
I'm afraid I already know the answer and will be spending a good amount of
time filling my character array with the appropriate 1s an 0s...

thanks

--
Slor

3271. Re: looking for emulator or retro themed websites with rss feeds

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-24 23:13:20 UTC
From: Sander Zuidema <snout@msx.org>
Message-ID: <4154AA10.80502@msx.org>
Source record: 14578
Cross-posted to:
alt.comp.msx,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

MSX Resource Center

English:

News: http://www.msx.org/newsfeed.php
Forums: http://www.msx.org/forumfeed.php
Reactions: http://www.msx.org/reactionsfeed.php

Spanish

News: http://es.msx.org/newsfeed.php
Forums: http://es.msx.org/forumfeed.php
Reactions: http://es.msx.org/reactionsfeed.php

Portuguese

News: http://br.msx.org/newsfeed.php
Forums: http://br.msx.org/forumfeed.php
Reactions: http://br.msx.org/reactionsfeed.php

Dutch

News: http://nl.msx.org/newsfeed.php
Forums: http://nl.msx.org/forumfeed.php
Reactions: http://nl.msx.org/reactionsfeed.php

News:

(yeah yeah, working on 100% valid output, I'm lazy :P)

Snout
http://www.msx.org/

ProteanThread wrote:
> Like the Following -
>
> Emulator Zone
> http://www.emulator-zone.com/rss_news.php
>
> Zophars Domain
> http://www.zophar.net/zdf.php
>
> MAME World
> http://www.mameworld.info/ubbthreads/rss/instantrss.php?url=http://www.mameworld.net/
>
> (you'll need an rss reader to read these)

>

3272. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 01:37:46 UTC
From: secretspam@ihatespam.net
Message-ID: <4154cb37.2740578@news.charter.net>
Source record: 14579

Right click the executable and go into properties. Set it up the way
you want it (full screen, memory allocation etc). XP should
automatically create a .pif file with the settings chosen.

On Fri, 24 Sep 2004 17:45:49 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>I'm doing something for the Atari (can't tell right now), but need to go
>from XP to MSDOS to run this software. But I have NO clue how. Please
>respond asap.
>
>CU Mathy van Nisselroy
>
>

3273. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 01:55:27 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10l9k09nsb12iae@corp.supernews.com>
Source record: 14580

"SgtSilicon" <secretspam@ihatespam.net> wrote in message
news:4154cb37.2740578@news.charter.net...
| Right click the executable and go into properties. Set it up the way
| you want it (full screen, memory allocation etc). XP should
| automatically create a .pif file with the settings chosen.
|
|
| On Fri, 24 Sep 2004 17:45:49 +0200, "Music Shop Landgraaf"
| <landgraaf.musicshop@hccnet.nl> wrote:
|
| >Howdy folks
| >
| >I'm doing something for the Atari (can't tell right now), but need to go
| >from XP to MSDOS to run this software. But I have NO clue how. Please
| >respond asap.
| >
| >CU Mathy van Nisselroy
| >
| >

Howdy,
There is a command prompt emulator called Dosbox that works fairly well with XP if none of the previous responses help with what you are doing.. Google for DOSBOX and you should get several hits.. Also there is VDMSound that is very good at running older MSDOS software.. Pif configurations not included.
Good Luck,
RoyE

3274. Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 05:39:20 UTC
From: dunric@yahoo.com
Message-ID: <f26111c2.0409242139.6730526e@posting.google.com>
Source record: 14581
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I spent some more time this evening working on the first chapter of my twenty chapter book on Jack Tramiel and Commodore.

Here is what I have thus far. Feel free to email comments (and suggestions/corrections) to me at: dunric@yahoo.com

JACK TRAMIEL: THE STORY OF COMMODORE
By Paul Panks

Published in the United States of America.
April 2005.

* Acknowledgments *

This book would not be possible without extraordinary contributions from a wide variety of contributors from across the world. In no particular order, I offer thanks to: Chuck Peddle; Jim Butterfield; Michael S. Tomcyzck; Cameron Kaiser; Jeri Elsworth; Jim Brain; James Morgan; Michael Rattigan; Rick Balkins; Anders Carlsson; Niklas Ramsberg; Sam Gillett; Robert Bernardo; Todd Aiken; Leif Bloomquist; Ruud Baltissen; Spiro Trikaliotis; Lance Lyon; Jim Lawless; Paul Rosenzweig; Peter van Merkerk; Maciej Witkowiak; Matthew Miller; Dan Miner; Jim MacKenzie; Stephon van Egmond; Sean Fahey; Riccardo Rubini; Jeffrey Wormsley; Matthew Hudson; Russ Perry Jr.; Nick Coplin; Jerry Kurtz; Lars Haugseth; Dave Ross; Graham Prout; Jonathan Herr; Todd Elliott; Larry Gilbert.

Other individuals have contributed to this book in numerous ways, and I apologize if I neglected to mention them. They, too, have made this book what it is today. Hats off to everyone!

Paul Panks
(Commodore User since 1983)
September 22, 2004

* Chapter One *

The year is 1947. The swirling dust of the Judean Desert behind them, two lone shepherds wandered into a strange cave near Qumran. What they found inside

became legendary: seven scrolls, some dating back nearly 2,000 years to the time of Jesus of Nazareth (called The Messiah, or Christ). The scrolls came to be known as The Dead Sea Scrolls, surely in reference to the Dead Sea less than a mile away. These old, yet remarkably preserved scrolls dated anywhere from the third century B.C. to 68 A.D. [1]

Jack Tramiel spent much of 1947 escaping the past. A survivor of Auschwitz, Tramiel survived on potatoes, mushy water, bread and light soup. He survived horrors beyond imagination. His own father was killed when the Germans injected gasoline into his veins because he had grown too weak to even eat. Jack was born in 1929 in Lodz, Poland, but later immigrated to the United States in November 1947 (along with his new bride, Helen Goldgrub, also a concentration camp survivor). Helen and Jack were married in July 1947 in liberated Germany. [2]

The long road from Auschwitz survivor to head of Commodore took Tramiel through twelve different time zones, a multitude of bumps along the way and not a single hint of regret. Tramiel survived because he was forged from a cast of iron so strong no sword could ever break him. Even today, a gold and platinum sword hangs from his fireplace worth an astounding $50,000. [3]

Jack Tramiel arrived in the United States in November 1947 with little more than $10 in his pocket. For three weeks, he looked around for odd jobs before enlisting in the United States Army. The same army that helped liberate him from the horrors of Auschwitz helped foster the birth of a company Jack called Commodore. [4]

Tramiel left the Army soon after, setting up a typewriter repair shop in the Bronx. He also worked as a cab driver in order to supplement his income. When not driving cabs or repairing typewriters, Jack could often be found devising new and brilliant ways to earn even more money. Starting out poor, mixed with Jack's insatiable curiosity, spurred Tramiel to not only be the best at what he did but make lots of money doing it. [5]

Jack eventually relocated to Toronto, Canada, founding Commodore in 1954. He went public a few years later as Commodore Business Machines. But in 1965, newly founded Commodore had hit rough waters: Chairman C. Powell Morgan, Commodore's Atlantic Acceptance

Corporation partner, was publicly chastised by the Canadian Royal Commission for "defiance of all accepted business principles" and "rapacious and unprincipled manipulation". Failing to meet agreements on a $5 million dollar loan didn't endear Morgan to the Commission. However, Morgan suddenly died from leukemia, avoiding court. Afterwards, the Commission also investigated Tramiel himself, but finding nothing terribly wrong, failed to indict him. Bad publicity no doubt damaged Commodore financially, but Tramiel's bacon was saved by Canadian investor Irving Gould, who agreed to help Tramiel out in return for a position as Chairman within the fledgling company. Tramiel, grateful, agreed. [6]

Tramiel and Commodore quickly abandoned the typewriter market for something even more fledgling: electronic calculators. While calculator veterans such as Friden/Singer and Texas Instruments virtually pioneered the industry, Jack dove headlong into a business venture barely related to his former repair shop in the Bronx. Friden had been the brainchild of Carl Friden, formerly of the Swedish Match Trust in London, England. Friden eventually migrated to San Leandro, California, where he established a calculator empire eventually usurped only by Texas Instruments. [7] Friden was sold to Singer in 1964, right as they introduced the revolutionary EC-130 and EC-132 fully integrated, electronic desktop calculators (the EC-132 even had a square root function). [8]

By 1971, Commodore had produced the Commodore C110 calculator (much smaller than the Friden calculators of only 6 years before). Thanks to modern minaturization technology, calculators once large enough to fit on a desk now fit comfortably in the palm of a human adult hand. Commodore followed up the C110 with the Minuteman series, using the now familiar red LED displays (Commodore eventually switched to the more pleasing green fluorescent displays). But fierce competition from rivals -- chiefly Texas Instruments -- nearly crushed Commodore, as a series of intense price wars nearly bankrupted the company Tramiel had founded. [9]

Enter MOS Technologies and Chuck Peddle. Peddle, formerly of Motorola, was the genius behind at least two successful microprocessors, among them the 6800 and 6502. Peddle realized that the 6800 couldn't be competitive with a price of $200, and so he left Motorola to join MOS Technologies. Once there, he

conceived of the 6502, an 8-bit microprocessor that, while lacking a few features, was nevertheless very inexpensive to manufacture. [10]

Jack quietly took note of MOS Technologies, even as Commodore's debt soared and Tramiel himself wondered about the future of his company. But he was a born survivalist, moving beyond limitations and conquering his environment with utmost ambition. In a past life Tramiel may have been Oda Nobunaga, Japanese warlord from the Sengoku Period. The ultimate goal of Nobunaga was the reunification of Japan, known as tenka-fubu ("under a single sword"). But instead of destroying the monastery at Mt. Hiei, such as Nobunaga did, Tramiel in his present incarnation slowly developed a plan to pay back his competitors with a ruthless price war. [11]

By 1976, Commodore had moved manufacturing facilities to Palo Alto, California, in part to save on manufacturing costs. MOS Technologies was busy as well, having just introduced the KIM-1 Microprocessor Trainer, a single board computer for a spartan $245. What could one do with a KIM-1? Practically anything, and despite lacking a traditional computer keyboard, the KIM-1 convinced Tramiel that the 6502 microprocessor could be the brains behind personal computers. More specifically, Chuck Peddle convinced him.. [12]

In October, Jack took the next step towards reunification of his fiefdom by outstripping the competition where the profit margins (kami?) lived: manufacturing costs. By acquiring MOS Technologies for a mere $800,000, Tramiel bolstered Commodore's manufacturing abilities 200 times over. Other acquisitions included Frontier (a Los Angeles based maker of CMOS computer chips) and MDSA, a Liquid Crystal Display (LCD) manufacturer. [13]

Tramiel was essentially following the ancient Shinto religion: a polytheistic, tribe-based religion originating elsewhere. Like Shinto, Tramiel combined his "religion" of "computers for the masses, not the classes" by abdicating his authority across many different fiefs. Like Buddha, Tramiel would leave in his wake honji suijaku ("original substance manifests traces"). [14]

Not content with resting, Tramiel and Peddle unveiled the Commodore PET (Personal Electronic Transactor) at the West Coast Computer Faire in April 1977. With the

pet rock fad still churning full speed ahead, Tramiel reasoned that a $599 computer could generate considerable interest within the burgeoning home computer market. He was right, as 12,657 souls buzzed into the West Coast Computer Faire in a mere three days time (April 15-17, 1977). [15,16]

The PET was a modest success for Commodore, and a good beginning for the still youthful company. But once again, Jack was not content. Not while foreign competition threatened to overwhelm the crowded U.S. market with imported silicon pirates. Who could he bring in to stem the tide of a perceived Japanese computer invasion? Someone like Michael Tomcyzk, of course.

In 1979, Michael S. Tomcyzk was an outsider lookin in. Soon, however, he was destined to become Jack's right hand man. The author of the cult classic The Home Computer Wars worked alongside Jack during Commodore's most critical juncture (1979-1984). I was fortunate enough to interview Michael for my Commodore webpage. As Michael explained to me in a March 2000 interview:

"Ironically, when I first entered the computer industry, it was because
I was managing a small firm in San Francisco and we became a beta site for
the first Atari 800 game computer. My staff wouldn't stop playing "Star
Raiders" so I took the Atari home. Three days later I looked up and
saw a thin shaft of light streaming in through the curtains and realized
I had been up 3 nights in a row, playing that space game.

A few weeks later I quit my job, took all my savings and spent the next
six months learning everything I could about computers. I used to hang out
at Apple Computer and got to know Steve Wozniak and Mike Markula and
some of the 'technical gnomes' at Apple. Since I was basically a journalist
with an MBA (from UCLA), I used my reporting skills to do interviews with
several people in the "new" personal computer industry. My first interview
was with the inventor of the Star Raiders game (of course!), for COMPUTE!

Magazine.

After 6 months I had job offers from Apple, Atari and Commodore. Apple
had too many geniuses. Atari had no geniuses (they lost $1 billion in 5
years which proves it!). Commodore had half geniuses and half duhs." [17]

Michael's best memories of Commodore, though, involved Jack Tramiel and Commodore's foray into the color computer market. The brazen Tramiel was often ahead of the game in almost every respect, as Tomcyzk points out in the following segment:

"At that first general manager meeting I attended on my first day,
we met at an old English country estate outside of London, in April 1980.

Jack told the group that he wanted to develop a low cost color computer.
The U.S. engineers were already working on a high cost color business
computer and were deadset against the idea of a cheaper version.
Jack told everyone to discuss it and said he would return the
next day to discuss it further.

At this time Commodore was the number THREE personal computer maker
in the U.S., but number ONE in Europe. Commodore had beaten Texas
Instruments to Europe with handheld calculators in the 1970s and every-
one in Europe knew Commodore and they have VERY strong brand
loyalty there, so Commodore computers easily became number
one there.

The bottom line was this--most of the managers felt that it was too
soon to lower the cost of personal computers. We were still making
good margins, why change? When Jack returned and asked the
group again, what did they think about the idea of a low cost
color computer?, a huge debate broke out with everyone

not only talking to the group, but also debating among

each other in small groups. Actually, only a handful
of
people were in favor of this: Jack, Tony Tokai the
general
manager from Japan, Kit Spencer the general manager
from
the U.K., a Japanese engineer named Yashi
Terakura...and me.

Jack listened for awhile, then he stood up, banged his
palm on the
table to get everyone's attention and declared,
"Gentlemen, the
Japanese are coming - so we will become the Japanese."
That
silenced the group and they grudgingly accepted the
idea.

Well, the Japanese never came. We developed the VIC
partly in Japan
and partly in the U.S. We introduced the VIC as the
VIC-1001 in Japan
and showed our first prototypes at Seibu Department
Store in September
1980.

At this time, NEC had a terrific looking computer
called the NEC PC
5000 and it had function keys, 32K of memory and
retailed for around
$600 but because of the VIC's introduction in Japan,
NEC and all the
other Japanese companies never entered the home
computer market
in the U.S. By the time they were ready, we had the
Commodore 64
and by staying ahead of them, we stopped them from
moving in.

During the 1980s they tried to pool 12 companies
around an outdated
operating system called MSX but it was based on really
dated technology
(the pixels looked like little cubes) and the moment I
saw it I declared it
'MS-Dead.' " [18]

Tomcyzk also credits Tramiel with influencing his
career outlook. When asked about Jack's influence on
his career, Michael further stated,"One of the many
lessons I was taught by my mentor Jack Tramiel is to

'live in the future.' I am still doing that [today]."

In January 1981, Commodore unveiled the first color computer ever to break the $300 barrier, the Commodore VIC-20. The VIC was priced at a remarkable $299.95, had 5K of memory (expandable to 32K), and included high resolution graphics courtesy of the VIC chip (originally designed for use in high end video games). The VIC-20 was a best seller for Jack, who watched with glee as 9,000 units per day crossed the assembly line during the VIC's zenith. [19]

With the VIC selling like hotcakes, Commodore's ship kept sailing...right into Elbow Reef. Questions about reliability nearly tossed asunder the rising Abaco Galleon, almost before it reached Hope Town. [20]. Despite the continued success of the VIC-20 (one million VICs had crossed the assembly line by Christmas 1982), as well as the recent introduction of the Commodore 64 (a powerful 64K computer for a meager $595), Commodore's stock nevertheless fell a staggering $10 the following Christmas. Serious product reliability questions raised by the Wall Street Journal brought to mind the general quandry Commodore found themselves in despite a record sales year (fiscal 1983 earnings of $91.7 million on $681.2 million in sales). The respected business journal noted an alarming 30% product failure rate for Commodore's flagship 64 computer. [21]

But if Jack was worried, he didn't show it. And neither was he sweating much, even as Commodore rang in the new year with a volley of price cuts and a now legendary price war that left several competitors nearly bankrupt. It was a risky strategy, but one which paid off handsomely for Commodore. As Tramiel abandoned the practice of establishing list prices for new hardware, competitors fell by the wayside one by one. First on Jack's revenge list was Texas Instruments, formerly of the 1970's Calculator Wars. TI had a solid product (the 16-bit TI 99/4A) but a failed marketing plan (even comedian Bill Cosby didn't help matters much). Then Atari itself, still floating thanks to the runaway success of the Atari 2600 VCS video game, was nevertheless bleeding red ink, and nearly pulled out of the home computer market altogether. Even Radio Shack and Coleco, both relatively healthy in their own right, felt the Commodore Crunch, opting instead to retreat and reassess the ongoing battle front. [22]

By Christmas 1983, however, Commodore had largely righted the ship. Tramiel had Commodore sailing the high profit seas, thanks in no small part to the dramatic price war spear headed by the revolutionary Commodore 64. The machine was a tour-de-force, a compact and powerful 64K computer with music synthesizer-quality sound (courtesy of the SID chip, or Sound Interface Device) and high resolution graphics (including eight programmable sprites and 16 vibrant colors). Priced to sell at a mere $595, the 64 obliterated the competition, eventually becoming the best selling personal computer of all time (with over 20 millions units sold worldwide). [23]

But all was not well with Jack. Sighting differences between himself and chairman Irving Gould, Tramiel abruptly resigned from Commodore on January 13, 1984. As Tramiel himself put it,"Personal reasons prevent my continuing on a full-time basis with Commodore." The sudden resignation of Tramiel sparked an exodus of Commodore executives and personnel, who left the company in droves that spring. [24]

Even as Gould handed the reigns to Marshall F. Smith, the newly christened CEO of Commodore (U.S.), Tramiel was dropping anchor, biding his time before an even bigger shark waded into his vast array of nets. Sure enough, Time Warner was looking to jettison the red-ink bleeding Atari, a once mighty video game company now hemmoraging $536 million in losses. Even chain-smoking CEO James Morgan couldn't rescue Atari alone, despite having trimmed the fat (Atari moved most manufacturing overseas) and making the now infamous statement that Atari "[would] only announce new products that [could] be delivered in three months' time." [25]

Just how overly inflated was Atari's perceived value? Nintendo of Japan, of Donkey Kong fame, heavily considered selling the Famicom (a.k.a Nintendo Entertainment System, or NES) under the Atari label. But when a former Warner attorney suddenly spilled the beans to Nintendo's Minoru Arakawa that Atari didn't even have the money to purchase the Famicom, the deal abruptly fell flat, forcing Nintendo to sell the NES without Atari's help. [26]

* Footnotes *

1. "The World of the Scrolls" (Online: http://www.ibiblio.org/expo/deadsea.scrolls.exhibit/world.scrolls.html). September 21, 2004.
2. "Everything in history was against them" (Online:

http://www.digiserve.com/eescape/atari/articles/Survival-and-Starting-Over.html).
September 21, 2004.
3. "Jack Tramiel" (Online:
http://www.fact-index.com/j/ja/jack_tramiel.html).
September 21, 2004.
4. "You Don't Know Jack" (Online:
http://commodore.ca/history/people/1989_you_dont_know_jack.htm).
September 21, 2004.
5. "Secret Weapons of Commodore: The Story of
Commodore" (Online:
http://www.floodgap.com/retrobits/ckb/secret/history.html).
September 21, 2004.
6. "Early Commodore Computer History" (Online:
http://commodore.ca/history/company/early_commodore_history.htm).
September 21, 2004.
7. "The Man - Carl M. Friden" (Online:
http://www.rauck.net/friden/theman.htm). September 21,
2004.
8. "Friden" (Online:
http://www.vintagecalculators.com/html/friden.html).
September 21, 2004.
9. "Commodore Calculators" (Online:
http://www.vintagecalculators.com/html/commodore_calculators.html).
September 21, 2004.
10. "History of Chuck Peddle" (Online:
http://www.commodore.ca/history/people/chuck_peddle.htm).
September 21, 2004.
11. "Oda Nobunaga" (Online:
http://www.wsu.edu:8080/~dee/TOKJAPAN/ODA.HTM).
September 21, 2004.
12. "Chronology of Commodore Computer History"
(Online:
http://www.commodore.ca/history/company/chronology_portcommodore.htm).
September 21, 2004.
13. "Chronology of Commodore Computer History"
(Online:
http://www.commodore.ca/history/company/chronology_portcommodore.htm).
September 21, 2004.
14. "Kami" (Online:
http://www.wsu.edu:8080/~dee/GLOSSARY/KAMI.HTM).
September 21, 2004.
15. "The First West Coast Computer Faire" (Online:
http://www.atariarchives.org/bcc3/showpage.php?page=98).
September 24, 2004.
16. "A Commodore History" (Online:
http://www.portcommodore.com/commodore/history/commhist.html).
September 24, 2004.
17. "Interview with Michael Tomczyk" (Online:
http://www.geocities.com/dunric/tomczyk.html).
September 24, 2004.

18. "Interview with Michael Tomczyk" (Online:
http://www.geocities.com/dunric/tomczyk.html).
September 24, 2004.
19. "Chronology of Commodore Computer History"
(Online:
http://commodore.ca/history/company/chronology_portcommodore.htm).
September 24, 2004.
20. "Bahama and Bahamian light houses..." (Online:
http://www.go-abacos.com/news/whatson/whatson_lighth.html).
September 24, 2004.
21. "Commodore" (Online:
http://www.atarimagazines.com/creative/v10n3/56_Commodore.php).
September 24, 2004.
22. "Commodore" (Online:
http://www.atarimagazines.com/creative/v10n3/56_Commodore.php).
September 24, 2004.
23. "Commodore 64 History" (Online:
http://commodore.ca/products/c64/commodore_64.htm).
September 24, 2004.
24. "Commodore Computer History, Jack Tramiel"
(Online:
http://www.commodore.ca/history/company/chronology_portcommodore.htm).
September 24, 2004.
25. "Atari History" (Online:
http://www.system16.com/atari/history.html). September
24, 2004.
26. Sheff, David. Game Over: How Nintendo zapped an
American industry, captured your dollars, and enslaved
your children. Pg. 155-156. Random House: New York,
1993.

Paul

3275. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 09:33:52 UTC
From: Guinness <yourmjwray@blueknickersyonder.co.uk>
Message-ID: <4Ya5d.931$ED.773@text.news.blueyonder.co.uk>
Source record: 14582
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Paul Allen Panks" <dunric@yahoo.com> wrote in message
news:f26111c2.0409242139.6730526e@posting.google.com...
> I spent some more time this evening working on the
> first chapter of my twenty chapter book on Jack
> Tramiel and Commodore.
>
<snip>

Looks great! Just thought it might be better in the sentence in Ch1 "His
own father was killed when the
Germans injected gasoline into his veins because he
had grown too weak to even eat." to change Germans to Nazis.
Just my 2c.

--
Guinness

2 * 3 * 3 * 37 : The prime factorization of The Beast

3276. UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 09:37:07 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <41553b29$0$82226$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 14583

Just out of curiosity - does anyone remember the UK postal membership lending library of the 80s early 90s?

Gareth.

3277. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 12:09:30 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj3n5p$24ps$2@mamut1.aster.pl>
Source record: 14584
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> Looks great! Just thought it might be better in the sentence in Ch1 "His
> own father was killed when the
> Germans injected gasoline into his veins because he
> had grown too weak to even eat." to change Germans to Nazis.

"Nazis" were noone else than Germans. Thus the sentence is correct.

KMK

3278. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 12:45:58 UTC
From: Guinness <yourmjwray@blueknickersyonder.co.uk>
Message-ID: <aMd5d.1008$ED.252@text.news.blueyonder.co.uk>
Source record: 14585
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
news:cj3n5p$24ps$2@mamut1.aster.pl...
> > Looks great! Just thought it might be better in the sentence in Ch1
"His
> > own father was killed when the
> > Germans injected gasoline into his veins because he
> > had grown too weak to even eat." to change Germans to Nazis.
>
> "Nazis" were noone else than Germans. Thus the sentence is correct.
>
But then doesn't that suggest that all Germans were Nazis?

--
Guinness

2 * 3 * 3 * 37 : The prime factorization of The Beast

3279. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 13:59:54 UTC
From: big_d_316@yahoo.com
Message-ID: <99102851.0409250559.748d1e2f@posting.google.com>
Source record: 14586

I built one of these. It was Antic that published the plans. I thought it was kinda cool so I made an adaptor to use it on a 486 computer. I remember reading something in an old Byte magazine for a talking clock for the Vic-20. It used the same chip, but was wired up differently since it used the user port. I always wanted to hook it up to the Atari's PBI so I could still use the joystick on my 800XL.

3280. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 14:34:15 UTC
From: Hung N <find@my.crack>
Message-ID: <Xns956F760E13693sneakyboyfastmailfm@198.164.200.20>
Source record: 14587
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Guinness" <yourmjwray@blueknickersyonder.co.uk> wrote in news:aMd5d.1008
$ED.252@text.news.blueyonder.co.uk:

>> > Looks great! Just thought it might be better in the sentence in Ch1
> "His
>> > own father was killed when the
>> > Germans injected gasoline into his veins because he
>> > had grown too weak to even eat." to change Germans to Nazis.
>>
>> "Nazis" were noone else than Germans. Thus the sentence is correct.
>>
> But then doesn't that suggest that all Germans were Nazis?

I share your opinion that not all Germans during WWII were Nazis, and that
some distinction would be useful. Barring some real, hard evidence to the
contrary...

I find it strange that a Pole not understand the implications of such
sweeping statements.

3281. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 16:21:24 UTC
From: Martin Ancher Holm <fried.hamster@toaster.invalid>
Message-ID: <fried.hamster-5E9B50.18212325092004@news.tele.dk>
Source record: 14588
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <f26111c2.0409242139.6730526e@posting.google.com>,
dunric.no.spam@yahoo.dot.com (Paul Allen Panks) wrote:
> In a past life
> Tramiel may have been Oda Nobunaga, Japanese warlord
> from the Sengoku Period. The ultimate goal of Nobunaga
> was the reunification of Japan, known as tenka-fubu
> ("under a single sword"). But instead of destroying
> the monastery at Mt. Hiei, such as Nobunaga did,
> Tramiel in his present incarnation slowly developed a
> plan to pay back his competitors with a ruthless price
> war. [11]

What?!

You've stated in the first paragraphs that Tramiel was jew.
This is a paragraph that is just way off. Jews don't believe
in past lives. Even if you do, it has nothing to do with
the story of Commodore. Way out.

> Tramiel was essentially following the ancient Shinto
> religion: a polytheistic, tribe-based religion
> originating elsewhere. Like Shinto, Tramiel combined
> his "religion" of "computers for the masses, not the
> classes" by abdicating his authority across many
> different fiefs. Like Buddha, Tramiel would leave in
> his wake honji suijaku ("original substance manifests
> traces"). [14]

Here we go again. If you can find ANY material that Tramiel was trying
to follow an ancient Japanese religion, but no this is pure
speculations. Again it has nothing to with the story of Commodore.

Sorry to be harsh, but try to concentrate on the story if you want to
make this a book.

--
Martin Ancher <aim:ancherorg>
http://ancher.org/

3282. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 17:21:14 UTC
From: Jesper <zedrickno@spam.linuxmail.org>
Message-ID: <DqidncOF7PeRNMjcRVnysQ@giganews.com>
Source record: 14589
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
news:cj3n5p$24ps$2@mamut1.aster.pl...

<snip>

> "Nazis" were noone else than Germans. Thus the sentence is correct.

Really? The Waffen-SS had a large percentage of foreign volunteers from 30
different countries. Are you saying that Waffen-SS wasn't a nazi
organisation?

/ J

3283. Re: looking for emulator or retro themed websites with rss feeds

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 17:30:53 UTC
From: Jeff Blakeney <CUTjblakeney@sympatico.ca>
Message-ID: <snabl0duaf4p1eb88ggsi8enrn61v5tror@4ax.com>
Source record: 14590
Cross-posted to:
alt.comp.msx,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

On Fri, 24 Sep 2004 09:31:20 -0600, "*ProteanThread*"
<rtdos@rtdos.com> wrote:

>Like the Following -
>
>Emulator Zone
>http://www.emulator-zone.com/rss_news.php
>
>Zophars Domain
>http://www.zophar.net/zdf.php
>
>MAME World
>http://www.mameworld.info/ubbthreads/rss/instantrss.php?url=http://www.mameworld.net/
>
>(you'll need an rss reader to read these)

A2Central.com has an RSS feed. Here is a link to the story that
mentions it:

http://www.a2central.com/article.php?story=20030919143936268

In that article, the URL it says to feed into your RSS reader is:

http://www.a2central.com/backend/news.rdf

--
Jeff Blakeney - Dean of the Apple II University in the
Apple II Community on Syndicomm.com
CUT the obvious from my address if you want to e-mail me

3284. free Atari 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 18:57:36 UTC
From: Matt Carpenter <mkath@whitehouse.gov>
Message-ID: <10lbft3sldtfe33@corp.supernews.com>
Source record: 14591

I'm cutting back on the things in my computer closet and would like to offer
to anyone who's interested an Atari 1025 dot matrix printer.

It would be a fun project to use it with a modern machine.

This is the Atari verison of the Okidata ML-80 printer.

It's in good condition, but will need a new ribbon.

It's free - I just ask that you cover the shipping.

Matt
mkath_at_charter_dot_net

3285. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 19:08:56 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj4fo8$2muq$1@mamut1.aster.pl>
Source record: 14592
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

>>>Looks great! Just thought it might be better in the sentence in Ch1
>
> "His
>
>>>own father was killed when the
>>>Germans injected gasoline into his veins because he
>>>had grown too weak to even eat." to change Germans to Nazis.
>>
>>"Nazis" were noone else than Germans. Thus the sentence is correct.
>>
>
> But then doesn't that suggest that all Germans were Nazis?

No, this only means that the ones who did that were Germans.

KMK

3286. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 19:20:59 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj4ger$1fmh$1@mamut.aster.pl>
Source record: 14593
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

>>"Nazis" were noone else than Germans. Thus the sentence is correct.
>
> Really? The Waffen-SS had a large percentage of foreign volunteers from 30
> different countries. Are you saying that Waffen-SS wasn't a nazi
> organisation?

It was a "nazi" organization. It was also German organization, with
German authorities, German commanders, speaking German and executing
commands and following instructions issued by German government.

"Nazi" is an abbreviation which stands for "national-sozialistich"
(national-socialistic). The "nation" mentioned is undoubtfully Germans,
because the term "national-sozialistisch" itself comes from the name of
the NSDAP, the full name of which is: "National-Sozialistische Deutsche
Arbeiter Partei" = National-Socialistic Party of German Workers; AFAIK.

All this of course means that "Nazis" were Martians, and Germans were
innocent victims of these Martians.

KMK

3287. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 21:32:14 UTC
From: mathu <mathu@indigo.ie>
Message-ID: <uql5d.32033$Z14.10879@news.indigo.ie>
Source record: 14594

Hi,
Yes I remember renting games of them,And using my 1050 happy to copy the
disks(oh the good old days).
The name of the library I can not remember.

Gareth wrote in message
<41553b29$0$82226$ed2619ec@ptn-nntp-reader03.plus.net>...
>Just out of curiosity - does anyone remember the UK postal membership
>lending library of the 80s early 90s?
>
>Gareth.
>
>

3288. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 21:32:36 UTC
From: Guinness <yourmjwray@blueknickersyonder.co.uk>
Message-ID: <Utl5d.1210$ED.1191@text.news.blueyonder.co.uk>
Source record: 14595
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
news:cj4ger$1fmh$1@mamut.aster.pl...
> >>"Nazis" were noone else than Germans. Thus the sentence is correct.
> >
> > Really? The Waffen-SS had a large percentage of foreign volunteers from
30
> > different countries. Are you saying that Waffen-SS wasn't a nazi
> > organisation?
>
> It was a "nazi" organization. It was also German organization, with
> German authorities, German commanders, speaking German and executing
> commands and following instructions issued by German government.
>
> "Nazi" is an abbreviation which stands for "national-sozialistich"
> (national-socialistic). The "nation" mentioned is undoubtfully Germans,
> because the term "national-sozialistisch" itself comes from the name of
> the NSDAP, the full name of which is: "National-Sozialistische Deutsche
> Arbeiter Partei" = National-Socialistic Party of German Workers; AFAIK.
>
> All this of course means that "Nazis" were Martians, and Germans were
> innocent victims of these Martians.
>

Oops, what have I started. Tell you what, shall we play a game? :)

--
Guinness

2 * 3 * 3 * 37 : The prime factorization of The Beast

3289. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 22:35:56 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <gpm5d.4243$Cn.2073@trnddc04>
Source record: 14596
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote ...

> All this of course means that "Nazis" were Martians, and Germans were
> innocent victims of these Martians.

I used to play checkers on Saturday night with Martians at the flying saucer landing field behind the regular runway at Area 51. They were nice guys, and I am sure they would resent your implications. ;-)

--
Best regards,

Sam Gillett

UFO's are real.
It's the Air Force that doesn't exist!

3290. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 23:14:56 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4155fbed$1@news.inet.com.pl>
Source record: 14597
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Konrad M. Kokoszkiewicz wrote:

>> Looks great! Just thought it might be better in the sentence in Ch1 "His
>> own father was killed when the
>> Germans injected gasoline into his veins because he
>> had grown too weak to even eat." to change Germans to Nazis.
>
>
> "Nazis" were noone else than Germans. Thus the sentence is correct.

In fact nazis were also Italians, Ukrainians and some others (not
excluding a handful of Poles). For THAT reason saying "Nazis injected"
wouldn't be correct enough. If one wants to avoid remote generalising
about German nation, it should be "German nazis injected" then.

3291. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 23:16:58 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4155fc69@news.inet.com.pl>
Source record: 14598
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Guinness wrote:

> "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
> news:cj3n5p$24ps$2@mamut1.aster.pl...
>
>>>Looks great! Just thought it might be better in the sentence in Ch1
>
> "His
>
>>>own father was killed when the
>>>Germans injected gasoline into his veins because he
>>>had grown too weak to even eat." to change Germans to Nazis.
>>
>>"Nazis" were noone else than Germans. Thus the sentence is correct.
>>
>
> But then doesn't that suggest that all Germans were Nazis?
>

No. The original sentenece doesn't. It says [some] Germans did it. Not
all Germans were doing this, right? See my previous post also.

3292. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-25 23:29:18 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4155ff5b$1@news.inet.com.pl>
Source record: 14599
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Konrad M. Kokoszkiewicz wrote:

>>> "Nazis" were noone else than Germans. Thus the sentence is correct.
>>
>>
>> Really? The Waffen-SS had a large percentage of foreign volunteers
>> from 30
>> different countries. Are you saying that Waffen-SS wasn't a nazi
>> organisation?
>
>
> It was a "nazi" organization. It was also German organization, with
> German authorities, German commanders, speaking German and executing
> commands and following instructions issued by German government.
>
> "Nazi" is an abbreviation which stands for "national-sozialistich"
> (national-socialistic). The "nation" mentioned is undoubtfully Germans,
> because the term "national-sozialistisch" itself comes from the name of
> the NSDAP, the full name of which is: "National-Sozialistische Deutsche
> Arbeiter Partei" = National-Socialistic Party of German Workers; AFAIK.
>

I am afraid you are wrong. "Nazi" is in fact the term, which refers to "nationalism" and not necessarily "national socialism". In German language "nazi" are the first four letters of "nazional" (notice the letter "z"). NSDAP, Hitler-Jugend and some other German organisations were (AFAIK) in fact falling into the category of being triple German, nationalistic and national-socialistic. Yet there were "nazi" organisations in all other Axis countries and the satellites. Those fall only in the "nazi" category but not the others.

To clear this up - I do agree that saying "nazis did" gives less information than "Germans did" and is less correct then. But your argumentation is flawed.

> All this of course means that "Nazis" were Martians, and Germans were
> innocent victims of these Martians.

And this is irrelevant-and-missed sarcasm.

3293. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 01:30:26 UTC
From: secretspam@ihatespam.net
Message-ID: <41591b1f.88732968@news.charter.net>
Source record: 14600

It was more than just members of the Nazi party who attacked and
killed in the name of Germany. Though I'm sure that barbaric
practices such as the one described were mostly done by true blue
Nazis. Anyway, I don't know why I had to say that. It was a long
time ago and people change.

On Sat, 25 Sep 2004 09:33:52 GMT, "Guinness"
<yourmjwray@blueknickersyonder.co.uk> wrote:

>
>"Paul Allen Panks" <dunric@yahoo.com> wrote in message
>news:f26111c2.0409242139.6730526e@posting.google.com...
>> I spent some more time this evening working on the
>> first chapter of my twenty chapter book on Jack
>> Tramiel and Commodore.
>>
><snip>
>
>Looks great! Just thought it might be better in the sentence in Ch1 "His
>own father was killed when the
>Germans injected gasoline into his veins because he
>had grown too weak to even eat." to change Germans to Nazis.
>Just my 2c.

3294. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 03:33:27 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <cLydnbL669sRpcvcRVn-og@adelphia.com>
Source record: 14601

While XP and other Windows NT variants can run many DOS programs, it is not DOS based like Windows 95, 98, and ME, so there is no "native" DOS mode.

If you need to run real MS-DOS, there are a few ways you may be able to do this.

1) Install real MS-DOS on another partition.
2) Use "DosBox" to emulate a DOS machine.
3) Use VMWare to run a virtual MS-DOS machine from within XP. VMWare emulates an Intel PC down to the hardware and bios level and works quite well for this. I have a Windows XP machine simultaniously hosting virtual Linux, Windows ME, and MS-DOS machines.

-Jason Harmon

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
> Howdy folks
>
> I'm doing something for the Atari (can't tell right now), but need to go
> from XP to MSDOS to run this software. But I have NO clue how. Please
> respond asap.
>
> CU Mathy van Nisselroy
>
>
>

3295. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 04:16:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1096172175@rtfm.mit.edu>
Source record: 14602
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3296. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 05:19:00 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <8js5d.2723$Ki1.1510@newsread2.news.atl.earthlink.net>
Source record: 14603
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"silverdr" <silverdr@inet.remove.it.pl> wrote in message
news:4155fc69@news.inet.com.pl...
> Guinness wrote:
>
>> "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
>> news:cj3n5p$24ps$2@mamut1.aster.pl...
>>
>>>>Looks great! Just thought it might be better in the sentence in Ch1
>>
>> "His
>>
>>>>own father was killed when the
>>>>Germans injected gasoline into his veins because he
>>>>had grown too weak to even eat." to change Germans to Nazis.
>>>
>>>"Nazis" were noone else than Germans. Thus the sentence is correct.
>>>
>>
>> But then doesn't that suggest that all Germans were Nazis?
>>
>
> No. The original sentenece doesn't. It says [some] Germans did it. Not all
> Germans were doing this, right? See my previous post also.
>
>
>
Can we please just stop talking about this? I'm sure Paul has read all
this, he can take it out if he wants to.

--
Alan
((
-:|:- ((

>

3297. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 06:02:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <kYs5d.281$ek.175@okepread03>
Source record: 14604
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Alan you never call, you never write!

Docrotcod

"Alan" <areed65@earthlink.net> wrote in message
news:8js5d.2723$Ki1.1510@newsread2.news.atl.earthlink.net...
> "silverdr" <silverdr@inet.remove.it.pl> wrote in message
> news:4155fc69@news.inet.com.pl...
> > Guinness wrote:
> >
> >> "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
> >> news:cj3n5p$24ps$2@mamut1.aster.pl...
> >>
> >>>>Looks great! Just thought it might be better in the sentence in Ch1
> >>
> >> "His
> >>
> >>>>own father was killed when the
> >>>>Germans injected gasoline into his veins because he
> >>>>had grown too weak to even eat." to change Germans to Nazis.
> >>>
> >>>"Nazis" were noone else than Germans. Thus the sentence is correct.
> >>>
> >>
> >> But then doesn't that suggest that all Germans were Nazis?
> >>
> >
> > No. The original sentenece doesn't. It says [some] Germans did it. Not
> all
> > Germans were doing this, right? See my previous post also.
> >
> >
> >
> Can we please just stop talking about this? I'm sure Paul has read all
> this, he can take it out if he wants to.
>
> --
> ?.??? ?)) -:|:-
> ?.?? .????))
> Alan
> ((??.?? ..??
> -:|:- ((?? ?.?
>

>
> >
>
>

3298. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 06:17:25 UTC
From: jhdf <fgh@fghf.com>
Message-ID: <C5ydnSxFi7Btw8vcRVn-rg@comcast.com>
Source record: 14605
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Looks great, keep up the good work, ignore the "professionals" they are
mostly 35 year olds living at home or too damn lame to get a job other than
"helping" you with your work

I have nothing but support for you!

Datan Dragon
===UDIC===

Or
Cyberjank

"Paul Allen Panks" <dunric@yahoo.com> wrote in message
news:f26111c2.0409242139.6730526e@posting.google.com...
>I spent some more time this evening working on the
> first chapter of my twenty chapter book on Jack
> Tramiel and Commodore.
>
> Here is what I have thus far. Feel free to email
> comments (and suggestions/corrections) to me at:
> dunric@yahoo.com
>
> JACK TRAMIEL: THE STORY OF COMMODORE
> By Paul Panks
>
> Published in the United States of America.
> April 2005.
>
> * Acknowledgments *
>
> This book would not be possible without extraordinary
> contributions from a wide variety of contributors from
> across the world. In no particular order, I offer
> thanks to: Chuck Peddle; Jim Butterfield; Michael S.
> Tomcyzck; Cameron Kaiser; Jeri Elsworth; Jim Brain;
> James Morgan; Michael Rattigan; Rick Balkins; Anders
> Carlsson; Niklas Ramsberg; Sam Gillett; Robert
> Bernardo; Todd Aiken; Leif Bloomquist; Ruud Baltissen;
> Spiro Trikaliotis; Lance Lyon; Jim Lawless; Paul
> Rosenzweig; Peter van Merkerk; Maciej Witkowiak;
> Matthew Miller; Dan Miner; Jim MacKenzie; Stephon van
> Egmond; Sean Fahey; Riccardo Rubini; Jeffrey Wormsley;
> Matthew Hudson; Russ Perry Jr.; Nick Coplin; Jerry
> Kurtz; Lars Haugseth; Dave Ross; Graham Prout;

> Jonathan Herr; Todd Elliott; Larry Gilbert.
>
> Other individuals have contributed to this book in
> numerous ways, and I apologize if I neglected to
> mention them. They, too, have made this book what it
> is today. Hats off to everyone!
>
> Paul Panks
> (Commodore User since 1983)
> September 22, 2004
>
> * Chapter One *
>
> The year is 1947. The swirling dust of the Judean
> Desert behind them, two lone shepherds wandered into a
> strange cave near Qumran. What they found inside
> became legendary: seven scrolls, some dating back
> nearly 2,000 years to the time of Jesus of Nazareth
> (called The Messiah, or Christ). The scrolls came to
> be known as The Dead Sea Scrolls, surely in reference
> to the Dead Sea less than a mile away. These old, yet
> remarkably preserved scrolls dated anywhere from the
> third century B.C. to 68 A.D. [1]
>
> Jack Tramiel spent much of 1947 escaping the past. A
> survivor of Auschwitz, Tramiel survived on potatoes,
> mushy water, bread and light soup. He survived horrors
> beyond imagination. His own father was killed when the
> Germans injected gasoline into his veins because he
> had grown too weak to even eat. Jack was born in 1929
> in Lodz, Poland, but later immigrated to the United
> States in November 1947 (along with his new bride,
> Helen Goldgrub, also a concentration camp survivor).
> Helen and Jack were married in July 1947 in liberated
> Germany. [2]
>
> The long road from Auschwitz survivor to head of
> Commodore took Tramiel through twelve different time
> zones, a multitude of bumps along the way and not a
> single hint of regret. Tramiel survived because he was
> forged from a cast of iron so strong no sword could
> ever break him. Even today, a gold and platinum sword
> hangs from his fireplace worth an astounding $50,000.
> [3]
>
> Jack Tramiel arrived in the United States in November
> 1947 with little more than $10 in his pocket. For
> three weeks, he looked around for odd jobs before
> enlisting in the United States Army. The same army
> that helped liberate him from the horrors of Auschwitz

> helped foster the birth of a company Jack called
> Commodore. [4]
>
> Tramiel left the Army soon after, setting up a
> typewriter repair shop in the Bronx. He also worked as
> a cab driver in order to supplement his income. When
> not driving cabs or repairing typewriters, Jack could
> often be found devising new and brilliant ways to earn
> even more money. Starting out poor, mixed with Jack's
> insatiable curiosity, spurred Tramiel to not only be
> the best at what he did but make lots of money doing
> it. [5]
>
> Jack eventually relocated to Toronto, Canada, founding
> Commodore in 1954. He went public a few years later as
> Commodore Business Machines. But in 1965, newly
> founded Commodore had hit rough waters: Chairman C.
> Powell Morgan, Commodore's Atlantic Acceptance
> Corporation partner, was publicly chastised by the
> Canadian Royal Commission for "defiance of all
> accepted business principles" and "rapacious and
> unprincipled manipulation". Failing to meet agreements
> on a $5 million dollar loan didn't endear Morgan to
> the Commission. However, Morgan suddenly died from
> leukemia, avoiding court. Afterwards, the Commission
> also investigated Tramiel himself, but finding nothing
> terribly wrong, failed to indict him. Bad publicity no
> doubt damaged Commodore financially, but Tramiel's
> bacon was saved by Canadian investor Irving Gould, who
> agreed to help Tramiel out in return for a position as
> Chairman within the fledgling company. Tramiel,
> grateful, agreed. [6]
>
> Tramiel and Commodore quickly abandoned the typewriter
> market for something even more fledgling: electronic
> calculators. While calculator veterans such as
> Friden/Singer and Texas Instruments virtually
> pioneered the industry, Jack dove headlong into a
> business venture barely related to his former repair
> shop in the Bronx. Friden had been the brainchild of
> Carl Friden, formerly of the Swedish Match Trust in
> London, England. Friden eventually migrated to San
> Leandro, California, where he established a calculator
> empire eventually usurped only by Texas Instruments.
> [7] Friden was sold to Singer in 1964, right as they
> introduced the revolutionary EC-130 and EC-132 fully
> integrated, electronic desktop calculators (the EC-132
> even had a square root function). [8]
>
> By 1971, Commodore had produced the Commodore C110

> calculator (much smaller than the Friden calculators
> of only 6 years before). Thanks to modern
> minaturization technology, calculators once large
> enough to fit on a desk now fit comfortably in the
> palm of a human adult hand. Commodore followed up the
> C110 with the Minuteman series, using the now familiar
> red LED displays (Commodore eventually switched to the
> more pleasing green fluorescent displays). But fierce
> competition from rivals -- chiefly Texas Instruments
> -- nearly crushed Commodore, as a series of intense
> price wars nearly bankrupted the company Tramiel had
> founded. [9]
>
> Enter MOS Technologies and Chuck Peddle. Peddle,
> formerly of Motorola, was the genius behind at least
> two successful microprocessors, among them the 6800
> and 6502. Peddle realized that the 6800 couldn't be
> competitive with a price of $200, and so he left
> Motorola to join MOS Technologies. Once there, he
> conceived of the 6502, an 8-bit microprocessor that,
> while lacking a few features, was nevertheless very
> inexpensive to manufacture. [10]
>
> Jack quietly took note of MOS Technologies, even as
> Commodore's debt soared and Tramiel himself wondered
> about the future of his company. But he was a born
> survivalist, moving beyond limitations and conquering
> his environment with utmost ambition. In a past life
> Tramiel may have been Oda Nobunaga, Japanese warlord
> from the Sengoku Period. The ultimate goal of Nobunaga
> was the reunification of Japan, known as tenka-fubu
> ("under a single sword"). But instead of destroying
> the monastery at Mt. Hiei, such as Nobunaga did,
> Tramiel in his present incarnation slowly developed a
> plan to pay back his competitors with a ruthless price
> war. [11]
>
> By 1976, Commodore had moved manufacturing facilities
> to Palo Alto, California, in part to save on
> manufacturing costs. MOS Technologies was busy as
> well, having just introduced the KIM-1 Microprocessor
> Trainer, a single board computer for a spartan $245.
> What could one do with a KIM-1? Practically anything,
> and despite lacking a traditional computer keyboard,
> the KIM-1 convinced Tramiel that the 6502
> microprocessor could be the brains behind personal
> computers. More specifically, Chuck Peddle convinced
> him.. [12]
>
> In October, Jack took the next step towards

> reunification of his fiefdom by outstripping the
> competition where the profit margins (kami?) lived:
> manufacturing costs. By acquiring MOS Technologies for
> a mere $800,000, Tramiel bolstered Commodore's
> manufacturing abilities 200 times over. Other
> acquisitions included Frontier (a Los Angeles based
> maker of CMOS computer chips) and MDSA, a Liquid
> Crystal Display (LCD) manufacturer. [13]
>
> Tramiel was essentially following the ancient Shinto
> religion: a polytheistic, tribe-based religion
> originating elsewhere. Like Shinto, Tramiel combined
> his "religion" of "computers for the masses, not the
> classes" by abdicating his authority across many
> different fiefs. Like Buddha, Tramiel would leave in
> his wake honji suijaku ("original substance manifests
> traces"). [14]
>
> Not content with resting, Tramiel and Peddle unveiled
> the Commodore PET (Personal Electronic Transactor) at
> the West Coast Computer Faire in April 1977. With the
> pet rock fad still churning full speed ahead, Tramiel
> reasoned that a $599 computer could generate
> considerable interest within the burgeoning home
> computer market. He was right, as 12,657 souls buzzed
> into the West Coast Computer Faire in a mere three
> days time (April 15-17, 1977). [15,16]
>
> The PET was a modest success for Commodore, and a good
> beginning for the stil lyouthfulcompany.Butonce
> again, Jack was not content. Not while foreign
> competition threatened to overwhelm the crowded U.S.
> market with imported silicon pirates. Who could he
> bring in to stem the tide of a perceived Japanese
> computer invasion? Someone like Michael Tomcyzk, of
> course.
>
> In 1979, Michael S. Tomcyzk was an outsider lookin in.
> Soon, however, he was destined to become Jack's right
> hand man. The author of the cult classic The Home
> Computer Wars worked alongside Jack during Commodore's
> most critical juncture (1979-1984). I was fortunate
> enough to interview Michael for my Commodore webpage.
> As Michael explained to me in a March 2000 interview:
>
> "Ironically, when I first entered the computer
> industry, it was because
> I was managing a small firm in San Francisco and we
> became a beta site for
> the first Atari 800 game computer. My staff wouldn't

> stop playing "Star
> Raiders" so I took the Atari home. Three days later I
> looked up and
> saw a thin shaft of light streaming in through the
> curtains and realized
> I had been up 3 nights in a row, playing that space
> game.
>
> A few weeks later I quit my job, took all my savings
> and spent the next
> six months learning everything I could about
> computers. I used to hang out
> at Apple Computer and got to know Steve Wozniak and
> Mike Markula and
> some of the 'technical gnomes' at Apple. Since I was
> basically a journalist
> with an MBA (from UCLA), I used my reporting skills
> to do interviews with
> several people in the "new" personal computer
> industry. My first interview
> was with the inventor of the Star Raiders game (of
> course!), for COMPUTE!
> Magazine.
>
> After 6 months I had job offers from Apple, Atari and
> Commodore. Apple
> had too many geniuses. Atari had no geniuses (they
> lost $1 billion in 5
> years which proves it!). Commodore had half geniuses
> and half duhs." [17]
>
> Michael's best memories of Commodore, though, involved
> Jack Tramiel and Commodore's foray into the color
> computer market. The brazen Tramiel was often ahead of
> the game in almost every respect, as Tomcyzk points
> out in the following segment:
>
> "At that first general manager meeting I attended on
> my first day,
> we met at an old English country estate outside of
> London, in April 1980.
>
> Jack told the group that he wanted to develop a low
> cost color computer.
> The U.S. engineers were already working on a high cost
> color business
> computer and were deadset against the idea of a
> cheaper version.
> Jack told everyone to discuss it and said he would
> return the

> next day to discuss it further.
>
> At this time Commodore was the number THREE personal
> computer maker
> in the U.S., but number ONE in Europe. Commodore had
> beaten Texas
> Instruments to Europe with handheld calculators in the
> 1970s and every-
> one in Europe knew Commodore and they have VERY strong
> brand
> loyalty there, so Commodore computers easily became
> number
> one there.
>
> The bottom line was this--most of the managers felt
> that it was too
> soon to lower the cost of personal computers. We were
> still making
> good margins, why change? When Jack returned and
> asked the
> group again, what did they think about the idea of a
> low cost
> color computer?, a huge debate broke out with everyone
>
> not only talking to the group, but also debating among
>
> each other in small groups. Actually, only a handful
> of
> people were in favor of this: Jack, Tony Tokai the
> general
> manager from Japan, Kit Spencer the general manager
> from
> the U.K., a Japanese engineer named Yashi
> Terakura...and me.
>
> Jack listened for awhile, then he stood up, banged his
> palm on the
> table to get everyone's attention and declared,
> "Gentlemen, the
> Japanese are coming - so we will become the Japanese."
> That
> silenced the group and they grudgingly accepted the
> idea.
>
> Well, the Japanese never came. We developed the VIC
> partly in Japan
> and partly in the U.S. We introduced the VIC as the
> VIC-1001 in Japan
> and showed our first prototypes at Seibu Department
> Store in September

> 1980.
>
> At this time, NEC had a terrific looking computer
> called the NEC PC
> 5000 and it had function keys, 32K of memory and
> retailed for around
> $600 but because of the VIC's introduction in Japan,
> NEC and all the
> other Japanese companies never entered the home
> computer market
> in the U.S. By the time they were ready, we had the
> Commodore 64
> and by staying ahead of them, we stopped them from
> moving in.
>
> During the 1980s they tried to pool 12 companies
> around an outdated
> operating system called MSX but it was based on really
> dated technology
> (the pixels looked like little cubes) and the moment I
> saw it I declared it
> 'MS-Dead.' " [18]
>
> Tomcyzk also credits Tramiel with influencing his
> career outlook. When asked about Jack's influence on
> his career, Michael further stated,"One of the many
> lessons I was taught by my mentor Jack Tramiel is to
> 'live in the future.' I am still doing that [today]."
>
> In January 1981, Commodore unveiled the first color
> computer ever to break the $300 barrier, the Commodore
> VIC-20. The VIC was priced at a remarkable $299.95,
> had 5K of memory (expandable to 32K), and included
> high resolution graphics courtesy of the VIC chip
> (originally designed for use in high end video games).
> The VIC-20 was a best seller for Jack, who watched
> with glee as 9,000 units per day crossed the assembly
> line during the VIC's zenith. [19]
>
> With the VIC selling like hotcakes, Commodore's ship
> kept sailing...right into Elbow Reef. Questions about
> reliability nearly tossed asunder the rising Abaco
> Galleon, almost before it reached Hope Town. [20].
> Despite the continued success of the VIC-20 (one
> million VICs had crossed the assembly line by
> Christmas 1982), as well as the recent introduction of
> the Commodore 64 (a powerful 64K computer for a meager
> $595), Commodore's stock nevertheless fell a
> staggering $10 the following Christmas. Serious
> product reliability questions raised by the Wall

> Street Journal brought to mind the general quandry
> Commodore found themselves in despite a record sales
> year (fiscal 1983 earnings of $91.7 million on $681.2
> million in sales). The respected business journal
> noted an alarming 30% product failure rate for
> Commodore's flagship 64 computer. [21]
>
> But if Jack was worried, he didn't show it. And
> neither was he sweating much, even as Commodore rang
> in the new year with a volley of price cuts and a now
> legendary price war that left several competitors
> nearly bankrupt. It was a risky strategy, but one
> which paid off handsomely for Commodore. As Tramiel
> abandoned the practice of establishing list prices for
> new hardware, competitors fell by the wayside one by
> one. First on Jack's revenge list was Texas
> Instruments, formerly of the 1970's Calculator Wars.
> TI had a solid product (the 16-bit TI 99/4A) but a
> failed marketing plan (even comedian Bill Cosby didn't
> help matters much). Then Atari itself, still floating
> thanks to the runaway success of the Atari 2600 VCS
> video game, was nevertheless bleeding red ink, and
> nearly pulled out of the home computer market
> altogether. Even Radio Shack and Coleco, both
> relatively healthy in their own right, felt the
> Commodore Crunch, opting instead to retreat and
> reassess the ongoing battle front. [22]
>
> By Christmas 1983, however, Commodore had largely
> righted the ship. Tramiel had Commodore sailing the
> high profit seas, thanks in no small part to the
> dramatic price war spear headed by the revolutionary
> Commodore 64. The machine was a tour-de-force, a
> compact and powerful 64K computer with music
> synthesizer-quality sound (courtesy of the SID chip,
> or Sound Interface Device) and high resolution
> graphics (including eight programmable sprites and 16
> vibrant colors). Priced to sell at a mere $595, the 64
> obliterated the competition, eventually becoming the
> best selling personal computer of all time (with over
> 20 millions units sold worldwide). [23]
>
> But all was not well with Jack. Sighting differences
> between himself and chairman Irving Gould, Tramiel
> abruptly resigned from Commodore on January 13, 1984.
> As Tramiel himself put it,"Personal reasons prevent my
> continuing on a full-time basis with Commodore." The
> sudden resignation of Tramiel sparked an exodus of
> Commodore executives and personnel, who left the
> company in droves that spring. [24]

>
> Even as Gould handed the reigns to Marshall F. Smith,
> the newly christened CEO of Commodore (U.S.), Tramiel
> was dropping anchor, biding his time before an even
> bigger shark waded into his vast array of nets. Sure
> enough, Time Warner was looking to jettison the
> red-ink bleeding Atari, a once mighty video game
> company now hemmoraging $536 million in losses. Even
> chain-smoking CEO James Morgan couldn't rescue Atari
> alone, despite having trimmed the fat (Atari moved
> most manufacturing overseas) and making the now
> infamous statement that Atari "[would] only announce
> new products that [could] be delivered in three
> months' time." [25]
>
> Just how overly inflated was Atari's perceived value?
> Nintendo of Japan, of Donkey Kong fame, heavily
> considered selling the Famicom (a.k.a Nintendo
> Entertainment System, or NES) under the Atari label.
> But when a former Warner attorney suddenly spilled the
> beans to Nintendo's Minoru Arakawa that Atari didn't
> even have the money to purchase the Famicom, the deal
> abruptly fell flat, forcing Nintendo to sell the NES
> without Atari's help. [26]
>
> * Footnotes *
>
> 1. "The World of the Scrolls" (Online:
> http://www.ibiblio.org/expo/deadsea.scrolls.exhibit/world.scrolls.html).
> September 21, 2004.
> 2. "Everything in history was against them" (Online:
> http://www.digiserve.com/eescape/atari/articles/Survival-and-Starting-Over.html).
> September 21, 2004.
> 3. "Jack Tramiel" (Online:
> http://www.fact-index.com/j/ja/jack_tramiel.html).
> September 21, 2004.
> 4. "You Don't Know Jack" (Online:
> http://commodore.ca/history/people/1989_you_dont_know_jack.htm).
> September 21, 2004.
> 5. "Secret Weapons of Commodore: The Story of
> Commodore" (Online:
> http://www.floodgap.com/retrobits/ckb/secret/history.html).
> September 21, 2004.
> 6. "Early Commodore Computer History" (Online:
> http://commodore.ca/history/company/early_commodore_history.htm).
> September 21, 2004.
> 7. "The Man - Carl M. Friden" (Online:
> http://www.rauck.net/friden/theman.htm). September 21,
> 2004.
> 8. "Friden" (Online:

> http://www.vintagecalculators.com/html/friden.html).
> September 21, 2004.
> 9. "Commodore Calculators" (Online:
> http://www.vintagecalculators.com/html/commodore_calculators.html).
> September 21, 2004.
> 10. "History of Chuck Peddle" (Online:
> http://www.commodore.ca/history/people/chuck_peddle.htm).
> September 21, 2004.
> 11. "Oda Nobunaga" (Online:
> http://www.wsu.edu:8080/~dee/TOKJAPAN/ODA.HTM).
> September 21, 2004.
> 12. "Chronology of Commodore Computer History"
> (Online:
> http://www.commodore.ca/history/company/chronology_portcommodore.htm).
> September 21, 2004.
> 13. "Chronology of Commodore Computer History"
> (Online:
> http://www.commodore.ca/history/company/chronology_portcommodore.htm).
> September 21, 2004.
> 14. "Kami" (Online:
> http://www.wsu.edu:8080/~dee/GLOSSARY/KAMI.HTM).
> September 21, 2004.
> 15. "The First West Coast Computer Faire" (Online:
> http://www.atariarchives.org/bcc3/showpage.php?page=98).
> September 24, 2004.
> 16. "A Commodore History" (Online:
> http://www.portcommodore.com/commodore/history/commhist.html).
> September 24, 2004.
> 17. "Interview with Michael Tomczyk" (Online:
> http://www.geocities.com/dunric/tomczyk.html).
> September 24, 2004.
> 18. "Interview with Michael Tomczyk" (Online:
> http://www.geocities.com/dunric/tomczyk.html).
> September 24, 2004.
> 19. "Chronology of Commodore Computer History"
> (Online:
> http://commodore.ca/history/company/chronology_portcommodore.htm).
> September 24, 2004.
> 20. "Bahama and Bahamian light houses..." (Online:
> http://www.go-abacos.com/news/whatson/whatson_lighth.html).
> September 24, 2004.
> 21. "Commodore" (Online:
> http://www.atarimagazines.com/creative/v10n3/56_Commodore.php).
> September 24, 2004.
> 22. "Commodore" (Online:
> http://www.atarimagazines.com/creative/v10n3/56_Commodore.php).
> September 24, 2004.
> 23. "Commodore 64 History" (Online:
> http://commodore.ca/products/c64/commodore_64.htm).
> September 24, 2004.

> 24. "Commodore Computer History, Jack Tramiel"
> (Online:
> http://www.commodore.ca/history/company/chronology_portcommodore.htm).
> September 24, 2004.
> 25. "Atari History" (Online:
> http://www.system16.com/atari/history.html). September
> 24, 2004.
> 26. Sheff, David. Game Over: How Nintendo zapped an
> American industry, captured your dollars, and enslaved
> your children. Pg. 155-156. Random House: New York,
> 1993.
>
> Paul

3299. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 07:21:07 UTC
From: secretspam@ihatespam.net
Message-ID: <41566d7b.109816843@news.charter.net>
Source record: 14606

That is WAY more complicated that needed. XP/NT basically emulate a
DOS machine at least as far as the application is concerned.

On Sat, 25 Sep 2004 23:33:27 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>While XP and other Windows NT variants can run many DOS programs, it is not
>DOS based like Windows 95, 98, and ME, so there is no "native" DOS mode.
>
>If you need to run real MS-DOS, there are a few ways you may be able to do
>this.
>
>1) Install real MS-DOS on another partition.
>2) Use "DosBox" to emulate a DOS machine.
>3) Use VMWare to run a virtual MS-DOS machine from within XP. VMWare
>emulates an Intel PC down to the hardware and bios level and works quite
>well for this. I have a Windows XP machine simultaniously hosting virtual
>Linux, Windows ME, and MS-DOS machines.
>
>-Jason Harmon
>
>"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
>news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
>> Howdy folks
>>
>> I'm doing something for the Atari (can't tell right now), but need to go
>> from XP to MSDOS to run this software. But I have NO clue how. Please
>> respond asap.
>>
>> CU Mathy van Nisselroy
>>
>>
>>
>

3300. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 09:15:00 UTC
From: Paul Förster <paul.foerster@gmx.net>
Message-ID: <2rnfkkF1b5ch4U1@uni-berlin.de>
Source record: 14607
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Moin siverdr,

> In German language "nazi" are the first four letters of "nazional"
> (notice the letter "z").

... let me (a German, but NOT a Nazi) clear up this mess a bit:

"nazional" is NOT a German word. "National" is spelled in German just like it is in English, ie. "national". Hence your above argument is plain wrong. The term "Nazi" refers to "Nationalsozialisten" (national socialists) who were not necessarily only Germans, neither were, or are, all Germans Nazis!

In fact, since few people understand the whole thing, I would prefer Paul to keep the whole thing OUT of his writings completely because the chance of insulting a large group of people or making a (not necessarily same) large group of people misunderstand things is just about 100%. This is dangerous and makes no sense at all. So, I think it would be best if Paul either gets it right or leaves it out.

I say this not because of what Paul writes but because of the many interpretations which imply that Germans who were/are NO Nazis are labelled Nazis now because of that which, to use a euphemism, is not exactly nice.

Finally, can we stop this thread, please?
--
cul8er

Paul
paul.foerster@gmx.net

3301. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 10:22:52 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4156987a$1@news.inet.com.pl>
Source record: 14608
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Paul Förster wrote:

>> In German language "nazi" are the first four letters of "nazional"

> "nazional" is NOT a German word. "National" is spelled in German just
> like it is in English, ie.

I stand corrected.

> Finally, can we stop this thread, please?

Yes.

3302. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 10:59:28 UTC
From: mathu <mathu@indigo.ie>
Message-ID: <gfx5d.32061$Z14.10919@news.indigo.ie>
Source record: 14609

Hi Again,
A name as come to mind I could be wrong but..... Charnwood
Games??!!.....

David.

Gareth wrote in message
<41553b29$0$82226$ed2619ec@ptn-nntp-reader03.plus.net>...
>Just out of curiosity - does anyone remember the UK postal membership
>lending library of the 80s early 90s?
>
>Gareth.
>
>

3303. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 12:54:04 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4156bad8$0$42213$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 14610

"mathu" <mathu@indigo.ie> wrote in message
news:gfx5d.32061$Z14.10919@news.indigo.ie...
> Hi Again,
> A name as come to mind I could be wrong but..... Charnwood
> Games??!!.....

The one I was thinking of was actually called the Midland Games Library and they had a *huge* stock of games (including multiple copies) and almost all new releases - on disk, cart and cassette.

There was another one which used to advertise quite a but which I never used - Charnwood doesn't ring a bell though.

Gareth.

3304. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 15:51:12 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj6ohg$2vgv$1@mamut.aster.pl>
Source record: 14611
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

>>> Looks great! Just thought it might be better in the sentence in Ch1
>>> "His
>>> own father was killed when the
>>> Germans injected gasoline into his veins because he
>>> had grown too weak to even eat." to change Germans to Nazis.
>>
>> "Nazis" were noone else than Germans. Thus the sentence is correct.
>
> In fact nazis were also Italians, Ukrainians and some others (not
> excluding a handful of Poles).

This means, that before the text is corrected, you first have to demonstrate, that "nazis" involved in the fact were *not* Germans. If they were Germans, the original sentence is correct, and the entire discuss is pointless.

KMK

3305. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 15:53:51 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj6omf$2vgv$2@mamut.aster.pl>
Source record: 14612
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> ... let me (a German, but NOT a Nazi) clear up this mess a bit:
>
> "nazional" is NOT a German word.

Thanks.

> Finally, can we stop this thread, please?

Yes.

KMK

3306. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 15:59:02 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj6p05$2vgv$3@mamut.aster.pl>
Source record: 14624
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> To clear this up - I do agree that saying "nazis did" gives less
> information than "Germans did" and is less correct then. But your
> argumentation is flawed.

My argumentation is correct (as you already know), and I am glad that
you agree.

KMK

3307. Re: Atari Repairs PAL euro systems

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 17:45:44 UTC
From: mathu <mathu@indigo.ie>
Message-ID: <bcD5d.32108$Z14.10776@news.indigo.ie>
Source record: 14613

Hi,
Can the guy from Belgium please mail me again, I lost your email address

Thanks
Regards David.

mathu wrote in message ...
>Hi,
>Can anybody help me??.
>I have a few Atari 8-bit computers that are in need of repair(I will pay
all
>shipping cost + time).
>The list goes as follows.....
>1X400
>1X600XL
>1X800XL
>1X130XE
>1X1050 drive
>.................
>Any help??
>
>Regards David.
>
>

3308. Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 20:52:25 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <d_F5d.690$Rf1.354@newssvr19.news.prodigy.com>
Source record: 14614

I've been taking care of my Mom. (She's 85, me 61). I play
Clayton Walnum's 'Moonlord'. It plays ok on atari800win
4.0, but I still prefer XLIT!, because my computer is
marginal (333 mhz) and I like the full screen and faster
speed of XLIT!. However, error 11 occured at line 1160 and
1200 (out of range). This occurs when you use phasers.
There was a statement in the two lines:
DAM=INT(PHP/N3/DIS+0.5). I figure XLIT handles the order of
precedence a little off, so I changed it to:
DAM=INT(PHP/N3/(DIS+0.5)) This causes minimum phaser to kill
an adjacent alien from 14 to 23, from 27 to 46 for two
adjacent aliens, but, with one more thing, now Moonlord
works on XLIT! The other thing is to set the rate lock at
50 mhz instead of 60. It is a little slower, but I don't
get as many strange occurances (You phaser and your atari
ship blows up instead of the alien, or you blow up both
aliens and there is an invisible alien keeps shooting at
you. Sometimes I get both aliens and there is a third
alien left, ie. a 'hidden' alien blows up, leaving one of
the two originals you intended to blow up, you get three, or
sometimes four aliens from a single melee.

3309. Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 20:54:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001a0d93@fmlynet.org>
Source record: 14617

FamilyNet Newsgate

Sounds like S.A.M. to me. We used to love to abuse that German sounding voice program as well.

My sisters and would spend hours going round and round with him.

Doctor Clu

> From: mstepansky@aol.com (MStepansky)
> Hi,
> Back in my college days, I recalled a marvelous piece of talking software for
> Atari XL/XE computers. Probably around 1985. It is called, if I remember
> correctly: "Verbal Abuse"
> I remember I had so much fun chatting with this strange psychiatrist, in the
>form of Artifical Intelligence. Similiar to Eliza on Mac. Ironically, its mea
> psychiatrist is Azile (spell backward).
> To win this Verbal Abuse "game" (or whatever category that was), you need to
> use your verbal abuse, or strong language, obscene chatter box as long as you
> can, enough to make him go "crazy" and gives up on you.
>It is a textual-based. You need to be speak in a tasteless or vulgar language
>Heh heh. I thought it was funny but serious enough to make you wonder that he
> is actually "talking" back to you, like the real thing - but it just AI codes
> in your Atari computer. Cool.
> Verbal Abuse, full side floppy disk I think. Does anyone have that as .ATR
>format for emulator (on PC)? If not, does anyone know of similiar Eliza fo
> PC?
> Mike

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3310. what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 21:03:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001a0d94@fmlynet.org>
Source record: 14618

FamilyNet Newsgate

Glad you asked!

> From: "*ProteanThread*" <rtdos@rtdos.com>
> what ever happen to the atari live chat rooms of the last few years
> (like the one that was held every sunday?):
> http://stargate.cs.swau.edu/atari

Moved to www.jrthompson.org/atari, and then that server went down.

People liked the chat so much that they moved it to...

http://24.148.31.8/chat/

This is along the lines of the JYBOLAC chats.

> http://www.atariusers.com/aunt/
> http://www.atariusers.com/cgi-bin/chat/chatform.html

Run by the Atari Users of North Texas this inspired the chats of JYBOLAC.
Went down in early 2000.

> has the atari 8 bit community finally died ?

Nope! The JYBOLAC chats, now on that new site at Play and View have been
nexty to dead, but with a little advertising we could get them going again. I
was starting to miss everyone anyway. Sound good?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3311. what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 21:03:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001a0d95@fmlynet.org>
Source record: 14619

FamilyNet Newsgate

Glad you asked!

> From: "*ProteanThread*" <rtdos@rtdos.com>
> what ever happen to the atari live chat rooms of the last few years
> (like the one that was held every sunday?):
> http://stargate.cs.swau.edu/atari

Moved to www.jrthompson.org/atari, and then that server went down.

People liked the chat so much that they moved it to...

http://24.148.31.8/chat/

This is along the lines of the JYBOLAC chats.

> http://www.atariusers.com/aunt/
> http://www.atariusers.com/cgi-bin/chat/chatform.html

Run by the Atari Users of North Texas this inspired the chats of JYBOLAC.
Went down in early 2000.

> has the atari 8 bit community finally died ?

Nope! The JYBOLAC chats, now on that new site at Play and View have been
nexty to dead, but with a little advertising we could get them going again. I
was starting to miss everyone anyway. Sound good?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3312. Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 21:07:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001a0d96@fmlynet.org>
Source record: 14620

FamilyNet Newsgate

Hey Russg!

> From: "russg" <russgilb@MUNGEsbcglobal.net>
> I've been taking care of my Mom. (She's 85, me 61). I play
> Clayton Walnum's 'Moonlord'. It plays ok on atari800win
> 4.0, but I still prefer XLIT!, because my computer is
> marginal (333 mhz) and I like the full screen and faster
> speed of XLIT!. However, error 11 occured at line 1160 and
> 1200 (out of range). This occurs when you use phasers.
> There was a statement in the two lines:
> DAM=INT(PHP/N3/DIS+0.5). I figure XLIT handles the order of
> precedence a little off, so I changed it to:
> DAM=INT(PHP/N3/(DIS+0.5)) This causes minimum phaser to kill
> an adjacent alien from 14 to 23, from 27 to 46 for two
> adjacent aliens, but, with one more thing, now Moonlord
> works on XLIT! The other thing is to set the rate lock at
> 50 mhz instead of 60. It is a little slower, but I don't
> get as many strange occurances (You phaser and your atari
> ship blows up instead of the alien, or you blow up both
> aliens and there is an invisible alien keeps shooting at
> you. Sometimes I get both aliens and there is a third
> alien left, ie. a 'hidden' alien blows up, leaving one of
> the two originals you intended to blow up, you get three, or
> sometimes four aliens from a single melee.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3313. Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 21:07:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001a0d97@fmlynet.org>
Source record: 14621

FamilyNet Newsgate

Hey Russg!

> From: "russg" <russgilb@MUNGEsbcglobal.net>
> I've been taking care of my Mom. (She's 85, me 61). I play
> Clayton Walnum's 'Moonlord'. It plays ok on atari800win
> 4.0, but I still prefer XLIT!, because my computer is
> marginal (333 mhz) and I like the full screen and faster
> speed of XLIT!. However, error 11 occured at line 1160 and
> 1200 (out of range). This occurs when you use phasers.
> There was a statement in the two lines:
> DAM=INT(PHP/N3/DIS+0.5). I figure XLIT handles the order of
> precedence a little off, so I changed it to:
> DAM=INT(PHP/N3/(DIS+0.5)) This causes minimum phaser to kill
> an adjacent alien from 14 to 23, from 27 to 46 for two
> adjacent aliens, but, with one more thing, now Moonlord
> works on XLIT! The other thing is to set the rate lock at
> 50 mhz instead of 60. It is a little slower, but I don't
> get as many strange occurances (You phaser and your atari
> ship blows up instead of the alien, or you blow up both
> aliens and there is an invisible alien keeps shooting at
> you. Sometimes I get both aliens and there is a third
> alien left, ie. a 'hidden' alien blows up, leaving one of
> the two originals you intended to blow up, you get three, or
> sometimes four aliens from a single melee.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3314. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-26 21:30:43 UTC
From: Jesper <zedrickno@spam.linuxmail.org>
Message-ID: <9qSdna21wemsqMrcRVnytQ@giganews.com>
Source record: 14615
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
news:cj4ger$1fmh$1@mamut.aster.pl...
> >>"Nazis" were noone else than Germans. Thus the sentence is correct.
> >
> > Really? The Waffen-SS had a large percentage of foreign volunteers
> > from 30different countries. Are you saying that Waffen-SS wasn't a
> > nazi organisation?
>
> It was a "nazi" organization. It was also German organization, with
> German authorities, German commanders, speaking German and executing
> commands and following instructions issued by German government.

Correct, except that the Waffen-SS also had a great deal of non-German
commanders. The point is that it had a lot of non-German volunteers (up
until the end in 1945). You claimed that: "'Nazis' were noone else than
Germans". What I'm saying is that there were a lot of nazis elsewhere, and
long before 1933. And there were also (volunteer) non-Germans in
Allgemeine-SS, for that matter.

> "Nazi" is an abbreviation which stands for "national-
> sozialistich" (national-socialistic). The "nation" mentioned is
> undoubtfully Germans, because the term "national-sozialistisch"
> itself comes from the name of the NSDAP, the full name of
> which is: "National-Sozialistische Deutsche Arbeiter Partei" =
> National-Socialistic Party of German Workers; AFAIK.

I did actually pick up one of two things during my school- and university
years. What's your point? That "national" in NSDAP refers to the German
"nation" in this case is not very original for an extremist right-wing party
around this time.

> All this of course means that "Nazis" were Martians, and Germans
> vwere innocent victims of these Martians.

I understand that you're being ironic here, but I don't really see why or
who you think is saying that. Sure, there are nazi apologists in Germany
but there are also people claiming that the Armenian Holocaust never took
place, or that the Chinese were happy under Japanese occupation.

Anyway, if you want to continue the this conversation , then I suggest we do
so in soc.history.war.world-war-ii.

/ J

3315. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 01:19:22 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cj7pqq$1vjm$1@mamut1.aster.pl>
Source record: 14616
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

>>It was a "nazi" organization. It was also German organization, with
>>German authorities, German commanders, speaking German and executing
>>commands and following instructions issued by German government.
>
> Correct, except that the Waffen-SS also had a great deal of non-German
> commanders. The point is that it had a lot of non-German volunteers (up
> until the end in 1945).

This is denied by noone. But:

1) it wasn't demonstrated that the ones involved in the crime described,
weren't Germans;
2) it wasn't demonstrated that the ones involved in the crime described
was Waffen-SS;
3) even if this wasn't Waffen-SS and even if the guys there weren't
actually German (which is less than probable), they anyway followed the
instructions of *German* government on what to do with Jews.

I mostly mean that this was an *institutional* crime, i.e. this wasn't
so that *some* Germans (or even nazis) *somewhere* decided that they
kill *some* Jews for *some* reason.

This was so that the German republic was governed by *some* people who
thought that *all* Germans *anywhere* should kill *all* Jews for a
defined reason. *Any* German who opposed was persecuted by law, and
possibly killed. *Few* - have been actually persecuted.

As long as you don't demonstrate clearly, that this wasn't actually
Germans, who did the stuff described, the entire discuss is pointless.

Also, your further remarks about SS are pointless, because you have not
demostrated, that this is actually SS that the author is talking about
here. However, whatever formation was this, this was undoubtfully a
formation, that had an approval of, and followed the guidelines of
German government, formed by NSDAP. Verstehen?

>>"Nazi" is an abbreviation which stands for "national-
>>sozialistich" (national-socialistic). The "nation" mentioned is
>>undoubtfully Germans, because the term "national-sozialistisch"
>>itself comes from the name of the NSDAP, the full name of
>>which is: "National-Sozialistische Deutsche Arbeiter Partei" =
>>National-Socialistic Party of German Workers; AFAIK.
>
> I did actually pick up one of two things during my school- and university
> years. What's your point? That "national" in NSDAP refers to the German

> "nation" in this case is not very original for an extremist right-wing party
> around this time.

I am not gonna be very "original". I am just to recall some very
commonly known stuff.

And I am quite surprised that you tend to call "extremist RIGHT-wing" a
party that calls itself "socialistic", and indeed has a merit for this name.

>>All this of course means that "Nazis" were Martians, and Germans
>>vwere innocent victims of these Martians.
>
> I understand that you're being ironic here

Correctly.

KMK

3316. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 06:23:47 UTC
From: Supertopcheckerbunny <remove-this-lotek64-and-this@aon.at>
Message-ID: <4157b1f4$1@e-post.inode.at>
Source record: 14622
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

```
> And I am quite surprised that you tend to call "extremist RIGHT-wing" a
> party that calls itself "socialistic", and indeed has a merit for this
> name.

This remark is stupid. The only reason the Nazis chose to call
themselves "socialist" was to get the support of people who voted for
the social democratic and communist parties.
```

3317. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 11:43:26 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409270343.495f110c@posting.google.com>
Source record: 14623
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Martin Ancher Holm <fried.hamster@toaster.invalid> wrote in message
news:<fried.hamster-5E9B50.18212325092004@news.tele.dk>...
> In article <f26111c2.0409242139.6730526e@posting.google.com>,
> dunric.no.spam@yahoo.dot.com (Paul Allen Panks) wrote:
> > In a past life
> > Tramiel may have been Oda Nobunaga, Japanese warlord
> > from the Sengoku Period. The ultimate goal of Nobunaga
> > was the reunification of Japan, known as tenka-fubu
> > ("under a single sword"). But instead of destroying
> > the monastery at Mt. Hiei, such as Nobunaga did,
> > Tramiel in his present incarnation slowly developed a
> > plan to pay back his competitors with a ruthless price
> > war. [11]
>
> What?!
>
> You've stated in the first paragraphs that Tramiel was jew.
> This is a paragraph that is just way off. Jews don't believe
> in past lives. Even if you do, it has nothing to do with
> the story of Commodore. Way out.
>
> > Tramiel was essentially following the ancient Shinto
> > religion: a polytheistic, tribe-based religion
> > originating elsewhere. Like Shinto, Tramiel combined
> > his "religion" of "computers for the masses, not the
> > classes" by abdicating his authority across many
> > different fiefs. Like Buddha, Tramiel would leave in
> > his wake honji suijaku ("original substance manifests
> > traces"). [14]
>
> Here we go again. If you can find ANY material that Tramiel was trying
> to follow an ancient Japanese religion, but no this is pure
> speculations. Again it has nothing to with the story of Commodore.
>
> Sorry to be harsh, but try to concentrate on the story if you want to
> make this a book.

I don't think the story stresses enough what I observed in the 80's
and 90's. Out of every other influence on the industry Jack "The
Ripper" Tramiel's business strategies were the biggest reason the home
computer market imploded. The resulting void filled by Microsoft gave
us the current blandness we enjoy in mainstream personal computers.

Jack exploited consumer stupidity preferring cheapness over functionality. He released less expandable, mostly incompatible new computers every few months -- the "strategy" at Commodore and Atari was to make consumers buy new computers to "upgrade". It wasn't until he left Commodore that they found out how horribly he screwed them. Jack transferred Commodore's wealth into warehouses of obsolete hardware that couldn't be unloaded at a flea market.

The Atari 8-bits died so fast at his hands that one would have to think he bought Atari just to do that, since he couldn't manage to kill the Ataris off when he ran Commodore. It's a good thing he couldn't get his hands on the Amiga after he bought Atari. If Jack had the the Amiga it would have died in the market years earlier than it did with Jack releasing it in twenty versions with increasing cost-reduced fabrication and progrssivly limited expandability and compatibility.

3318. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 13:08:49 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <415810dd$1@news.inet.com.pl>
Source record: 14625
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Konrad M. Kokoszkiewicz wrote:

>> To clear this up - I do agree that saying "nazis did" gives less
>> information than "Germans did" and is less correct then. But your
>> argumentation is flawed.
>
>
> My argumentation is correct (as you already know), and I am glad that
> you agree.

Since we agreed not to continue this thread here, I can explain the
flaws I noticed and referred to in private e-mail (if you wish so).

3319. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 16:50:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <dxX5d.7223$vA5.4221@newssvr15.news.prodigy.com>
Source record: 14626

Hi, Doc.
I don't know about the chat, can't follow you.
What is the URL? The day/time? I went to the 24.128 one and it requires a
user/pass, and it seems to be a news type chat, rather than real time.
Regards,
Russg
Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:001a0d95@fmlynet.org...
> FamilyNet Newsgate
>
> Glad you asked!
>
> > From: "*ProteanThread*" <rtdos@rtdos.com>
> > what ever happen to the atari live chat rooms of the last few years
> > (like the one that was held every sunday?):
> > http://stargate.cs.swau.edu/atari
>
> Moved to www.jrthompson.org/atari, and then that server went down.
>
> People liked the chat so much that they moved it to...
>
> http://24.148.31.8/chat/
>
> This is along the lines of the JYBOLAC chats.
>
> > http://www.atariusers.com/aunt/
> > http://www.atariusers.com/cgi-bin/chat/chatform.html
>
> Run by the Atari Users of North Texas this inspired the chats of
JYBOLAC.
> Went down in early 2000.
>
> > has the atari 8 bit community finally died ?
>
> Nope! The JYBOLAC chats, now on that new site at Play and View have
been
> nexty to dead, but with a little advertising we could get them going
again. I
> was starting to miss everyone anyway. Sound good?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

>

3320. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 19:01:49 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096311711.O6l2jR0A/ITiPciVO+PIYw@teranews>
Source record: 14627

the reason i asked is i also have a retro chat site here:

http://www.rtdos.com/chat

thanks to trevor @ holyoak

> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:001a0d95@fmlynet.org...
> > FamilyNet Newsgate
> >
> > Glad you asked!
> >
> > > From: "*ProteanThread*" <rtdos@rtdos.com>
> > > what ever happen to the atari live chat rooms of the last few years
> > > (like the one that was held every sunday?):
> > > http://stargate.cs.swau.edu/atari
> >
> > Moved to www.jrthompson.org/atari, and then that server went down.
> >
> > People liked the chat so much that they moved it to...
> >
> > http://24.148.31.8/chat/
> >
> > This is along the lines of the JYBOLAC chats.
> >
> > > http://www.atariusers.com/aunt/
> > > http://www.atariusers.com/cgi-bin/chat/chatform.html
> >
> > Run by the Atari Users of North Texas this inspired the chats of
> JYBOLAC.
> > Went down in early 2000.
> >
> > > has the atari 8 bit community finally died ?
> >
> > Nope! The JYBOLAC chats, now on that new site at Play and View have
> been
> > nexty to dead, but with a little advertising we could get them going
> again. I
> > was starting to miss everyone anyway. Sound good?
> >
> > Doctor Clu
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
> >

>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:dxX5d.7223$vA5.4221@newssvr15.news.prodigy.com...
> Hi, Doc.
> I don't know about the chat, can't follow you.
> What is the URL? The day/time? I went to the 24.128 one and it requires
a
> user/pass, and it seems to be a news type chat, rather than real time.
> Regards,
> Russg

3321. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 19:04:28 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096311869.0+7o0hxsmdJUprDCsxTRtA@teranews>
Source record: 14628

correct. Both WIN2K and WINXP have "cmd.exe" and "command.com"

simply copy both to your root dir if needed.

"SgtSilicon" <secretspam@ihatespam.net> wrote in message
news:41566d7b.109816843@news.charter.net...
> That is WAY more complicated that needed. XP/NT basically emulate a
> DOS machine at least as far as the application is concerned.
>
> On Sat, 25 Sep 2004 23:33:27 -0400, "Jason Harmon" <jharmon@us.net>
> wrote:
>
> >While XP and other Windows NT variants can run many DOS programs, it is
not
> >DOS based like Windows 95, 98, and ME, so there is no "native" DOS mode.
> >
> >If you need to run real MS-DOS, there are a few ways you may be able to
do
> >this.
> >
> >1) Install real MS-DOS on another partition.
> >2) Use "DosBox" to emulate a DOS machine.
> >3) Use VMWare to run a virtual MS-DOS machine from within XP. VMWare
> >emulates an Intel PC down to the hardware and bios level and works quite
> >well for this. I have a Windows XP machine simultaniously hosting
virtual
> >Linux, Windows ME, and MS-DOS machines.
> >
> >-Jason Harmon
> >
> >"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
> >news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
> >> Howdy folks
> >>
> >> I'm doing something for the Atari (can't tell right now), but need to
go
> >> from XP to MSDOS to run this software. But I have NO clue how. Please
> >> respond asap.
> >>
> >> CU Mathy van Nisselroy
> >>
> >>
> >>
> >
>

3322. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 21:36:57 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <I8idnZHSe7dpGsXcRVn-uA@adelphia.com>
Source record: 14629

For many applications, this is true. However, there are many legacy DOS apps that won't run under WinNT variants at all, specifically some that access certain BIOS and HW functions directly, or need to load DOS based drivers.

My response wasn't to say you have to do this to get DOS functionality, however if the app needs low level DOS compatibility for some reason, these are several ways to get it on an XP machine.

It might be helpful to know what type of DOS app/function is being attemped to give a clearer answer.

-Jason

"SgtSilicon" <secretspam@ihatespam.net> wrote in message news:41566d7b.109816843@news.charter.net...
> That is WAY more complicated that needed. XP/NT basically emulate a
> DOS machine at least as far as the application is concerned.
>
> On Sat, 25 Sep 2004 23:33:27 -0400, "Jason Harmon" <jharmon@us.net>
> wrote:
>
> >While XP and other Windows NT variants can run many DOS programs, it is not
> >DOS based like Windows 95, 98, and ME, so there is no "native" DOS mode.
> >
> >If you need to run real MS-DOS, there are a few ways you may be able to do
> >this.
> >
> >1) Install real MS-DOS on another partition.
> >2) Use "DosBox" to emulate a DOS machine.
> >3) Use VMWare to run a virtual MS-DOS machine from within XP. VMWare
> >emulates an Intel PC down to the hardware and bios level and works quite
> >well for this. I have a Windows XP machine simultaniously hosting virtual
> >Linux, Windows ME, and MS-DOS machines.
> >
> >-Jason Harmon
> >
> >"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
> >news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
> >> Howdy folks
> >>
> >> I'm doing something for the Atari (can't tell right now), but need to

go
> >> from XP to MSDOS to run this software. But I have NO clue how. Please
> >> respond asap.
> >>
> >> CU Mathy van Nisselroy
> >>
> >>
> >>
> >
>

3323. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-27 22:50:38 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040927185038.22732.00001258@mb-m15.aol.com>
Source record: 14630

Just curious, but if you use the 7X10 character set, won't it "overscan" the (virtual) screen? Or can you just emulate a larger (virtual) screen? Do you know how the character set is stored in the XEP80? I would think at least a byte and a nibble per character. (?)

So far, I've been too timid to pull the roms and try to read them. I've read they are both compatible with two *different* roms (having different/incompatible pinouts).
Larry

3324. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 00:42:24 UTC
From: secretspam@ihatespam.net
Message-ID: <415cb1d5.2186031@news.charter.net>
Source record: 14631

Hi Jason. Most legacy DOS apps will work fine under 2K/XP emulation
if you configure the app right. The ones that have most trouble I
think are those that need special device drivers loaded. Windows goes
to great lengths to provide most all of the usual drivers needed, like
CD extensions, access to extended memory, DOS networking layers etc.
Still if you have an app that just have to have a particular DOS based
driver loaded, it can be a road block as you correctly point out.

I think that apps that want to directly access the hardware are
allowed by Windows the illusion that they are doing just that (even
though they aren't exactly doing that). Works too, except that
performance can be an issue if the performance of the Win machine
isn't far enough beyond the requirements of the original DOS machine.
These days, that shouldn't be an issue.

On Mon, 27 Sep 2004 17:36:57 -0400, "Jason Harmon" <jharmon@us.net>
wrote:

>For many applications, this is true. However, there are many legacy DOS
>apps that won't run under WinNT variants at all, specifically some that
>access certain BIOS and HW functions directly, or need to load DOS based
>drivers.
>
>My response wasn't to say you have to do this to get DOS functionality,
>however if the app needs low level DOS compatibility for some reason, these
>are several ways to get it on an XP machine.
>
>It might be helpful to know what type of DOS app/function is being attemped
>to give a clearer answer.
>
>-Jason
>
>
>"SgtSilicon" <secretspam@ihatespam.net> wrote in message
>news:41566d7b.109816843@news.charter.net...
>> That is WAY more complicated that needed. XP/NT basically emulate a
>> DOS machine at least as far as the application is concerned.
>>
>> On Sat, 25 Sep 2004 23:33:27 -0400, "Jason Harmon" <jharmon@us.net>
>> wrote:
>>
>> >While XP and other Windows NT variants can run many DOS programs, it is
>not
>> >DOS based like Windows 95, 98, and ME, so there is no "native" DOS mode.
>> >

>> >If you need to run real MS-DOS, there are a few ways you may be able to
>do
>> >this.
>> >
>> >1) Install real MS-DOS on another partition.
>> >2) Use "DosBox" to emulate a DOS machine.
>> >3) Use VMWare to run a virtual MS-DOS machine from within XP. VMWare
>> >emulates an Intel PC down to the hardware and bios level and works quite
>> >well for this. I have a Windows XP machine simultaniously hosting
>virtual
>> >Linux, Windows ME, and MS-DOS machines.
>> >
>> >-Jason Harmon
>> >
>> >"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
>> >news:41544132$0$764$3a628fcd@reader10.nntp.hccnet.nl...
>> >> Howdy folks
>> >>
>> >> I'm doing something for the Atari (can't tell right now), but need to
>go
>> >> from XP to MSDOS to run this software. But I have NO clue how. Please
>> >> respond asap.
>> >>
>> >> CU Mathy van Nisselroy
>> >>
>> >>
>> >>
>> >
>>
>

3325. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 00:43:51 UTC
From: secretspam@ihatespam.net
Message-ID: <415db389.2622203@news.charter.net>
Source record: 14632

On 27 Sep 2004 22:50:38 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Just curious, but if you use the 7X10 character set, won't it "overscan" the
>(virtual) screen? Or can you just emulate a larger (virtual) screen? Do you
>know how the character set is stored in the XEP80? I would think at least a
>byte and a nibble per character. (?)
>
>So far, I've been too timid to pull the roms and try to read them. I've read
>they are both compatible with two *different* roms (having
>different/incompatible pinouts).
>Larry

There should be a separate virtual screen for that output, just as
there is on the real thing. It is cool to have your source and
debugging in one screen, and your output on another!

3326. Re: Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 01:37:34 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409271737.7e89551a@posting.google.com>
Source record: 14633

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:<d_F5d.690$Rf1.354@newssvr19.news.prodigy.com>...
> I've been taking care of my Mom. (She's 85, me 61). I play
> Clayton Walnum's 'Moonlord'. It plays ok on atari800win
> 4.0, but I still prefer XLIT!, because my computer is
> marginal (333 mhz) and I like the full screen and faster
> speed of XLIT!. However, error 11 occured at line 1160 and
> 1200 (out of range). This occurs when you use phasers.
> There was a statement in the two lines:
> DAM=INT(PHP/N3/DIS+0.5). I figure XLIT handles the order of
> precedence a little off, so I changed it to:
> DAM=INT(PHP/N3/(DIS+0.5)) This causes minimum phaser to kill
> an adjacent alien from 14 to 23, from 27 to 46 for two
> adjacent aliens, but, with one more thing, now Moonlord
> works on XLIT! The other thing is to set the rate lock at
> 50 mhz instead of 60. It is a little slower, but I don't
> get as many strange occurances (You phaser and your atari
> ship blows up instead of the alien, or you blow up both
> aliens and there is an invisible alien keeps shooting at
> you. Sometimes I get both aliens and there is a third
> alien left, ie. a 'hidden' alien blows up, leaving one of
> the two originals you intended to blow up, you get three, or
> sometimes four aliens from a single melee.

This program sounds like something written in BASIC. BASIC is BASIC,
so the error is probably something inherent in the program and not
with XLIT. (Anyone who typed in program listings from various
computer magazines can identify with this.) Bugs in programs
published in magazines happened more often than you would guess.
Fixing the programs is half the fun!!!

This website (among others) explains BASIC error messages:

http://www.atarimagazines.com/hi-res/v1n1/errormessages.php

As it says, "Error Code 11: Floating point error

My high school algebra teacher had Ten Commandments of Algebra. One of
them was, Thou Shalt Not Divide by Zero! Your computer feels the same
way. It'll give you an Error Code 11 every time.

Error Code 11 also might occur if your program is using very large or
very small numbers..."

There are three divisions in the original code you posted. Chances
are, one of these values(PHP, N3, or DIS) ends up being zero or close

enough to it to cause an underflow on the next division. Without seeing more of the program it would be difficult to determine.

Did you type this in yourself or get it from someone?

3327. XEP80 and Video Capture

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 01:45:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040927214545.27265.00001755@mb-m03.aol.com>
Source record: 14634

Well, something worked, but with a caveat or two. As mentioned earlier, the WinTV video capture could not display all of the XEP80's overscan. In addition, it was a little "fuzzy" when displaying the XEP80 screen. But it has a scalable window, so that the display could be made as large as desired.

This weekend I tried a Pinnacle Studio AV/DV capture board. It is capable of displaying 80 X 24 from the XEP80. However, its capture software will only display a small "preview" window -- approximately 4" X 3". That definitely makes the XEP80 display unreadable. But I have Ulead's Disc Creator, and it does recognize and can use the Pinnacle capture board. Ulead can make a much larger display window -- maybe 8" X 6" (apx), and the display can be set to "green screen". Definitely legible, although still a little "fuzzy". If the display was just a little larger, it would help. and if the contrast of the letters were a little better, that would also help, also.

So -- this works, but it's not a really good solution. If I had to choose, I'd still use Omniview to write programs. Even with it's really ugly character set, it is very legible. Once a program is written, the "Cheesebox" "XGA Theater" etc. work fine, since the display and cursor can be controlled.

Larry

3328. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 02:47:19 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <Xg46d.5249$ku4.4777@trnddc01>
Source record: 14635
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Ken Jennings" <synthetoonz@bellsouth.net> wrote ...

> The Atari 8-bits died so fast at his hands that one would have to
> think he bought Atari just to do that, since he couldn't manage to
> kill the Ataris off when he ran Commodore. It's a good thing he
> couldn't get his hands on the Amiga after he bought Atari. If Jack had
> the the Amiga it would have died in the market years earlier than it
> did with Jack releasing it in twenty versions with increasing
> cost-reduced fabrication and progrssivly limited expandability and
> compatibility.

But wasn't Jack also one of the "driving forces" behind the Atari ST series? And, didn't the ST's keep Atari alive longer than the 8-bit Ataris would have?

This is only an my opinion, and may have no basis in fact, but I think the Atari ST was Jack Tramiel's weapon of choice to avenge himself against Irving Gould. I don't think Jack was happy about Gould kicking him out of Commodore.

Commodore might have managed to stay afloat had the Amiga been more profitable than it was. And without the competition provided by the ST, the Amiga could have been priced a little higher, giving a better profit margin.

The Atari ST was Jack Tramiel's shining sword, and he thrust it through the heart of Irving Gould.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3329. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 03:04:36 UTC
From: "Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl>
Message-ID: <cjakc2$181v$1@mamut1.aster.pl>
Source record: 14636
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> This remark is stupid. The only reason the Nazis chose to call
> themselves "socialist" was to get the support of people who voted for
> the social democratic and communist parties.

You'd better learn something about Nazi ideology before you call
something stupid.

K.

3330. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 03:16:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9571E285E425Eemuslor@130.133.1.4>
Source record: 14637

Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
wrote in news:415db389.2622203@news.charter.net:

> On 27 Sep 2004 22:50:38 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
>>Just curious, but if you use the 7X10 character set, won't it
>>"overscan" the (virtual) screen? Or can you just emulate a larger
>>(virtual) screen? Do you know how the character set is stored in the
>>XEP80? I would think at least a byte and a nibble per character. (?)
>>
>>So far, I've been too timid to pull the roms and try to read them.
>>I've read they are both compatible with two *different* roms (having
>>different/incompatible pinouts).
>>Larry
>
> There should be a separate virtual screen for that output, just as
> there is on the real thing. It is cool to have your source and
> debugging in one screen, and your output on another!
>

At this point, I'm leaning towards resizing the current virtual screen -
it's pretty easy to vary depending on the output device. I've been
contemplating between that and adding a secondary screen just for the
XEP80, but I can't convince myself to do the latter for the following
reasons:

- Many people (including me) have use for running Atari800 in DOS, which
procludes a secondary screen. In order to make the emulation available
for the largest number of OSes, I'm working with Atari800/800WinPLus.

- Once the XEP80 is enabled, the primary screen is pretty much useless
anyway. However, if anyone has an example of a way to get meaningful
output on both at the same time using some custom handler, I'll certain
change my view. Anyone out there doing any cool stuff that I should
know about? How about dual XEP80s? :)

I hope to have a teaser screen to post soon. At this point, I at least
have the PIA talking to my emulated XEP80, so I'm ready to play with
displaying the output. Then it's back to handling the full command set,
timing on return bits, etc.

As for storage or the character set, I don't know. I'm also not too
eager to go tearing mine up to find out. The bitmaps are all in the
manual, but I'm not going to enjoy entering the values for all 256 (+
more with the international characters) of them! Perhaps 10 a night or
something...

--
Slor

3331. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt inside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 05:14:50 UTC
From: secretspam@ihatespam.net
Message-ID: <4159f32c.18913125@news.charter.net>
Source record: 14638

And now for the real goup.... what exactly was the bad blood between
Jack and Gould?

On Tue, 28 Sep 2004 02:47:19 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"Ken Jennings" <synthetoonz@bellsouth.net> wrote ...
>
>> The Atari 8-bits died so fast at his hands that one would have to
>> think he bought Atari just to do that, since he couldn't manage to
>> kill the Ataris off when he ran Commodore. It's a good thing he
>> couldn't get his hands on the Amiga after he bought Atari. If Jack had
>> the the Amiga it would have died in the market years earlier than it
>> did with Jack releasing it in twenty versions with increasing
>> cost-reduced fabrication and progrssivly limited expandability and
>> compatibility.
>
>But wasn't Jack also one of the "driving forces" behind the Atari ST series?
>And, didn't the ST's keep Atari alive longer than the 8-bit Ataris would
>have?
>
>This is only an my opinion, and may have no basis in fact, but I think the
>Atari ST was Jack Tramiel's weapon of choice to avenge himself against Irving
>Gould. I don't think Jack was happy about Gould kicking him out of
>Commodore.
>
>Commodore might have managed to stay afloat had the Amiga been more
>profitable than it was. And without the competition provided by the ST, the
>Amiga could have been priced a little higher, giving a better profit margin.
>
>The Atari ST was Jack Tramiel's shining sword, and he thrust it through the
>heart of Irving Gould.

3332. Atari XL/XE software collection CD-ROMs - reminder!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 09:34:15 UTC
From: dgs@clara.net
Message-ID: <3568e886.0409280134.75e9ff89@posting.google.com>
Source record: 14639

Hello All,

The introductory prices for my new range of Atari 8-bit software collection CD-ROMs expire on 30th September.

Just to remind you all, you can buy the commercial collection, PD library collection, or both together.

As an extra offer, a limited quantity of the PD library collection CD-ROM is available for sale on eBay at a reduced price. Here's the link:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8134524052

The commercial collection includes fully licensed copies of most of the PPP software, including the Quick programming language, SAM desktop system, and games, along with software from other UK suppliers. All manuals are included. This is an opportunity to own legal copies of some great software at a bargain price. For more info, and to buy now using a credit/debit card, please visit our website: http://www.dgs.clara.net

Dean Garraghty

3333. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 13:39:21 UTC
From: Supertopcheckerbunny <remove-this-lotek64-and-this@aon.at>
Message-ID: <4159698b$1@e-post.inode.at>
Source record: 14640
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> You'd better learn something about Nazi ideology before you call
> something stupid.

Having stuying this subject for many years I know a lot more about Nazi ideology than you do. I know my remark was impolite but it is still stupid. I understand your nationalist point of view makes even National Socialism appear left from where you stand.

3334. Re: XEP80 and Video Capture

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 15:46:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20040928114601.25417.00000742@mb-m22.aol.com>
Source record: 14641

One fairly significant addition to this. I ran across a piece of "freeware" called "Descaler". It is video display software for capture cards and TV cards. It is extremely versatile, although I can't get any better clarity from it than from my other software. So perhaps the "fuzzy" display is the result of the XEP80, and not the capture cards?
Larry

3335. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 18:40:41 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <4159af75$0$81030$45beb828@newscene.com>
Source record: 14642
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

>>You'd better learn something about Nazi ideology before you call
>>something stupid.

>Having stuying this subject for many years I know a lot more about Nazi
>ideology than you do.

Anyone called Godwin's yet?

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

3336. Re: Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 19:48:51 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Dej6d.11458$Qv5.4936@newssvr33.news.prodigy.com>
Source record: 14643

Ken Jennings <synthetoonz@bellsouth.net> wrote in message
news:47335ef0.0409271737.7e89551a@posting.google.com...
> This program sounds like something written in BASIC. BASIC is BASIC,
> so the error is probably something inherent in the program and not
> with XLIT. (Anyone who typed in program listings from various
> computer magazines can identify with this.) Bugs in programs
> published in magazines happened more often than you would guess.
> Fixing the programs is half the fun!!!
>
> This website (among others) explains BASIC error messages:
>
> http://www.atarimagazines.com/hi-res/v1n1/errormessages.php
>
> As it says, "Error Code 11: Floating point error
>
> My high school algebra teacher had Ten Commandments of Algebra. One of
> them was, Thou Shalt Not Divide by Zero! Your computer feels the same
> way. It'll give you an Error Code 11 every time.
>
> Error Code 11 also might occur if your program is using very large or
> very small numbers..."
>
> There are three divisions in the original code you posted. Chances
> are, one of these values(PHP, N3, or DIS) ends up being zero or close
> enough to it to cause an underflow on the next division. Without
> seeing more of the program it would be difficult to determine.
>
> Did you type this in yourself or get it from someone?
Hi. The program is very old. I don't remember if I typed it in and saved
it, or I got it from spudster. Wait, I remember typing it in myself. I put
the ML and FNT files that are required to be on D: into DATA statements,
just so it could be a stand alone program.
Yes, it is BASIC, with ML routines.
I believe you are correct the statement is making a divide by 0 over-run.
I haven't run the program on a real Atari for a long time.
I'm using XLIT and Atari800win Plus 4. The program runs better on
Atari800Win, I think like it is supposed to, but I prefer XLIT.
It seems odd that DAM=INT(PHP/N3/DIS+0.5) would behave differently from
DAM=INT(PHP/N3/(DIS+0.5)). This forces the DIS+0.5 to be processed first,
whereas I think without the (), it processes the statement left to right.
I'm pretty sure it is correctly typed, ANALOG had the checksum program for
all their type-ins, which would pick up almost all errors in typing.
Thanks

3337. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 21:27:03 UTC
From: Hung N <find@my.crack>
Message-ID: <Xns9572BC17E2E9Asneakyboyfastmailfm@198.164.200.20>
Source record: 14644
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Cameron Kaiser <ckaiser@floodgap.com> wrote in
news:4159af75$0$81030$45beb828@newscene.com:

>>Having stuying this subject for many years I know a lot more about Nazi
>>ideology than you do.
>
> Anyone called Godwin's yet?

I was waiting for you! ;-)

/invoke godwin

3338. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-28 21:45:01 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20040928224501.896A@ilba14195.www.blueyonder.co.uk>
Source record: 14645

In article <4159af75$0$81030$45beb828@newscene.com>, ckaiser@floodgap.com
(Cameron Kaiser) wrote:
> Anyone called Godwin's yet?
Not yet but it can't be far away.

3339. Liquidating bulk NEW Atari games, over 150 games! Start your own Atari company!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-29 00:53:04 UTC
From: amigaguy@bellsouth.net
Message-ID: <e33d13ad.0409281653.63821f66@posting.google.com>
Source record: 14646

Please look here!

http://stores.ebay.com/Anachronism-Industries-eShop_POST-HURRICANE-BLOWOUT-SALE_W0QQcolZ2QQdirZQ2d1QQsclZallQQsocolumnlayoutZ4QQsotimedisplayZ2QQtZkm

86 NEW ATARI 2600 or 7800 GAME QUEST FOR QUINTANA ROO
27 NEW SHRINKWRAPPED ATARI 2600 7800 GAME JUNGLE HUNT
27 NEW SHRINKWRAPPED MINT ATARI 2600 7800 GAME GALAXIAN
27 NEW SHRINKWRAPPED ATARI 2600 7800 GAME POLE POSITION

We are scaling back much of our retro computing retail operations. Or loss is your gain! Start your own Atari software company! Be the envy of your friends;-)

(In all seriousness) Hello Atarians, from an old school, hardcore C=8bit and Amiga(ish) user.

3340. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-29 01:55:27 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <jCo6d.10077$dt2.124@trnddc09>
Source record: 14447
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Cameron Kaiser" <ckaiser@floodgap.com> wrote ...

>>>You'd better learn something about Nazi ideology before you call
>>>something stupid.
>
>>Having stuying this subject for many years I know a lot more about Nazi
>>ideology than you do.
>
> Anyone called Godwin's yet?

Don't we have to wait for someone to mention Hitler before invoking Godwin's Law?

Oh... wait! I just did! NOW this thread can die. Or at least this part of it. Part of Paul's post, and discussion that followed, had some redeeming aspects. :-)

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3341. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-29 03:50:16 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <415A30F8.11238829@a8maestro.com>
Source record: 14448

russg wrote:

> Hi, Doc.
> I don't know about the chat, can't follow you.
> What is the URL? The day/time? I went to the 24.128 one and it requires a
> user/pass, and it seems to be a news type chat, rather than real time.
> Regards,
> Russg

The http://24.148.31.8/chat/ only needs a name for the id in the chat. just as the others did.
The JYBOLAC chat moved a bit, but was on the www.jrthompson.org/atari server for 3 or 4 years, I think.
The moves were posted here.
But that chat had died down to only 2 or 3 real regulars(with different interests..makes for a slow chat),
a couple of occasional visitors, and a few that pop in for a minute just to see if anyone is there.
The vast majority of regulars did not visit anymore. Many chats were empty.
The days and times have changed little..
8P Central on Wed for C64(dead), 8P Central Thursday for Atari, and 10A Sunday for Eurochat.

Rick D.

3342. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-29 06:50:39 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0409290247110.1591@shell1>
Source record: 14449

On Tue, 28 Sep 2004, Rick D. wrote:

> But that chat had died down to only 2 or 3 real regulars(with different
> interests..makes for a slow chat),
> a couple of occasional visitors, and a few that pop in for a minute just to see
> if anyone is there.
> The vast majority of regulars did not visit anymore. Many chats were empty.
> The days and times have changed little..
> 8P Central on Wed for C64(dead)...

I went there a few times several months ago, but the chat died so
much that I gave up. Now I go to #c64friends on server irc.eskimo.com
every Saturday night.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3343. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-29 18:46:49 UTC
From: kenlem@maine.rr.com
Message-ID: <74fa6435.0409291046.6c939096@posting.google.com>
Source record: 14450

Both Antic and Analog has articles with SP0256-AL2 projects. Pretty
sure I have both around here somewhere. The things one collects.....

big_d_316@yahoo.com (Dana Eckel) wrote in message
news:<99102851.0409250559.748d1e2f@posting.google.com>...
> I built one of these. It was Antic that published the plans. I thought
> it was kinda cool so I made an adaptor to use it on a 486 computer. I
> remember reading something in an old Byte magazine for a talking clock
> for the Vic-20. It used the same chip, but was wired up differently
> since it used the user port. I always wanted to hook it up to the
> Atari's PBI so I could still use the joystick on my 800XL.

3344. Re: Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 04:09:28 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0409292009.690779e9@posting.google.com>
Source record: 14451

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:<Dej6d.11458$Qv5.4936@newssvr33.news.prodigy.com>...
> Ken Jennings <synthetoonz@bellsouth.net> wrote in message
> news:47335ef0.0409271737.7e89551a@posting.google.com...
[snip]
> Hi. The program is very old. I don't remember if I typed it in and saved
> it, or I got it from spudster. Wait, I remember typing it in myself. I put
> the ML and FNT files that are required to be on D: into DATA statements,
> just so it could be a stand alone program.
> Yes, it is BASIC, with ML routines.
> I believe you are correct the statement is making a divide by 0 over-run.
> I haven't run the program on a real Atari for a long time.
> I'm using XLIT and Atari800win Plus 4. The program runs better on
> Atari800Win, I think like it is supposed to, but I prefer XLIT.

> It seems odd that DAM=INT(PHP/N3/DIS+0.5) would behave differently from
> DAM=INT(PHP/N3/(DIS+0.5)). This forces the DIS+0.5 to be processed first,
> whereas I think without the (), it processes the statement left to right.

Yes, you're right. Putting parenthesis in changes the order of
precedence for the math. It's not odd -- it's what the parenthesis
are supposed to do.

By putting in the parenthesis you force the last "divide by" to always
be at least 0.5, so the divide by "error" appears to go away.
However, the intent of the math is probably entirely different.

My guess from similar code I've seen is that the result of the two
divisions should produce a number less than 1.0 (0.0001 to 0.9) and
then adding 0.5 to the result should make a number that is sometimes
greater than 1. The INT operation would then reduce that result to a
simple integer -- either 1 or 0.

By adding the 0.5 to the value in the division you've thrown off the
formula. This would probably account for the bizarre behavior you
report in the "fixed" code.

Try this instead: DAM=INT(PHP/N3/(DIS+0.001)+0.5)
I don't know how the value for DIS is produced, so I have to guess
that this might behave correctly. The idea is to add just a little
something to the DIS value to insure that it will never be 0.0.
Hopefully, the division itself won't underflow. If that happens then
something else would need to be adjusted.

> I'm pretty sure it is correctly typed, ANALOG had the checksum program for
> all their type-ins, which would pick up almost all errors in typing.

> Thanks

3345. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 04:42:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1096519341@rtfm.mit.edu>
Source record: 14452
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 24, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2204.09.24 Thomas Richter, atari++ 1.40
2004.09.12 Petr Stehlik Atari800 1.3.3
2004.09.11 Steven Tucker, APE and ProSystem v2.0.9
2004.09.06 Thomas Richter, atari++ 1.39
2004.08.31 trub entry info updated/fixed, with help from trub
2004.08.31 8-Bit Classics, additional vendor info found and added
2004.08.31 DGS update, Public Domain Software Collection CD-ROM
2004.08.29 trub entry info updated/fixed, with help from trub
2004.08.27 8-Bit Classics added

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
```

listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT

Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz 7/04
See: Steve Birmanns

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 7/04
Germany

http://www.birmanns.de/atari/
Developers: msc-IDE Controller (IDE interface for PBI/ECI). Sold out.

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

---

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari
arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;

the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,

Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498

USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 6/04
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany

Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for
WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for
sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts

standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Mirage Interactive Sp. z o.o. 2/04
Obroncow 2c

03-933 Warszawa
Poland
phone: +48 22 616 1551, 616 1555
fax: +48 22 617 9321
http://www.mirage.com.pl/
Developer: over 100 games, including: Alchemia, Around the Planet, Atomia, Axilox, Bank Bang, Beryx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abbys, Duch, Dziedzic, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocessor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, Zbir

MMSoft (Marek Mikolajewski) 8/04
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.2 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

---

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights

Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface)

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List
Of High Scores (demo), File Designer (convert from cassette to disk),
Disk Wizard II (modified form the original), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total

sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.38, CVS Snapshot 1.40, atari++ 1.40 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),

XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).

Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 9/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.3 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 2/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4

(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.16 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.01 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2, Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge, Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge, MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/

Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk

(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Steven J. Tucker 9/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface

---

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of

SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bumpers!, Checkers, The Clash of Kings, Concentration, Cosmos (pinball), Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, Monopoly, Montana Solitaire (card game), Mr. Robot, MyDOS 4.5, Paddle Pack (Pong), Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, Sharp Shooter, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Newer releases: Montezuma's Revenge, Cosmic Tunnels, Nibbler, Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone, S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure, S.A.G.A. Adventureland 1, Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823

USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

3346. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 05:56:17 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <415BA001.412735E1@a8maestro.com>
Source record: 14453

Kevin wrote:

> I recently sold an Alien Group Voicebox (the original model with the
> knob on the side). I tested it on my 48k Atari 400 (with b-key
> keyboard :-) and it worked fine, but it doesnt seem to be talking
> for the person who bought it. He has an 800xl and thinks a translator
> disk might help, but I seem to recall they did not work because of a
> subtle diff in the SIO port between the 400/800's and the XL/XE's am I
> right? Does anyone rem or can anyone shed any light on any hardware
> incompatibilities between the 400/800's and the XL's?
>
> thanks
>
> kevin
>
> contact:
>
> http://profiles.yahoo.com/kevstar242

Due to posts, I did more checking on the Alien Voice Box(AVB) I have. I found that the SIO plug connects to the 12 Volt
line on the 800, and it is not (normally) connected on the XL or XE line(since they have a 5 volt DC power supply).
Meter testing showed that my XL does not have 12 volts.

If an AVB works on an XL/XE, it is probably the AVB 2 made to work with 5 volts.

I have a voltage doubler circuit that will take the 5 volts and make it 15, then feed it into a 12V regulator. It will fit inside the AVB 1 box. But I have to check the current requirements.

Alternately, a jack can be fitted in the avb to move power over to an external 12V adapter. I would think the current would be less than a 100 ma.

If there is interest in the doubler, I can easily make more. I will post info when I finish it, assuming it actaully makes the avb work and there is no other problem, i.e. software.

Rick D.

3347. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 12:33:57 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <79vnl09tma28ko2166r86as99vb1djgh5f@4ax.com>
Source record: 14454

Thank you for the detailed info!!

kevin

On Thu, 30 Sep 2004 00:56:17 -0500, "Rick D."
<sysop2004@a8maestro.com> wrote:

>Kevin wrote:
>
>> I recently sold an Alien Group Voicebox (the original model with the
>> knob on the side). I tested it on my 48k Atari 400 (with b-key
>> keyboard :-) and it worked fine, but it doesnt seem to be talking
>> for the person who bought it. He has an 800xl and thinks a translator
>> disk might help, but I seem to recall they did not work because of a
>> subtle diff in the SIO port between the 400/800's and the XL/XE's am I
>> right? Does anyone rem or can anyone shed any light on any hardware
>> incompatibilities between the 400/800's and the XL's?
>>
>> thanks
>>
>> kevin
>>
>> contact:
>>
>> http://profiles.yahoo.com/kevstar242
>
>Due to posts, I did more checking on the Alien Voice Box(AVB) I have. I
>found that the SIO plug connects to the 12 Volt
>line on the 800, and it is not (normally) connected on the XL or XE
>line(since they have a 5 volt DC power supply).
>Meter testing showed that my XL does not have 12 volts.
>
>If an AVB works on an XL/XE, it is probably the AVB 2 made to work with 5
>volts.
>
>I have a voltage doubler circuit that will take the 5 volts and make it
>15, then feed it into a 12V regulator. It will fit inside the AVB 1 box.
>But I have to check the current requirements.
>
>Alternately, a jack can be fitted in the avb to move power over to an
>external 12V adapter. I would think the current would be less than a 100
>ma.
>
>If there is interest in the doubler, I can easily make more. I will post
>info when I finish it, assuming it actaully makes the avb work and there

>is no other problem, i.e. software.
>
>Rick D.
>

contact:

http://profiles.yahoo.com/kevstar242

3348. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 12:39:22 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <pivnl0t83llumg5rgdus55h5d0fq99ot69@4ax.com>
Source record: 14455

Please keep me up to date on your progress.

kevin

On Thu, 30 Sep 2004 00:56:17 -0500, "Rick D."
<sysop2004@a8maestro.com> wrote:

>Kevin wrote:
>
>> I recently sold an Alien Group Voicebox (the original model with the
>> knob on the side). I tested it on my 48k Atari 400 (with b-key
>> keyboard :-) and it worked fine, but it doesnt seem to be talking
>> for the person who bought it. He has an 800xl and thinks a translator
>> disk might help, but I seem to recall they did not work because of a
>> subtle diff in the SIO port between the 400/800's and the XL/XE's am I
>> right? Does anyone rem or can anyone shed any light on any hardware
>> incompatibilities between the 400/800's and the XL's?
>>
>> thanks
>>
>> kevin
>>
>> contact:
>>
>> http://profiles.yahoo.com/kevstar242
>
>Due to posts, I did more checking on the Alien Voice Box(AVB) I have. I
>found that the SIO plug connects to the 12 Volt
>line on the 800, and it is not (normally) connected on the XL or XE
>line(since they have a 5 volt DC power supply).
>Meter testing showed that my XL does not have 12 volts.
>
>If an AVB works on an XL/XE, it is probably the AVB 2 made to work with 5
>volts.
>
>I have a voltage doubler circuit that will take the 5 volts and make it
>15, then feed it into a 12V regulator. It will fit inside the AVB 1 box.
>But I have to check the current requirements.
>
>Alternately, a jack can be fitted in the avb to move power over to an
>external 12V adapter. I would think the current would be less than a 100
>ma.
>
>If there is interest in the doubler, I can easily make more. I will post
>info when I finish it, assuming it actaully makes the avb work and there

>is no other problem, i.e. software.
>
>Rick D.
>

contact:

http://profiles.yahoo.com/kevstar242

3349. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 12:39:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300534150.20390-100000@onyx.spiritone.com>
Source record: 14457
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3350. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 12:46:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300542350.20390-100000@onyx.spiritone.com>
Source record: 14456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3351. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 12:50:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300546210.20390-100000@onyx.spiritone.com>
Source record: 14458
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

09-23-2004! Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3352. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 14:46:22 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096555582./sIhtRP76E4xo0cclSjgFQ@teranews>
Source record: 14459

Robert Bernardo wrote:
> On Tue, 28 Sep 2004, Rick D. wrote:
>
>> But that chat had died down to only 2 or 3 real regulars(with different
>> interests..makes for a slow chat),
>> a couple of occasional visitors, and a few that pop in for a minute
>> just to see
>> if anyone is there.
>> The vast majority of regulars did not visit anymore. Many chats were
>> empty.
>> The days and times have changed little..
>> 8P Central on Wed for C64(dead)...
>
>
> I went there a few times several months ago, but the chat died so
> much that I gave up. Now I go to #c64friends on server irc.eskimo.com
> every Saturday night.
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

Like I said, there is now a retro chat at http://rtdos.com/chat

3353. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 14:47:08 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096555629.HS92GBuRM6NmvJFktjmIqw@teranews>
Source record: 14460

Rick D. wrote:

> russg wrote:
>
>
>>Hi, Doc.
>>I don't know about the chat, can't follow you.
>>What is the URL? The day/time? I went to the 24.128 one and it requires a
>>user/pass, and it seems to be a news type chat, rather than real time.
>>Regards,
>>Russg
>
>
> The http://24.148.31.8/chat/ only needs a name for the id in the chat. just as
> the others did.
> The JYBOLAC chat moved a bit, but was on the www.jrthompson.org/atari server
> for 3 or 4 years, I think.
> The moves were posted here.
> But that chat had died down to only 2 or 3 real regulars(with different
> interests..makes for a slow chat),
> a couple of occasional visitors, and a few that pop in for a minute just to see
> if anyone is there.
> The vast majority of regulars did not visit anymore. Many chats were empty.
> The days and times have changed little..
> 8P Central on Wed for C64(dead), 8P Central Thursday for Atari, and 10A Sunday
> for Eurochat.
>
>
> Rick D.
>
>

does anyone remember the program used on the original Atari chat site
that was held on Sundays and Wednesdays?

3354. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 14:48:23 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096555704.ajkbRGtga7qJaxDKa6rcmw@teranews>
Source record: 14461

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Glad you asked!
>
>
>>From: "*ProteanThread*" <rtdos@rtdos.com>
>>what ever happen to the atari live chat rooms of the last few years
>>(like the one that was held every sunday?):
>>http://stargate.cs.swau.edu/atari
>
>
> Moved to www.jrthompson.org/atari, and then that server went down.
>
> People liked the chat so much that they moved it to...
>
> http://24.148.31.8/chat/
>
> This is along the lines of the JYBOLAC chats.
>
>
>>http://www.atariusers.com/aunt/
>>http://www.atariusers.com/cgi-bin/chat/chatform.html
>
>
> Run by the Atari Users of North Texas this inspired the chats of JYBOLAC.
> Went down in early 2000.
>
>
>>has the atari 8 bit community finally died ?
>
>
> Nope! The JYBOLAC chats, now on that new site at Play and View have been
> nexty to dead, but with a little advertising we could get them going again. I
> was starting to miss everyone anyway. Sound good?
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

doc clu, what was the program used at the old site ? is it the same
program in use now (only a different version?) ?

3355. Re: looking for emulator or retro themed websites with rss feeds

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 15:16:28 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096557391.mzmZ0mwQkQioY8yVJkgmeQ@teranews>
Source record: 14462
Cross-posted to:
alt.comp.msx,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Sander Zuidema wrote:

> MSX Resource Center
>
> English:
>
> News: http://www.msx.org/newsfeed.php
> Forums: http://www.msx.org/forumfeed.php
> Reactions: http://www.msx.org/reactionsfeed.php
>

Added, thx, sander.

3356. Re: looking for emulator or retro themed websites with rss feeds

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 15:17:08 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096557429.BCQ8H57CDBR+UVr4jRls7w@teranews>
Source record: 14463
Cross-posted to:
alt.comp.msx,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

```
Jeff Blakeney wrote:
>
> A2Central.com has an RSS feed. Here is a link to the story that
> mentions it:
>
> http://www.a2central.com/article.php?story=20030919143936268
>
> In that article, the URL it says to feed into your RSS reader is:
>
> http://www.a2central.com/backend/news.rdf
>

added, thx, Jeff
```

3357. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 16:59:39 UTC
From: Jojo <oscarwylde@18th.cen>
Message-ID: <%XW6d.274202$4o.217354@fed1read01>
Source record: 14464
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Warning! exclamation point abuse! And! Incomplete sentence abuse! and
Capitialization! abuse! Warning!!!

3358. Re: Fiddling with MOONLORD

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 17:48:48 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <4GX6d.5456$qp2.5063@newssvr16.news.prodigy.com>
Source record: 14465

Great, Thanks I'll try DAM=INT(PHP/N3/(DIS+.001)+0.5).

> > Ken Jennings <synthetoonz@bellsouth.net> wrote in message
> > news:47335ef0.0409271737.7e89551a@posting.google.com...
> [snip]
>
> > It seems odd that DAM=INT(PHP/N3/DIS+0.5) would behave differently from
> > DAM=INT(PHP/N3/(DIS+0.5)). This forces the DIS+0.5 to be processed
first,
> > whereas I think without the (), it processes the statement left to
right.
>
> Yes, you're right. Putting parenthesis in changes the order of
> precedence for the math. It's not odd -- it's what the parenthesis
> are supposed to do.
>
> By putting in the parenthesis you force the last "divide by" to always
> be at least 0.5, so the divide by "error" appears to go away.
> However, the intent of the math is probably entirely different.
>
> My guess from similar code I've seen is that the result of the two
> divisions should produce a number less than 1.0 (0.0001 to 0.9) and
> then adding 0.5 to the result should make a number that is sometimes
> greater than 1. The INT operation would then reduce that result to a
> simple integer -- either 1 or 0.
>
> By adding the 0.5 to the value in the division you've thrown off the
> formula. This would probably account for the bizarre behavior you
> report in the "fixed" code.
>
> Try this instead: DAM=INT(PHP/N3/(DIS+0.001)+0.5)
> I don't know how the value for DIS is produced, so I have to guess
> that this might behave correctly. The idea is to add just a little
> something to the DIS value to insure that it will never be 0.0.
> Hopefully, the division itself won't underflow. If that happens then
> something else would need to be adjusted.
>
> > Thanks

3359. Re: Off Topic: How to get from XP to MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 19:47:51 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <415c62ee$0$764$3a628fcd@reader10.nntp.hccnet.nl>
Source record: 14466

Howdy Rick, folks

> > I'm doing something for the Atari (can't tell right now), but need to go
> > from XP to MSDOS to run this software. But I have NO clue how. Please
> > respond asap.

> Start=>All Programs=>Accessories=>Command Prompt

This one was the way to go for me. Thanks guys! (ps why aint there no
girls here?)

CU Mathy van Nisselroy

3360. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-09-30 20:38:51 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <o86dncCK4otM88HcRVn-sA@adelphia.com>
Source record: 14467

How about a toggle key combination to switch between standard and XEP-80
screens?

-Jason

"Slor" <slor@comcast.net> wrote in message
news:Xns9571E285E425Eemuslor@130.133.1.4...
> Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
> wrote in news:415db389.2622203@news.charter.net:
>
> > On 27 Sep 2004 22:50:38 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
> >
> >>Just curious, but if you use the 7X10 character set, won't it
> >>"overscan" the (virtual) screen? Or can you just emulate a larger
> >>(virtual) screen? Do you know how the character set is stored in the
> >>XEP80? I would think at least a byte and a nibble per character. (?)
> >>
> >>So far, I've been too timid to pull the roms and try to read them.
> >>I've read they are both compatible with two *different* roms (having
> >>different/incompatible pinouts).
> >>Larry
> >
> > There should be a separate virtual screen for that output, just as
> > there is on the real thing. It is cool to have your source and
> > debugging in one screen, and your output on another!
> >
>
> At this point, I'm leaning towards resizing the current virtual screen -
> it's pretty easy to vary depending on the output device. I've been
> contemplating between that and adding a secondary screen just for the
> XEP80, but I can't convince myself to do the latter for the following
> reasons:
>
> - Many people (including me) have use for running Atari800 in DOS, which
> procludes a secondary screen. In order to make the emulation available
> for the largest number of OSes, I'm working with Atari800/800WinPLus.
>
> - Once the XEP80 is enabled, the primary screen is pretty much useless
> anyway. However, if anyone has an example of a way to get meaningful
> output on both at the same time using some custom handler, I'll certain
> change my view. Anyone out there doing any cool stuff that I should
> know about? How about dual XEP80s? :)
>
> I hope to have a teaser screen to post soon. At this point, I at least
> have the PIA talking to my emulated XEP80, so I'm ready to play with

> displaying the output. Then it's back to handling the full command set,
> timing on return bits, etc.
>
> As for storage or the character set, I don't know. I'm also not too
> eager to go tearing mine up to find out. The bitmaps are all in the
> manual, but I'm not going to enjoy entering the values for all 256 (+
> more with the international characters) of them! Perhaps 10 a night or
> something...
>
> --
> Slor

3361. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 01:40:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <6fcpl096ujms9vbfhcmu7apb66ku003kci@4ax.com>
Source record: 14468

On 30 Sep 2004 04:42:25 GMT, "Michael Current" <hunmanik@earthlink.net> wrote:

>UPDATES SINCE PREVIOUS POSTING
>2204.09.24 Thomas Richter, atari++ 1.40
^^^^

Oops!

Anyway, some quick words about the FAQs.

- Yes the Vendors list was previously posted only a month ago. But earlier this year the auto-FAQ poster I use stopped for a while, then burped out everything at once. So the last several cycles the two FAQs got posted at the same time, at two-month intervals. I've just "force" posted the Vendors FAQ, which should now put the two files on alternating two-month posting intervals as in the past.

- www.faqs.org has been dormant since earlier this year. I don't know what's up; the FAQ-maintainers list I'm on also originates from there, so I suspect it's down too. So the copies of my FAQs there are now old.

Some other Usenet FAQ archives are still working. One I know is:
http://www.cs.uu.nl/cgi-bin/faqwais
Current versions of faqs for this newsgroup:
http://www.cs.uu.nl/wais/html/na-bng/comp.sys.atari.8bit.html
I may update the Welcome FAQ with this info if faqs.org stays broken.

- I don't believe I mentioned: As of a couple months ago, EVERY entry in the Vendors FAQ has been verified recently (since 2002). The last of the "almost certainly obsolete" information, some of which was in there since I originally pulled the list together about 11 years ago, has been sifted out. So if there are people who have always ignored the list because of the stuff in it you knew was outdated, hopefully you have less of that reason now! ALL entries now indicate the date that the information was last verified.

Thanks!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3362. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 02:08:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9574D718D7B57emuslor@130.133.1.4>
Source record: 14469

Despite all prevention efforts, "Jason Harmon" <jharmon@us.net> wrote in
news:o86dncCK4otM88HcRVn-sA@adelphia.com:

> How about a toggle key combination to switch between standard and XEP-80
> screens?

That's a good idea. So simple in concept, yet so good nice for the user.
Adding to my list...

Thanks!

--
Slor

3363. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 02:43:24 UTC
From: Jojo <oscarwylde@18th.cen>
Message-ID: <lv37d.278242$4o.111371@fed1read01>
Source record: 14470
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Sorry, I couldn't resist. I enjoy observing the different techniques advertisers use to attempt to persuade us to buy their products... and I love to pick on the really annoying ones. You should hear me go off when commericals come on the tele.

3364. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 04:35:01 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <415CDE75.ADCC6C7B@a8maestro.com>
Source record: 14471

Kevin wrote:

> Please keep me up to date on your progress.
>
> kevin
>

snip...

I temporarily put a 12 volt jack on the +12 and gnd lines(disconnecting the line to the computer)
in my AVB. I found that the AVB worked in the XL, though not very well. I found that if the voltage
is above 13, the avb is unreliable, so I switched to 9 volts(it put out 12) and it was o.k. Same for the 800,
though it is specified to put out 11.88 volts on the 12 volt line. So its close enough.

Also, the XL put out more noise when the avb isn't speaking than the 800. Probably due to differences in the
audio circuit. Neither turned off completely.

I will pull together parts for the voltage multiplier. The avb only needed 20 ma. The multiplier will handle 100 ma at 5 volts I think.

Rick D.

3365. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 14:10:58 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410010610.3ec326b7@posting.google.com>
Source record: 14472

Eliza is a famous 1970's computer version of the even more famous 'turing test'

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<001a0d93@fmlynet.org>...
> FamilyNet Newsgate
>
> Sounds like S.A.M. to me. We used to love to abuse that German sounding voice
> program as well.
>
> My sisters and would spend hours going round and round with him.
>
> Doctor Clu
>
> > From: mstepansky@aol.com (MStepansky)
> > Hi,
> > Back in my college days, I recalled a marvelous piece of talking software for
> > Atari XL/XE computers. Probably around 1985. It is called, if I remember
> > correctly: "Verbal Abuse"
> > I remember I had so much fun chatting with this strange psychiatrist, in the
> >form of Artifical Intelligence. Similiar to Eliza on Mac. Ironically, its mea
> > psychiatrist is Azile (spell backward).
> > To win this Verbal Abuse "game" (or whatever category that was), you need to
> > use your verbal abuse, or strong language, obscene chatter box as long as you
> > can, enough to make him go "crazy" and gives up on you.
> >It is a textual-based. You need to be speak in a tasteless or vulgar language
> >Heh heh. I thought it was funny but serious enough to make you wonder that he
> > is actually "talking" back to you, like the real thing - but it just AI codes
> > in your Atari computer. Cool.
> > Verbal Abuse, full side floppy disk I think. Does anyone have that as .ATR
> >format for emulator (on PC)? If not, does anyone know of similiar Eliza fo
> > PC?
> > Mike
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

3366. Re: XEP80 and Amiga 1084?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 14:16:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041001101607.22480.00000057@mb-m06.aol.com>
Source record: 14473

I hooked up an XEP80 to a friend's 1084 monitor. To my surprise, the first display line was cut off, with maybe 2/3 of it (vertically) being visible. The vertical size and position controls had plenty of adjustment to spare, but no matter how I adjusted the settings, the first line remained cut off. There was plenty of room, I'd say, for the 25th line. Incidently, this was in composite mode. I had planned on connecting to TTL, also, but was not prepared for the round Din connectors on this monitor.

Two other folks have said that their XEP80's did fine with their Amiga monitors.
I was planning on buying a 1084/1902, but probably don't want one if only some of them will function properly with the XEP80.

Can anyone shed any light on this? Does this particular monitor perhaps need an internal adjustment? (I am aware of the high voltage safety issues inside a CRT type TV or Monitor.)

Thanks,
Larry

3367. Re: CPU's and processor manufacturers

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 14:20:18 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410010620.597e3e69@posting.google.com>
Source record: 14474

According to various sources on the internet it is correct, also atari
apparently had limited chip manufacturing capability (under warners of
course, the tramiels closed it down)

synthetoonz@bellsouth.net (Ken Jennings) wrote in message
news:<47335ef0.0409151140.7b70800f@posting.google.com>...
> carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0409150408.607156c1@posting.google.com>...
> [snip]
> > Also Atari were the original designers of the 65816 processors b4 the
> > sold it to WDC who bought it to market
> [snip]
>
> This is news to me. I've never heard this before. Are you certain
> this is correct?
>
> It seems odd that Atari would develop a 16ish-bit enhanced 65xx CPU
> and then not use it in anything and then Apple opted to use it in the
> last model in the Apple II series. I don't recall that the various
> computer makers in the 80s were on such friendly terms.

3368. 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 14:49:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1096642189.GGzcNmSREyYQX8N8a+LICQ@teranews>
Source record: 14475
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

http://www.jpsoft.com/download.htm#free

for those who use DOS based emulators

ftp://jpsoft.com/4dos/files/intro.txt

http://www.google.com/groups?as_q=4DOS%20author:Klaus%20author:Meinhard

pass the word....not sure how long this d/l will be available for (i'll upload it to http://rtdos.com/webportal)

3369. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 15:54:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <415D7DA4.20590D80@students.uni-mainz.de>
Source record: 14476

Well,
in a german Action! magazine there was a version of a talking Eliza. It used (maybe copyrighted) parts of the SAM software. I do not remember right now, if Eliza was speaking german or english there - but as always, I do have this program (somewhere) in my collection. So all you have to do is write me an e-mail and a few days later you will get a copy of that program (of course I also have various Eliza versions in german/english without speech synthesis)... greetings, Andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> Sounds like S.A.M. to me. We used to love to abuse that German sounding voice
> program as well.
>
> My sisters and would spend hours going round and round with him.
>
> Doctor Clu
>
> > From: mstepansky@aol.com (MStepansky)
> > Hi,
> > Back in my college days, I recalled a marvelous piece of talking software for
> > Atari XL/XE computers. Probably around 1985. It is called, if I remember
> > correctly: "Verbal Abuse"
> > I remember I had so much fun chatting with this strange psychiatrist, in the
> >form of Artifical Intelligence. Similiar to Eliza on Mac. Ironically, its mea
> > psychiatrist is Azile (spell backward).
> > To win this Verbal Abuse "game" (or whatever category that was), you need to
> > use your verbal abuse, or strong language, obscene chatter box as long as you
> > can, enough to make him go "crazy" and gives up on you.
> >It is a textual-based. You need to be speak in a tasteless or vulgar language
> >Heh heh. I thought it was funny but serious enough to make you wonder that he
> > is actually "talking" back to you, like the real thing - but it just AI codes
> > in your Atari computer. Cool.
> > Verbal Abuse, full side floppy disk I think. Does anyone have that as .ATR
> >format for emulator (on PC)? If not, does anyone know of similiar Eliza fo
> > PC?
> > Mike
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

3370. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 20:19:55 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <LZi7d.950$xb.642@text.news.blueyonder.co.uk>
Source record: 14477
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

What someone needs to do is write a Dos that will run on xp!

Brian

--

Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1096642189.GGzcNmSREyYQX8N8a+LICQ@teranews...
> http://www.jpsoft.com/download.htm#free
>
> for those who use DOS based emulators
>
> ftp://jpsoft.com/4dos/files/intro.txt
>
> http://www.google.com/groups?as_q=4DOS%20author:Klaus%20author:Meinhard
>
> pass the word....not sure how long this d/l will be available for (i'll
> upload it to http://rtdos.com/webportal)

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.771 / Virus Database: 518 - Release Date: 28/09/2004

3371. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 21:18:43 UTC
From: Ren<redacted> <spamisnietleuk@hotmail.com>
Message-ID: <415e806c$0$44111$5fc3050@dreader2.news.tiscali.nl>
Source record: 14481
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

"Brian Gaff" <Briang1@blueyonder.co.uk> schreef in bericht
news:LZi7d.950$xb.642@text.news.blueyonder.co.uk...
> What someone needs to do is write a Dos that will run on xp!

On Sourceforge You will find DOSBOX which runs fine on XP and the Bochs machine
which can emulate a PC on many OSses. On that emulated PC You can easily install any flavour of DOS You prefer. Both programs written by verry clever people imho (no, I am not one of the, far from that, my admiration is sincere).

Good luck!
Rene
P.S. And 4DOS is not a full DOS, it is a highly improved "command.com".

3372. FA: Original Atari 850 Interface Module in Black Metal Case

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-01 23:34:29 UTC
From: Nick Miller <nick@computer-history.org>
Message-ID: <10lrqc1ad9j9804@corp.supernews.com>
Source record: 14478

I have an original style Atari 850 Interface Module up for auction if anyone
is interested. This is the hard to fine black brushed steel Atari 850. It
can be found at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5127817389&ssPageName=STRK:MESE:IT

Thanks,
Nick Miller
www.computer-history.org

3373. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-02 00:28:49 UTC
From: secretspam@ihatespam.net
Message-ID: <4160f1fd.83907125@news.charter.net>
Source record: 14479
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

Here are some others:

http://www.freedos.org/freedos/about/

http://www.drdosprojects.de/index.cgi/about.htm

On Fri, 01 Oct 2004 20:19:55 GMT, "Brian Gaff"
<Briang1@blueyonder.co.uk> wrote:

>What someone needs to do is write a Dos that will run on xp!
>
>Brian

3374. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-02 01:15:19 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-5258F3.18151901102004@news.west.cox.net>
Source record: 14480

> Both Antic and Analog has articles with SP0256-AL2 projects. Pretty
> sure I have both around here somewhere. The things one collects.....

See:
http://www.atarimagazines.com/v5n9/TalkingTypewriter.html
http://www.atarimagazines.com/v2n4/talkischeap.html

-Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

3375. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-02 12:33:05 UTC
From: Riccardo Rubini <rubini@despammed.com>
Message-ID: <5ex7d.45596$35.2146659@news4.tin.it>
Source record: 14482
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

ProteanThread wrote:
> http://www.jpsoft.com/download.htm#free
>
> for those who use DOS based emulators)

4OS2 is free as well. That's cool. I'll grab it for my OS/2 machines. Btw,
is VICE/2 developement still discontinued?

Riccardo

3376. WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-02 14:49:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <X8z7d.10158$WW4.181647@news4.e.nsc.no>
Source record: 14483

I am looking for a Black Box. I can use more HD's on that than the MIO or am I mistaken? I have MIO 1Mb and 256Kb and the Adaptec adapter. I used to work okay, but I cannot format the HD's anymore (ST225 and a couple of others). I think I heard the BB could use more SCSI drives. I have a 2Gb SCSI drive I hope to use. Anybody know where to get more info and where to buy one? Would be nice to have the floppy adaptor too.

Thanks for any help!

Take Atarian care

3377. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-03 04:23:55 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1096777422@rtfm.mit.edu>
Source record: 14484
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3378. ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-03 11:26:02 UTC
From: kaisers_sun@yahoo.com
Message-ID: <8d001dc6.0410030326.489cd4c0@posting.google.com>
Source record: 14485
Cross-posted to: comp.sys.atari.8bit,can.vlsi

Buy a PC or a Playstation if you want to play REAL games!

3379. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-03 12:12:03 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <GXR7d.13069$g%5.171828@news2.e.nsc.no>
Source record: 14486
Cross-posted to: comp.sys.atari.8bit,can.vlsi

"Brian Raab" <kaisers_sun@yahoo.com> skrev i melding
news:8d001dc6.0410030326.489cd4c0@posting.google.com...
> Buy a PC or a Playstation if you want to play REAL games!

I could do that if I wanted soulless games. I do have a PC and all it's good for is a few games. Playstation sucks big time, I rather use my DC, GC or Jaguar or Saturn or ... or ... I do have PSX, PS2, but can't say that there's many good games on them. They all have a few, but compare Burnout on GC and PS2, you should see what I mean.

Sorry for feeding this troll, but couldn't resist.

3380. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-03 13:15:37 UTC
From: Jonathan Herr <dracosilver@wi.rr.com>
Message-ID: <ZXS7d.83132$6h7.56899@twister.rdc-kc.rr.com>
Source record: 14487
Cross-posted to: comp.sys.atari.8bit,can.vlsi

"Vidar Olavesen" <olavese@online.no> wrote in message
news:GXR7d.13069$g%5.171828@news2.e.nsc.no...
> "Brian Raab" <kaisers_sun@yahoo.com> skrev i melding
> news:8d001dc6.0410030326.489cd4c0@posting.google.com...
> > Buy a PC or a Playstation if you want to play REAL games!
>
> I could do that if I wanted soulless games. I do have a PC and all it's
good
> for is a few games. Playstation sucks big time, I rather use my DC, GC or
> Jaguar or Saturn or ... or ... I do have PSX, PS2, but can't say that
> there's many good games on them. They all have a few, but compare Burnout
on
> GC and PS2, you should see what I mean.
>
> Sorry for feeding this troll, but couldn't resist.
>
I know you guys don't like 'feeding trolls' but i have to set something
straight.

I like playstation games and the like... (ever play Ratchet&Clank 1 or 2?
Great game!)

But I also like the older games. True they may not have the 3d graphics and
digital sound, but still, some of the older games still are as addictive as
the newer ones... (Mario Bros 3 on the nes for instance... One of the best
games ever i would think, simple gfx, but great gamemplay, and on an 8 Bit
system no less!)

Ok i think i've put my point across. And I hope mr 'Kaiser Sun' gets that
bug out of his butt about hating old systems...

Sincerely,

Jonathan Herr

--

Visit my website located at: http://earth.prohosting.com/dsilver/

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.771 / Virus Database: 518 - Release Date: 9/28/04

3381. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-03 22:17:07 UTC
From: samir.ribic@alemsistem.com.ba
Message-ID: <f9e33c87.0410031417.6c3e3c73@posting.google.com>
Source record: 14488
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:<LZi7d.950$xb.642@text.news.blueyonder.co.uk>...
> What someone needs to do is write a Dos that will run on xp!
>
If you speak about 32 bit XP, is not command prompt of XP already DOS
that runs on XP? You can start the most of DOS programs except:

1) Programs that directly access hardware (usualy LPT ports, sound
cards, disks). However, direct access to video memory, keyboard, COM
ports and PC speaker is generally O.K.

2) Timing dependant programs. Preemtive multitasking has penalty that
no such program can cope with. Try BEEP 10,0 on any Spectrum emulator
for DOS running under NT/2000/XP. The tone will be harsh.

3) Programs that use special memory extenders. Conventional memory is
well emulated, but extended memory often conflicts with XP.

For kind 1) there are some solutions, like VDMSOUND and similar
programs. Kind of problem 3) is solvable with different version of the
extender (which BTW, are not part of the DOS). And no DOS emulator can
solve problem 2) anyway.

But 64 bit XP can not start DOS programs at all.

3382. Re: WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-04 15:50:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410040842380.21682-100000@onyx.spiritone.com>
Source record: 14489

Bob Puff still makes and sells it.

Bob Puff
css@nleaudio.com
http://www.nleaudio.com/css
(585)429-5639

On Sat, 2 Oct 2004, Vidar Olavesen wrote:

> I am looking for a Black Box. I can use more HD's on that than the MIO or am
> I mistaken? I have MIO 1Mb and 256Kb and the Adaptec adapter. I used to work
> okay, but I cannot format the HD's anymore (ST225 and a couple of others). I
> think I heard the BB could use more SCSI drives. I have a 2Gb SCSI drive I
> hope to use. Anybody know where to get more info and where to buy one? Would
> be nice to have the floppy adaptor too.
>
> Thanks for any help!
>
> Take Atarian care

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3383. 1050 drive pressure pads, can anyone help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-04 17:48:31 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <P1g8d.209$gN6.111@newsfe2-gui.ntli.net>
Source record: 14490

Does anyone know of a source for these, or failing that, the best way to repair them when the felt is badly worn ?

Many thanks in advance

3384. Re: 1050 drive pressure pads, can anyone help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-04 19:01:18 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <26h8d.3872$5b1.1742@newssvr17.news.prodigy.com>
Source record: 14491

richard daley wrote:
> Does anyone know of a source for these, or failing that, the best way to
> repair them when the felt is badly worn ?

Just get a small square of felt about the same thickness and cut out or punch
out a little
circle of the right size. Fix it there with some super glue (cyanoacrylate).

Steve

3385. Re: Voice synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-04 19:18:35 UTC
From: kenlem@maine.rr.com
Message-ID: <74fa6435.0410041118.21f9d943@posting.google.com>
Source record: 14492

Great links. That takes care of the Antic articles. I'll just have
to make time to scan the Analog one.

Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in message
news:<usenet-DELETEthisPART-5258F3.18151901102004@news.west.cox.net>...
> > Both Antic and Analog has articles with SP0256-AL2 projects. Pretty
> > sure I have both around here somewhere. The things one collects.....
>
> See:
> http://www.atarimagazines.com/v5n9/TalkingTypewriter.html
> http://www.atarimagazines.com/v2n4/talkischeap.html
>
> -Kevin

3386. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 06:59:03 UTC
From: mstepansky@aol.com
Message-ID: <20041005025903.22383.00001525@mb-m17.aol.com>
Source record: 14493

Eliza and its evil twin, Azile (spelled backward) is available on Mac computers.

Why not Atari 8bit or ST? or PC?

mike

3387. RISC-based Atari Transputer and Polyhedra box?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 07:08:00 UTC
From: mstepansky@aol.com
Message-ID: <20041005030800.22383.00001526@mb-m17.aol.com>
Source record: 14494

I remember Atari Sam Tramiel or their famed engineer (Shiviji Shriaz?) almost chose to use...

Motorola 88000 processor, which would have been their first RISC-based processor for their computer in 1988 or 1989.

But they end up choosing InMOS-T1, transputer for parallel processors in their rare ATW worsktation or Abaq.

I personally have tried and seen ATW running in parallel with several heavy-duty applications (ray tracings, bouncing demos, other demos) simulataneously in its parallism fashion. It was shown in SIGGRAPH 89 (Boston).

Cool-wow-wow factor was very high at that time, when they had SGI/Alias booth nearby it, running SGI Personal Iris 4D/box. :o)

ATW had 4 transputers (Inmos T-1 CPU) in a single farmcard. At the time, it speed rating was 40 MIPS (10 mips per Inmos). It can go up to 400 MIPS using Atari Polyhedra farmcard expansion box of some sort, back in 1990.

400 MIPS was the speed capacity similiar to Pixar Image Computer (the stuff they use to render out Luxo Jr. anim).

Anyone know about Polyhedra? Sounds rare item if seen in ebay.

Mike

3388. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 07:11:49 UTC
From: mstepansky@aol.com
Message-ID: <20041005031149.22383.00001527@mb-m17.aol.com>
Source record: 14495

Define 'real' as in 'real games' pls.

SGI Onyx3000 supercomputer with 127 cpus at 250Mhz R10000 each is the
equivalent of 112 Ghz power. Now that's realtime stuff. :o)

250Mhz is about 3.5 times as fast as Pentium3 processor (I think).

so 128 cpus x 250 mhz x 3.5 (for equiv factor) = 112 Ghz.

Viola! Ebay had it there recently - no one bid it $9,999.

Mike

3389. Re: RISC-based Atari Transputer and Polyhedra box?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 07:13:17 UTC
From: mstepansky@aol.com
Message-ID: <20041005031317.22383.00001528@mb-m17.aol.com>
Source record: 14496

Oh by the way, its OS (operating system) was called..um...

Helios OS.

Mike

3390. Re: anyone know if the Voicebox is compat with the XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 07:16:18 UTC
From: mstepansky@aol.com
Message-ID: <20041005031618.22383.00001529@mb-m17.aol.com>
Source record: 14397

You can even download (dumps) the ROMS from the Speak and Spell toy and put it in your PC for Speak-n-Spell or whatever emulator to speak out like one.

Mike

3391. De Re Atari manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 07:21:22 UTC
From: mstepansky@aol.com
Message-ID: <20041005032122.22383.00001530@mb-m17.aol.com>
Source record: 14398

De Re Atari manual is the MUST have (hard to find, rare) manual for Atari graphics programmers, etc. I still have one. :o)

It covers P/M graphics, Display List Interupt/DLI (how to get more colors on screen), more colors per player missles via DLI; fine horizonal/vertical scroll memory map, screen memory map, audio stuffs, math library package in ROM routines calls, Character Set Mapping, etc etc etc.

its is about 1-2 inches high of pages.

fun to use 6502 assembly language - feels like you have the power to control its processor nicely.

Mike

3392. Re: RISC-based Atari Transputer and Polyhedra box?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 09:44:24 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041005104422.4196A@ilba14195.www.blueyonder.co.uk>
Source record: 14399

I remember seeing a system shown by Kodak at a UK show which had an ATW
and scanner being used to scan in and manipulate images. Hugely impressive
at the time as it was probably 24bit and high res when everything else was
256 colour and 640x480 or 800x600 if you were rich.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

3393. Re: De Re Atari manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 09:44:24 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041005104423.4196B@ilba14195.www.blueyonder.co.uk>
Source record: 14400

In article <20041005032122.22383.00001530@mb-m17.aol.com>,
mstepansky@aol.com (MStepansky) wrote:

> De Re Atari manual is the MUST have (hard to find, rare) manual for
Umm, we know.. Not that rare though and available online

Iain Laskey
Practical PC Online www.practicalpc.co.uk

3394. Re: 1050 drive pressure pads, can anyone help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 14:10:09 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <IMOdnWwCaOGrNv_cRVn-uw@comcast.com>
Source record: 14401

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:26h8d.3872$5b1.1742@newssvr17.news.prodigy.com...
> richard daley wrote:
> > Does anyone know of a source for these, or failing that, the best way to
> > repair them when the felt is badly worn ?
>
> Just get a small square of felt about the same thickness and cut out or
punch
> out a little
> circle of the right size. Fix it there with some super glue
(cyanoacrylate).
>
> Steve

I've done the same thing and it works great. I always same broken drives
for parts like this also.

Ralph

3395. Re: De Re Atari manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 14:30:13 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410050630.121e7ac0@posting.google.com>
Source record: 14402

mstepansky@aol.com (MStepansky) wrote in message
news:<20041005032122.22383.00001530@mb-m17.aol.com>...
> De Re Atari manual is the MUST have (hard to find, rare) manual for Atari
> graphics programmers, etc. I still have one. :o)
>
> It covers P/M graphics, Display List Interupt/DLI (how to get more colors on
> screen), more colors per player missles via DLI; fine horizonal/vertical scroll
> memory map, screen memory map, audio stuffs, math library package in ROM
> routines calls, Character Set Mapping, etc etc etc.
>
> its is about 1-2 inches high of pages.
>
> fun to use 6502 assembly language - feels like you have the power to control
> its processor nicely.

At the time of its release there was limited info for the public
(hobbyists hackers), so it was a pretty good manual. It's not really
a reference -- it's more of an explanation of "You Could Do This Using
That Atari Feature" written by the programmers who wrote commercial
software for the Ataris. Now, with all the 8-bit docs that have been
produced since and made available online De Re Atari is more of a
curiosity -- something interesting to read -- than really useful
documentation.

Available online:
http://www.atariarchives.org/dere/
http://www.runtime.demon.co.uk/Systems/Atari/Books/DeReAtari/Title.html

And in German:

http://www.strotmann.de/twiki/bin/view/Infothek/DeReAtariDt

3396. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 14:31:29 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410050631.7f3a9443@posting.google.com>
Source record: 14403

mstepansky@aol.com (MStepansky) wrote in message
news:<20041005031149.22383.00001527@mb-m17.aol.com>...
> Define 'real' as in 'real games' pls.
>
> SGI Onyx3000 supercomputer with 127 cpus at 250Mhz R10000 each is the
> equivalent of 112 Ghz power. Now that's realtime stuff. :o)
>
> 250Mhz is about 3.5 times as fast as Pentium3 processor (I think).
>
> so 128 cpus x 250 mhz x 3.5 (for equiv factor) = 112 Ghz.
>
> Viola! Ebay had it there recently - no one bid it $9,999.
>
> Mike

But has anyone ported Quake to it, yet?

3397. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 15:50:37 UTC
From: rlangenineteen@comcast.net
Message-ID: <gjg5m050p077ja7ljjv5fdic8u23342sls@4ax.com>
Source record: 14404

You can do it. There's public source BASIC listings... pick an Atari
language and translate... shouldn't take more than a week.

On 05 Oct 2004 06:59:03 GMT, mstepansky@aol.com (MStepansky) wrote:

>Eliza and its evil twin, Azile (spelled backward) is available on Mac
>computers.
>
>Why not Atari 8bit or ST? or PC?
>
>mike

3398. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 16:42:59 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-38EA67.11425805102004@alpha.newsreader.com>
Source record: 14405
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

In article <f9e33c87.0410031417.6c3e3c73@posting.google.com>,
samir.ribic@alemsistem.com.ba (Samir Ribic) wrote:

> 1) Programs that directly access hardware (usualy LPT ports, sound
> cards, disks). However, direct access to video memory, keyboard, COM
> ports and PC speaker is generally O.K.

I don't know about XP, but I have an EPROM burner (EMP-20) which barely
works under 2K. To let it access the parallel port, in addition to
having to install a driver, you must run its DOS program in "full-
screen" mode. To get in and out of full-screen mode, you have to type
ALT-ENTER, but you can set the program to start in full-screen mode.

Whoever's crazy idea it was to allow direct access to I/O ports based on
the screen display mode should be shot.

3399. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 16:55:02 UTC
From: Tim Haynes <timhaynes@no.spam.please.alumni.uwaterloo.ca>
Message-ID: <cjujkn$424$1@rumours.uwaterloo.ca>
Source record: 14406
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

"Bruce Tomlin" <bruce#fanboy.net@127.0.0.1> wrote in message
news:bruce%23fanboy.net-38EA67.11425805102004@alpha.newsreader.com...
...
> Whoever's crazy idea it was to allow direct access to I/O ports based on
> the screen display mode should be shot.

I'm sorry. I will never do it again.

Cheers
Bill Gates

;-)

3400. Re: what ever happened to thse atari chat sites ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 19:13:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001be30d@fmlynet.org>
Source record: 14410

FamilyNet Newsgate

>>
> doc clu, what was the program used at the old site ? is it the same
> program in use now (only a different version?) ?

The old chat site was run on pearl script on a linux box that was placed
under a desk and forgotten. :) Ran for months without maintenance. A true
tribute to my friend's tinkering.

The chat script was originally used by AUNT.

The main beauty of the AUNT/JYBOLAC chat sites was the simplicity of it
all. It was simple enough that you could telnet to it and hit it with a lynx
browser with the Atari 800 for example. :)

Now if anyone can tell me of a chat site that currently does that, I will
hang up my chat site hosting forever.

However, in the meantime, my friend and I are working on a even simplier
chat site. This will be great especially with the upcoming ethernet abilities
of the 8-bit Atari and Contiki. :)

Again, if a site currently does this, I will hang my hat and work on
something else. :)

Later!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3401. FA: Original Atari 850 Interface Module in Black Metal Case

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 19:28:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001be30e@fmlynet.org>
Source record: 14411

FamilyNet Newsgate

Interesting.

> From: "Nick Miller" <nick@computer-history.org>
> I have an original style Atari 850 Interface Module up for auction if anyone
> is interested. This is the hard to fine black brushed steel Atari 850. It
> can be found at:
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5127817389&ssPageName=
> TRK:MESE:IT
> Thanks,
> Nick Miller
> www.computer-history.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3402. WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 19:30:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001be30f@fmlynet.org>
Source record: 14412

FamilyNet Newsgate

> From: "Vidar Olavesen" <olavese@online.no>
> I am looking for a Black Box. I can use more HD's on that than the MIO or am
> I mistaken? I have MIO 1Mb and 256Kb and the Adaptec adapter. I used to work
> okay, but I cannot format the HD's anymore (ST225 and a couple of others). I
> think I heard the BB could use more SCSI drives. I have a 2Gb SCSI drive I
> hope to use. Anybody know where to get more info and where to buy one? Would
> be nice to have the floppy adaptor too.
> Thanks for any help!
> Take Atarian care

A neat box. Perhaps the most expensive solution, but most versatile with
the CD interfaces, SCSI, printer buffers... I mean really neat.

I thought about it for a while.

Doctor Clu
Who has used 800XLDJ and MyIde for the harddrive interface.
Even have a ATR8000 which I may tinker with one day.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3403. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 19:32:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001be310@fmlynet.org>
Source record: 14413

FamilyNet Newsgate

> From: "Vidar Olavesen" <olavese@online.no>
> "Brian Raab" <kaisers_sun@yahoo.com> skrev i melding
> news:8d001dc6.0410030326.489cd4c0@posting.google.com...
>> Buy a PC or a Playstation if you want to play REAL games!
> I could do that if I wanted soulless games. I do have a PC and all it's good
> for is a few games. Playstation sucks big time, I rather use my DC, GC or
> Jaguar or Saturn or ... or ... I do have PSX, PS2, but can't say that
> there's many good games on them. They all have a few, but compare Burnout on
> GC and PS2, you should see what I mean.
> Sorry for feeding this troll, but couldn't resist.

But I have to admit, I do like Battlestar Galactica for the PS2. That was
the first game that had me say "Hmmmmm...."

And then I went back to playing Battlesphere (Jaguar) and Star Raiders
(Atari 800) :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3404. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 19:52:17 UTC
From: Ren<redacted> <spamisnietleuk@hotmail.com>
Message-ID: <4163a2f1$1$44103$5fc3050@dreader2.news.tiscali.nl>
Source record: 14415
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

"Bruce Tomlin" <bruce#fanboy.net@127.0.0.1> schreef in bericht
news:bruce#fanboy.net-38EA67.11425805102004@alpha.newsreader.com...
> In article <f9e33c87.0410031417.6c3e3c73@posting.google.com>,
> samir.ribic@alemsistem.com.ba (Samir Ribic) wrote:
>
> > 1) Programs that directly access hardware (usualy LPT ports, sound
> > cards, disks). However, direct access to video memory, keyboard, COM
> > ports and PC speaker is generally O.K.
>
> I don't know about XP, but I have an EPROM burner (EMP-20) which barely
> works under 2K. To let it access the parallel port, in addition to
> having to install a driver, you must run its DOS program in "full-
> screen" mode. To get in and out of full-screen mode, you have to type
> ALT-ENTER, but you can set the program to start in full-screen mode.
>
> Whoever's crazy idea it was to allow direct access to I/O ports based on
> the screen display mode should be shot.

I have an inkling about who that was... About Your EPROM burner problem, why
don't You make a multiboot system with DOS? Or even just a small
non-bootable FAT16 partition with Your burner software and a bootable
diskette?

Greetings,
Rene

3405. Re: 4DOS is now free - those who use Windows NT/2K/XP and dos based emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-05 22:02:09 UTC
From: Mike Yetsko <joe@user.com>
Message-ID: <10m674k1pmpetde@corp.supernews.com>
Source record: 14407
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.msx

"Bruce Tomlin" <bruce#fanboy.net@127.0.0.1> wrote in message
news:bruce%23fanboy.net-38EA67.11425805102004@alpha.newsreader.com...
>
> I don't know about XP, but I have an EPROM burner (EMP-20) which barely
> works under 2K. To let it access the parallel port, in addition to
> having to install a driver, you must run its DOS program in "full-
> screen" mode. To get in and out of full-screen mode, you have to type
> ALT-ENTER, but you can set the program to start in full-screen mode.

In XP there's a registry entry that tells XP to keep away from the LPT port.
I had to set it to use my BDM-MultiLink module on the LPT port.

3406. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 00:14:25 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <416338E1.3070705@math.tu-berlin.de>
Source record: 14408

Slor wrote:

>>How about a toggle key combination to switch between standard and XEP-80
>>screens?
>
>
> That's a good idea. So simple in concept, yet so good nice for the user.
> Adding to my list...
>

Thinking about this... I played a bit with the idea of a 80 column mode
in the ++ emulator, but there's one constructional detail that troubles
me and makes this all but easy: The emulator always "thinks" in
half-color clocks because that's the building-stone of GTIA/Antic
timing, but I can no longer do that in the XEP 80. This means that either

o) I've to double cycles in the GTIA, thus doubling the memory traffic,
and thus disallowing the practical x3 magnification modes

or

o) using a separate window (not really nice)

or

o) using an ugly 4xsomething character set to fit into the screen.

My first idea was to use some kind of overlay (half-transparent XEP 80
on top) but that doesn't really fit. The next idea to use the "terminal"
window and "ncurses" for an E: emulator, but that doesn't work well for
win32 since there's no fully working ncurses there (pdcurses has some
glitches).

Well, any ideas?

So long,
Thomas

3407. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 01:05:28 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <e4h6m0p9rdn5105ht9o21r2a0sog4se0al@4ax.com>
Source record: 14409

On Wed, 06 Oct 2004 02:14:25 +0200, Thomas Richter
<thor@math.tu-berlin.de> wrote:

>o) using a separate window (not really nice)

using a seperate window would sort of keep in the spirit of the
hardware (since you needed to plug it into a monochrome monitor).
I dont think it would be that much of a big deal since it would mainly
used for curiosity (how many software programs were written for the
XEP80 anyway?)

kevin

contact:

http://profiles.yahoo.com/kevstar242

3408. Re: WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 04:42:23 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <416376d7.203853536@news>
Source record: 14414

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:

> Who has used 800XLDJ and MyIde for the harddrive interface.
> Even have a ATR8000 which I may tinker with one day.

How does the 800 version of the MyIDE access the hardware? On the XL/XE versions it is either D500, or D100.

I'm wondering because I wrote an image manager for the MyIDE hardware, but I don't think it will work on the 800, but AFAIK you are the only person who has one. ;)

Shawn Jefferson
(fix reply to for email)

3409. Re: WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 13:55:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041006095553.07480.00001833@mb-m18.aol.com>
Source record: 14416

> I'm wondering because I wrote an image manager for the MyIDE hardware... <

What does your image manager do? (other than of course manage images... ;-)

-Larry

3410. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 15:34:00 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410060734.28b7c364@posting.google.com>
Source record: 14417

synthetoonz@bellsouth.net (Ken Jennings) wrote in message
news:<47335ef0.0410050631.7f3a9443@posting.google.com>...
> mstepansky@aol.com (MStepansky) wrote in message
news:<20041005031149.22383.00001527@mb-m17.aol.com>...
> > Define 'real' as in 'real games' pls.
> >
> > SGI Onyx3000 supercomputer with 127 cpus at 250Mhz R10000 each is the
> > equivalent of 112 Ghz power. Now that's realtime stuff. :o)
> >
> > 250Mhz is about 3.5 times as fast as Pentium3 processor (I think).
> >
> > so 128 cpus x 250 mhz x 3.5 (for equiv factor) = 112 Ghz.
> >
> > Viola! Ebay had it there recently - no one bid it $9,999.
> >
> > Mike
>
> But has anyone ported Quake to it, yet?

Ken... That would be totally unplayable... better suggestion would be
an Atari emulator

3411. Re: De Re Atari manual

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 15:36:33 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410060736.2f345a95@posting.google.com>
Source record: 14418

I have an original loose sheets (not in folder) dont' know what version it is

3412. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 15:39:23 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410060739.27b33e2d@posting.google.com>
Source record: 14419
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Instead of discussing Hitler and his doings, shouldn't be be
concentrating on how tramiel nearly screwed CBM and ultimately screwed
Atari... Isn't that what we should be focusing on

3413. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 16:27:50 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410060827.4b357cb7@posting.google.com>
Source record: 14420

They used to advertise in AU and Page six... I also remember Gladdin House

3414. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 17:12:23 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <no98m098hnrb1kmma7sjspl74vr3av4hrj@4ax.com>
Source record: 14421
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On 6 Oct 2004 08:39:23 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>Instead of discussing Hitler and his doings, shouldn't be be
>concentrating on how tramiel nearly screwed CBM and ultimately screwed
>Atari... Isn't that what we should be focusing on

from your pov now, but in reality he made commodore into a big player
in the 70's early 80's and took a decimated atari and did well at
first, streamlining it down and making profitable, but in the long run
could follow the trends of the computer/videogame market properly.

contact:

http://profiles.yahoo.com/kevstar242

3415. converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 17:39:48 UTC
From: richbon@mailblocks.com
Message-ID: <a134b44b.0410060939.a84fa36@posting.google.com>
Source record: 14422

Hi All...

I read the FAQ and searched the Archives, but everything I saw tended to be older discussions on the subject, so I thought I would pose this question again and ask if anyone had any thoughts on the matter. Here's the situation:

* I have two shoeboxes full of double-sided single-density Atari discs that I rescued out of my parents' attic. (Double-sided in the sense that the extra write-notch was cut, and the discs were all flipped and had their second side used as well.)

* These discs were (I believe) originally written on an 810 floppy drive with a Happy board installed.

* I have (as a test bench machine) a Pentium 100 running MS-DOS 6.22 with a 1.44mb high-density floppy drive.

* In my parents' attic, they still have the original Atari 810 floppy drive (w/Happy) and the Atari 130XE computer it was hooked up to. Both were in working order when we put them up there a decade ago and have not been touched.

Ideally, I would like to do the conversion directly on the PC, but the general sense I've gotten from the archives and the FAQ is that there is no way to get a single-density disc to read in a 1.44mb drive. Does anyone have any technique that would allow this?

Since I still have access to the original 810, I could try building the Xformer cable as described at:
http://www.emulators.com/xformer.htm#CABLE
But that's sort of a last resort at this point, because I'd have to go to the 'rents and rescue the old 810 from the attic.

Any help or advice would be much appreciated.

-Rich

3416. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 17:54:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957A8345CADC3emuslor@130.133.1.4>
Source record: 14423

Despite all prevention efforts, Kevin <followthelink@bottomofpost.com>
wrote in news:e4h6m0p9rdn5105ht9o21r2a0sog4se0al@4ax.com:

> On Wed, 06 Oct 2004 02:14:25 +0200, Thomas Richter
> <thor@math.tu-berlin.de> wrote:
>
>>o) using a separate window (not really nice)
>
>
> using a seperate window would sort of keep in the spirit of the
> hardware (since you needed to plug it into a monochrome monitor).
> I dont think it would be that much of a big deal since it would mainly
> used for curiosity (how many software programs were written for the
> XEP80 anyway?)
>

At this point, I'm working with the hotkey-switchable idea from the previous post. I actually have separate memory allocated for the XEP80 from the "regular" screen so both displays can be kept in tact and switched back and forth. The display for XEP80 follows the same rules for sizing multiplication as set for the general display (yes, x2 is about as large as practical). This implementation is working pretty well and should provide the flexibility to extend to a dual-windowed display at some point in the future. I actually made some really good progress yesterday, and I will have a link to a screen or two quite soon (depends on how much longer it takes me to get the character set and handling for a couple basic commands put in) for to offer up for feedback.

Also - here's something to think about... Because the XEP80 display is 560 x 250, the pixel by pixel representation on a computer monitor is quite elongated, so it's much differently proportioned than the output on a composite monitor. Would it make sense to go ahead and double the vertical to compensate and get closer to a typical 4:3 ratio (or maybe at least provide that option)?

--
Slor

3417. regarding DS/SD disc conversion

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 18:42:50 UTC
From: richbon@mailblocks.com
Message-ID: <a134b44b.0410061042.44572ce8@posting.google.com>
Source record: 14424

Erk. Just reread my post. I meant my PC has a 1.2mb 5.25" floppy.
It also has a 1.44 3.5", but that wasn't the point.

-Rich

3418. Re: RISC-based Atari Transputer and Polyhedra box?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 18:50:01 UTC
From: rmeenaks@olf.com
Message-ID: <1e2af2.0410061050.29ba4dcf@posting.google.com>
Source record: 14425

mstepansky@aol.com (MStepansky) wrote in message
news:<20041005031317.22383.00001528@mb-m17.aol.com>...
> Oh by the way, its OS (operating system) was called..um...
>
> Helios OS.
>

The OS, plus some manuals, specs, software, among other things
transputer related (as well as the ATW800) is on my website at
http://www.classiccmp.org/transputer

Cheers,

Ram

3419. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 18:58:08 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <4fX8d.8607$x65.5812@trnddc06>
Source record: 14426
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"carmel" <carmel_andrews@hotmail.com> wrote ...

> Instead of discussing *BLEEP* and his doings, shouldn't be be
> concentrating on how tramiel nearly screwed CBM and ultimately screwed
> Atari... Isn't that what we should be focusing on

Did Jack Tramiel screw Atari? In my opinion he did not. Had Tramiel not
pushed the development of the ST series Atari would have died much sooner
than it did.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3420. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 20:19:40 UTC
From: Matthias Reichl <usenet-200410@hias.horus.com>
Message-ID: <slrncm8kqs.49q.usenet-200410@camel.hias.horus.com>
Source record: 14427

On 6 Oct 2004 10:39:48 -0700, Rich wrote:
> * I have two shoeboxes full of double-sided single-density Atari discs
> that I rescued out of my parents' attic. (Double-sided in the sense
> that the extra write-notch was cut, and the discs were all flipped and
> had their second side used as well.)
>
> * These discs were (I believe) originally written on an 810 floppy
> drive with a Happy board installed.
>
> * I have (as a test bench machine) a Pentium 100 running MS-DOS 6.22
> with a 1.44mb high-density floppy drive.

Well, reading Atari disks with a PC is not an easy task.

If the disks were formatted in single density (90k, the only format
a stock 810 could do), chances are next to nothing that you'll be
able to read them - the PC floppy controlles just don't support
this format.

In case you used double density (180k, don't know if the happy board
supports this density), chances are a little better. The PC floppy
controller supports this format, but several disk drives and/or
controllers have trouble reading a disk formatted in an Atari drive.

You could try WriteAtr from my homepage:
http://www.horus.com/~hias/atari/

WriteAtr also supports enhanced density (130k, the standard format
of the 1050) but this doesn't work with every controller.

If it can't do the job you could try the other methods listed in
the FAQ (Anadisk etc.)

> Since I still have access to the original 810, I could try building
> the Xformer cable as described at:

I'd recommend buying/building either an SIO2PC or a 1050-2-PC cable.
Almost no software (except Xformer :-) supports the Xformer-cable,
but there are quite some programs supporting the SIO2PC cable.

so long,

Hias

3421. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 20:49:24 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41645a54$1@news.inet.com.pl>
Source record: 14428

Rich wrote:

> * I have two shoeboxes full of double-sided single-density Atari discs
> that I rescued out of my parents' attic. (Double-sided in the sense
> that the extra write-notch was cut, and the discs were all flipped and
> had their second side used as well.)
>
> * These discs were (I believe) originally written on an 810 floppy
> drive with a Happy board installed.
>
> * I have (as a test bench machine) a Pentium 100 running MS-DOS 6.22
> with a 1.44mb high-density floppy drive.
>
[...]
>
> Ideally, I would like to do the conversion directly on the PC, but the
> general sense I've gotten from the archives and the FAQ is that there
> is no way to get a single-density disc to read in a 1.44mb drive.
> Does anyone have any technique that would allow this?

I am afraid that there is no nondestructive technique that would allow squeezing the 5.25 disks to fit in the 1.44 MiB drives. ;-) Even if you had the 1.2MiB drive in the pc, you would have problems reading the single-density format. Possible solution is to have a fully programmable floppy controller like the "catweasel". Yet even this one has _yet_ no software support for the Atari's single-density format.

As they say: "We need documentation and sample floppies! You need patience :-("

>
> Since I still have access to the original 810, I could try building
> the Xformer cable as described at:
> http://www.emulators.com/xformer.htm#CABLE
> But that's sort of a last resort at this point, because I'd have to go
> to the 'rents and rescue the old 810 from the attic.

Unless you want to help in the catweasel software development, digging out your 810 is probably the way to go. Once you get the drive, the Atari and e.g. the SIO2PC cable connected - the rest is a breeze. I use the great atarisio for Linux with 100% satisfaction.

3422. Re: regarding DS/SD disc conversion

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-06 20:50:24 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41645a91@news.inet.com.pl>
Source record: 14429

Rich wrote:

> Erk. Just reread my post. I meant my PC has a 1.2mb 5.25" floppy.

Too late! I already addressed your mistake ;-)

3423. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 02:58:26 UTC
From: secretspam@ihatespam.net
Message-ID: <4169b0c6.14480484@news.charter.net>
Source record: 14430
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Yes, it should be.

On 6 Oct 2004 08:39:23 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>Instead of discussing Hitler and his doings, shouldn't be be
>concentrating on how tramiel nearly screwed CBM and ultimately screwed
>Atari... Isn't that what we should be focusing on

3424. Re: WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 03:29:22 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4164b6c8.285593154@news>
Source record: 14431

llppwhite@aol.comnsp (LarryWhite):
>> I'm wondering because I wrote an image manager for the MyIDE hardware... <
>
>What does your image manager do? (other than of course manage images... ;-)

- 30 character description for each image
- rename or modify existing images
- search for a text substring
- room for 5000+ descriptions/images
- fully compatible with built-in myide image routine
- works with internal/external interface and softOs or romOS

http://www.mr-atari.com/

Under 3rd Party Software you can find it.

Shawn Jefferson
(fix reply to for email)

3425. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 03:32:45 UTC
From: richbon@mailblocks.com
Message-ID: <a134b44b.0410061932.1a5d40ed@posting.google.com>
Source record: 14432

> Unless you want to help in the catweasel software development, digging
> out your 810 is probably the way to go. Once you get the drive, the
> Atari and e.g. the SIO2PC cable connected - the rest is a breeze. I use
> the great atarisio for Linux with 100% satisfaction.

Yeah, after reading yet more webpages and archives, I've come to the conclusion that the only way to go is build one of those 1050-2-PC cables. Time to drag the 810 out of retirement.

Out of curiosity, how reliable should I expect these disks to be? To give an idea of what they've been through - they've spent the last ten years in my parents' attic in New Jersey. Pretty hot in the summer, pretty cold in the winter. Most of them were packed reasonably tightly, standing upright in shoeboxes. Visually inspecting the discs shows no visible warping or anything like that.

Am I going to build the cable and get a whole lot of nothing, or have people generally had a good experience with retreiving data from old discs? I'm pretty sure I've got a bunch of software on those discs that doesn't appear in any of the internet archives. (or at least not that I've seen)

-Rich

3426. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 03:38:06 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4165b812.285923853@news>
Source record: 14433

richbon@mailblocks.com (Rich):

>Ideally, I would like to do the conversion directly on the PC, but the
>general sense I've gotten from the archives and the FAQ is that there
>is no way to get a single-density disc to read in a 1.44mb drive.
>Does anyone have any technique that would allow this?
>
>Any help or advice would be much appreciated.

As the previous replies have stated your best bet is to buy a SIO2PC /
10502PC cable which allows you to hook your computer and your disk drive,
respectively to your PC.

10502PC allows you (with appropriate software) to hook your disk drive to
your PC to make ATR images of the disks.

SIO2PC allows your PC to emulate attached disk drives with your original
Atari hardware.

Go here:
http://www.atarimax.com/sio2pc/

for a combination 10502PC/SIO2PC adapter... excellent value for the price,
works great. I don't know if it will work with an 810 Happy, but my 1050
Happy worked fine with it in "slow" mode. The documentation says it will
work with the 810 drive.

http://www.atarimax.com/

Also has the APE/ProSystem software to use these cables to transfer data
to/from your Atari from your PC acting as attached Atari disk drives.

Shawn Jefferson
(fix reply to for email)

3427. AtariWriter 80 images?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 06:08:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957BBA45C288emuslor@130.133.1.4>
Source record: 14434

Anyone happen to have disk images for AtariWriter 80? If so, I'd much appreciate a posted link or email with attachments. :)

Thanks!

--
Slor

3428. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinsid

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 08:36:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c3047@fmlynet.org>
Source record: 14439

FamilyNet Newsgate

> from your pov now, but in reality he made commodore into a big player
> in the 70's early 80's and took a decimated atari and did well at
> first, streamlining it down and making profitable, but in the long run
> could follow the trends of the computer/videogame market properly.

Couldn't follow trends? Let's see, major trends...

PC clones... he did that. PC1, Portfolio, etc.

Made a computer that hit a nitch market (Midi), check...

The only reason why IBM platform computers are around and hardly anyone
else aside from Mac are not is due to third party companies making
hardware.

Here in Dallas for example, there was a company named DataStitch that were
using Atari TT030's for their business. The ONLY reason they did not stay
with them was due to the fact they couldn't get the TT030 fast enough.
They had to choose another platform.

If you ask me, if IBM had not had their platform STOLEN basically, and
made by others, they would probably be left in history like so many other
platforms. The fact that the IBM platform is still with us and prominent
is a fluke in my opinion.

:)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3429. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinsid

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 08:39:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c3048@fmlynet.org>
Source record: 14440

FamilyNet Newsgate

Agreed on this. Atari would have probably wrapped up around 1987-1988 or
so maybe?

The ST line was fascinating enough. Lot of programmers started on those.

Doctor Clu

> From: "Sam Gillett" <samgillettnospam@diespammermsn.com>

> "carmel" <carmel_andrews@hotmail.com> wrote ...

>> Instead of discussing *BLEEP* and his doings, shouldn't be be
>> concentrating on how tramiel nearly screwed CBM and ultimately screwed
>> Atari... Isn't that what we should be focusing on

> Did Jack Tramiel screw Atari? In my opinion he did not. Had Tramiel not
> pushed the development of the ST series Atari would have died much sooner
> than it did.

> --
> Best regards,

> Sam Gillett

> Change is inevitable,
> except from vending machines!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3430. Re: WTB : Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 08:45:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c3049@fmlynet.org>
Source record: 14441

FamilyNet Newsgate

You know, I still can't believe that I am watching Matrix reloaded on the
Atari 800xl. That is sooo cool!!

One of the things I miss most about the Atari chat was hearing about the
updates on that and other projects. Always fun.

Doc Clu

> From: shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson)

> llppwhite@aol.comnsp (LarryWhite):
>>> I'm wondering because I wrote an image manager for the MyIDE hardware... <
>>
>> What does your image manager do? (other than of course manage images... ;-)

> - 30 character description for each image
> - rename or modify existing images
> - search for a text substring
> - room for 5000+ descriptions/images
> - fully compatible with built-in myide image routine
> - works with internal/external interface and softOs or romOS

> http://www.mr-atari.com/

> Under 3rd Party Software you can find it.

> ---
> Shawn Jefferson
> (fix reply to for email)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3431. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 08:59:33 UTC
From: j131@op.dot.pl
Message-ID: <ck30hl$3re$1@korweta.task.gda.pl>
Source record: 14435

In article <a134b44b.0410061932.1a5d40ed@posting.google.com>, richbon@mailblocks.com (Rich) wrote:
>> Unless you want to help in the catweasel software development, digging
>> out your 810 is probably the way to go. Once you get the drive, the
>> Atari and e.g. the SIO2PC cable connected - the rest is a breeze. I use
>> the great atarisio for Linux with 100% satisfaction.
>
>Yeah, after reading yet more webpages and archives, I've come to the
>conclusion that the only way to go is build one of those 1050-2-PC
>cables. Time to drag the 810 out of retirement.
>
>Out of curiosity, how reliable should I expect these disks to be? To
>give an idea of what they've been through - they've spent the last ten
>years in my parents' attic in New Jersey. Pretty hot in the summer,
>pretty cold in the winter. Most of them were packed reasonably
>tightly, standing upright in shoeboxes. Visually inspecting the discs
>shows no visible warping or anything like that.

Before building/buying the cable dig your Atari out and check your disks with it. I think the chances for almost ful recovery are pretty good. But if you cant read the disks using working Atari computer and disk drive then there is no chance 1050-2-PC or SIO2PC could help you.

http://j131atari.webpark.pl

3432. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 10:51:07 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410070251.42805270@posting.google.com>
Source record: 14436
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

secretspam@ihatespam.net (SgtSilicon) wrote in message
news:<4169b0c6.14480484@news.charter.net>...
> Yes, it should be.
>
> On 6 Oct 2004 08:39:23 -0700, carmel_andrews@hotmail.com (carmel)
> wrote:
>
> >Instead of discussing Hitler and his doings, shouldn't be be
> >concentrating on how tramiel nearly screwed CBM and ultimately screwed
> >Atari... Isn't that what we should be focusing on

I only say that he/his family 'Ultimately' screwed Atari because,
whatever Atari were developing or selling (Post A8), there was nothing
behind it.. i.e limited future devlopmental/design capability, non
existant h/w or s/w support internally and support for external
developers, no cohesive or consistant sales/marketing models, and
lastly any s/w support that they were getting, tramiel and his family
were screwing the s/w devlopers as well, always kept Atari in a VERY
small market, instead of the mainstream market,

3433. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 11:58:18 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41652f5b$1@news.inet.com.pl>
Source record: 14437

Rich wrote:

>>Unless you want to help in the catweasel software development, digging
>>out your 810 is probably the way to go. Once you get the drive, the
>>Atari and e.g. the SIO2PC cable connected - the rest is a breeze. I use
>>the great atarisio for Linux with 100% satisfaction.
>
>
> Yeah, after reading yet more webpages and archives, I've come to the
> conclusion that the only way to go is build one of those 1050-2-PC
> cables. Time to drag the 810 out of retirement.
>
> Out of curiosity, how reliable should I expect these disks to be? To
> give an idea of what they've been through - they've spent the last ten
> years in my parents' attic in New Jersey. Pretty hot in the summer,
> pretty cold in the winter. Most of them were packed reasonably
> tightly, standing upright in shoeboxes. Visually inspecting the discs
> shows no visible warping or anything like that.

Huh, there was just a thread on the c.s.c about that kind of questions ;-)

http://tinyurl.com/46bat

>
> Am I going to build the cable and get a whole lot of nothing, or have
> people generally had a good experience with retreiving data from old
> discs?

The odds are with you. But (as another poster suggested) if you dig out
the computer along with the drive you may check your disks before you
start fighting with soldering iron. Also with the computer at hand you
may build an easier (SIO2PC) instead of 1050-2-PC cable.

> I'm pretty sure I've got a bunch of software on those discs
> that doesn't appear in any of the internet archives. (or at least not
> that I've seen)

Then make a good effort and add those to the archives to preserve the
values of our youth for the future generations (which anyway wont' give
a f??k about what was valuable for us :-)

3434. 1050 help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 13:46:13 UTC
From: bob smith <bob@smith.com>
Message-ID: <vMb9d.32951$Z14.12394@news.indigo.ie>
Source record: 14438

I recently rescued an atari setup from the bin, 800XL, 1010 tape recorder and a 1050 Disc drive.

Everything is working except the 1050, I was given the all of the internal parts in a bag. everything is there , just don't know how to put it back together properly. Does anybody have any diagrams of the inside of the 1050?

thanks in advance

Bill

3435. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 16:25:38 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <66e9d.13999$UI.11246@newssvr31.news.prodigy.com>
Source record: 14442

I suggest an APE/SIO2PC/PRO interface from Steve Tucker.
Steve (atarimax) has the interfaces on eBay for starting price $25 plus $5 ship. It is an excellent interface. Search for SIO2PC. Amazingly, Steve didn't put APE in his description. This includes a serial cable to connect from interface to PC.
You have a big task salvaging those disks. Probably some are copy protected disks, in which case only a PRO image can be made, a normal ATR can't be made. You would need APE software, or SIO2PC software. There are some limitations to the shareware APE software if not registered and I think Atari->PC copying is one of those limitations. I survive quite well with the DOS APE 1.18, registered, even in a windows environment.
I know this is a advocacy for APE, it is what I use. You can learn more about APE at www.atarimax.com The site doesn't have the APE/PRO interface that I'm suggesting, you have to go to eBay for that.
Your 810 and 130XE will have to be working to salvage those disks. You'll probably want to make ATR images of the disks, rather than copy file by file. Then you can access files with xdir or imageman (PC programs for managing ATR files).
Regards

3436. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 17:08:30 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <ck3t520fqm@news1.newsguy.com>
Source record: 14443

> Out of curiosity, how reliable should I expect these disks to be? To
> give an idea of what they've been through - they've spent the last ten
> years in my parents' attic in New Jersey. Pretty hot in the summer,
> pretty cold in the winter. Most of them were packed reasonably
> tightly, standing upright in shoeboxes. Visually inspecting the discs
> shows no visible warping or anything like that.

I would think that the heat would be the greatest detriment to the disks
data. I retrieved data from disks (470 sides) without any losses of data
or non-readability. Time of storage was about 20 years but the care in
storage was high (avoiding high temperatures or any large variance as well
as exposure to light).

So you you have at least a reasonable expectation of reading them reliably.

Demivec

3437. Re: XEP80 character set

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 20:17:59 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4165A477.9000904@math.tu-berlin.de>
Source record: 14444

Slor wrote:

> At this point, I'm working with the hotkey-switchable idea from the
> previous post.

Also a possible solution, maybe the best one as it still allows "full
screen" emulation.

> I actually have separate memory allocated for the XEP80
> from the "regular" screen so both displays can be kept in tact and switched
> back and forth. The display for XEP80 follows the same rules for sizing
> multiplication as set for the general display (yes, x2 is about as large as
> practical). This implementation is working pretty well and should provide
> the flexibility to extend to a dual-windowed display at some point in the
> future. I actually made some really good progress yesterday, and I will
> have a link to a screen or two quite soon (depends on how much longer it
> takes me to get the character set and handling for a couple basic commands
> put in) for to offer up for feedback.
>
> Also - here's something to think about... Because the XEP80 display is 560
> x 250, the pixel by pixel representation on a computer monitor is quite
> elongated, so it's much differently proportioned than the output on a
> composite monitor. Would it make sense to go ahead and double the vertical
> to compensate and get closer to a typical 4:3 ratio (or maybe at least
> provide that option)?

Very much so, yes.

So long,
Thomas

3438. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinsid

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 22:01:23 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4165bcb5@news.inet.com.pl>
Source record: 14445

Greg Goodwin wrote:

[...]

> If you ask me, if IBM had not had their platform STOLEN basically, and
> made by others, they would probably be left in history like so many other
> platforms. The fact that the IBM platform is still with us and prominent
> is a fluke in my opinion.

I know you don't but if you asked me... that crap was obsolete,
underpowered and heavily misdesigned from the day one. Remnants of this
heritage are still there today, albeit not that many anymore.

3439. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 22:29:59 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <2ngbm05tqm3b6g37cir85oj1tdrk6lfscc@4ax.com>
Source record: 14446

On 6 Oct 2004 20:32:45 -0700, richbon@mailblocks.com (Rich) wrote:

>Yeah, after reading yet more webpages and archives, I've come to the
>conclusion that the only way to go is build one of those 1050-2-PC
>cables. Time to drag the 810 out of retirement.
>
>Out of curiosity, how reliable should I expect these disks to be?

If you dont mind me asking, what type of software is on the disks? If it is nothing you persnally created then the reliability of those disks does not matter, since you can download almost every stitch of 8bit software ever released commercially, public domain, freeware or shareware in the US and Europe off the net in ATR form. Once you had the Sio 2 PC cable you could easily replace any of the disks you had as a kid.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3440. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 22:55:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071551420.10098-100000@onyx.spiritone.com>
Source record: 14347
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3441. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 23:00:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071558120.10098-100000@onyx.spiritone.com>
Source record: 14348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3442. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-07 23:05:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071601090.10098-100000@onyx.spiritone.com>
Source record: 14349
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Click Here for Atari!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3443. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 00:16:53 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410071616.1ec4ba8@posting.google.com>
Source record: 14350
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:<4fX8d.8607$x65.5812@trnddc06>...
> "carmel" <carmel_andrews@hotmail.com> wrote ...
>
> > Instead of discussing *BLEEP* and his doings, shouldn't be be
> > concentrating on how tramiel nearly screwed CBM and ultimately screwed
> > Atari... Isn't that what we should be focusing on

> Did Jack Tramiel screw Atari? In my opinion he did not.

C64 fans got the C128 -- a faster machine with a real 80 column
display.
Jack gave us Atari 8-bitters the 130XE -- an 800XL with an extra 64K
-- whoopie floggin' doo -- and the Atari 8-bit 80 column "enhancement"
amounts to a $%*&-ing external green screen terminal. Jack T screwed
us 8-bitters with another cost reduced, reliability impaired, cheaper
is better, disposable computer in his long history of such things.

Commodore continued making and selling its 8-bits longer than Atari.
Commodore would have been in a much better financial position if it
wasn't for Jack T having had screwed Commodore by wasting unimaginable
piles of money to fill warehouses with obsolete computers that
Commodore later had to dump at a huge loss after they kicked him out.

> Had Tramiel not
> pushed the development of the ST series Atari would have died much sooner
> than it did.

An Atari selling junk was no better than a dead Atari.

Atari 8-bitters recognized the Amiga Lorraine as the next generation
Atari (or the generation after that) before Commdore ever got their
hands on it.

After the 16-bit systems that everyone expected from Commodore and
Atari suddenly got up and switched places then the logo on the case
became more important than the hardware inside the box. It was almost
stomach wrenching to watch the Atari magazines that previously fawned
over the Amiga commit intellectual suicide to justify the superiority
of ST -- a 68000 system running a kind of DOS with a limited GUI,
limited graphics, and limited expansion.

The good part of the ST is that Jack didn't get the opportunity to
vandalize the Amiga. Had Jack been able to get his hands on the Amiga
just imagine the terrible nightmare of an Amiga horribly crippled and
packaged like the ST.

Where Atari died at the hands of Jack T and his ST, the Amiga survived the demise of Commodore. The Amiga continues to exist -- there is an Amiga corporate entity, development continues on the Amiga OS, and there are PPC systems based on the Amiga OS design and capable of running classic 68000 software.

3444. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 00:21:28 UTC
From: secretspam@ihatespam.net
Message-ID: <4168dd5b.3637250@news.charter.net>
Source record: 14351

I have old ones that are still readable (most). A few have went bad
maybe. But mine have not been in the extremes of an attic.

On 6 Oct 2004 20:32:45 -0700, richbon@mailblocks.com (Rich) wrote:

>> Unless you want to help in the catweasel software development, digging
>> out your 810 is probably the way to go. Once you get the drive, the
>> Atari and e.g. the SIO2PC cable connected - the rest is a breeze. I use
>> the great atarisio for Linux with 100% satisfaction.
>
>Yeah, after reading yet more webpages and archives, I've come to the
>conclusion that the only way to go is build one of those 1050-2-PC
>cables. Time to drag the 810 out of retirement.
>
>Out of curiosity, how reliable should I expect these disks to be? To
>give an idea of what they've been through - they've spent the last ten
>years in my parents' attic in New Jersey. Pretty hot in the summer,
>pretty cold in the winter. Most of them were packed reasonably
>tightly, standing upright in shoeboxes. Visually inspecting the discs
>shows no visible warping or anything like that.
>
>Am I going to build the cable and get a whole lot of nothing, or have
>people generally had a good experience with retreiving data from old
>discs? I'm pretty sure I've got a bunch of software on those discs
>that doesn't appear in any of the internet archives. (or at least not
>that I've seen)
>
>-Rich

3445. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 00:27:51 UTC
From: secretspam@ihatespam.net
Message-ID: <4169deaf.3976859@news.charter.net>
Source record: 14352

I think that a more realistic test is to expose the disks to the more
extreme temperatures as was done, but to WAIT until they have
reacclimated to room temp to try and use them again.

On Thu, 7 Oct 2004 17:08:30 GMT, "Demivec" <likeb4garbage@msn.com>
wrote:

>
>
>> Out of curiosity, how reliable should I expect these disks to be? To
>> give an idea of what they've been through - they've spent the last ten
>> years in my parents' attic in New Jersey. Pretty hot in the summer,
>> pretty cold in the winter. Most of them were packed reasonably
>> tightly, standing upright in shoeboxes. Visually inspecting the discs
>> shows no visible warping or anything like that.
>
>
> I would think that the heat would be the greatest detriment to the disks
> data. I retrieved data from disks (470 sides) without any losses of data
> or non-readability. Time of storage was about 20 years but the care in
> storage was high (avoiding high temperatures or any large variance as well
> as exposure to light).
>
>So you you have at least a reasonable expectation of reading them reliably.
>
>
>Demivec

3446. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 00:30:37 UTC
From: secretspam@ihatespam.net
Message-ID: <416adf59.4147546@news.charter.net>
Source record: 14353

If the new interface is so great (and it sure looks the part!), I
wonder how come it isn't touted as a good companion to the APE
software on Steve's site.

I bought APE and the older version of his cables. I rather fancy the
new all in one interface you mention now though.

On Thu, 07 Oct 2004 16:25:38 GMT, "russg"
<russgilb@MUNGEsbcglobal.net> wrote:

>I suggest an APE/SIO2PC/PRO interface from Steve Tucker.
>Steve (atarimax) has the interfaces on eBay for starting price $25 plus $5
>ship. It is an excellent interface. Search for SIO2PC. Amazingly, Steve
>didn't put APE in his description. This includes a serial cable to connect
>from interface to PC.
>You have a big task salvaging those disks. Probably some are copy protected
>disks, in which case only a PRO image can be made, a normal ATR can't be
>made. You would need APE software, or SIO2PC software. There are some
>limitations to the shareware APE software if not registered and I think
>Atari->PC copying is one of those limitations. I survive quite well with
>the DOS APE 1.18, registered, even in a windows environment.
>I know this is a advocacy for APE, it is what I use. You can learn more
>about APE at www.atarimax.com The site doesn't have the APE/PRO interface
>that I'm suggesting, you have to go to eBay for that.
>Your 810 and 130XE will have to be working to salvage those disks. You'll
>probably want to make ATR images of the disks, rather than copy file by
>file. Then you can access files with xdir or imageman (PC programs for
>managing ATR files).
>Regards
>

3447. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 03:10:18 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410071910.4da6278e@posting.google.com>
Source record: 14354

Ok, you can use a XF551 and util to do the job, i use win 98 and a 1.2
51/4
epson drive without problem, the only drawback is that i have to use
the native
dos mode, i mean i use f8 when booting the system and from there i go
to dos. For me it if flawless, i recentry upgraded my 1050 to happy so
i will test if it works like the xf but i doubt it.

3448. WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 03:12:12 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410071912.7553b09e@posting.google.com>
Source record: 14355

If somebody has a spare Action! cart, original please, and want to part with it please contact me. Thank you very much.

Javier.

3449. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 05:04:28 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <41661eed.377579447@news>
Source record: 14356

"russg" <russgilb@MUNGEsbcglobal.net>:

>I know this is a advocacy for APE, it is what I use. You can learn more
>about APE at www.atarimax.com The site doesn't have the APE/PRO interface
>that I'm suggesting, you have to go to eBay for that.

http://www.atarimax.com/sio2pc/

I think he just hasn't updated his webpage properly yet, but who knows,
maybe he only has a limited supply of the all-in-one interfaces.

Shawn Jefferson
(fix reply to for email)

3450. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 13:28:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41663b7012440e2@comcast.net>
Source record: 14357
Cross-posted to: comp.sys.atari.8bit,can.vlsi

>Buy a PC or a Playstation if you want to play REAL games!

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3451. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 13:28:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4166416616ef290@comcast.net>
Source record: 14358
Cross-posted to: comp.sys.atari.8bit,can.vlsi

>Buy a PC or a Playstation if you want to play REAL games!

What stupid statement. Just what is a REAL game? The PC and Playstation are fine for games (BTW the Xbox is MUCH better than the Playstation), but the Atari computers offer some nice gaming experiences. I would assume you judge a game by the graphics and sound, but the real thing to look at is the gameplay. I have looked at and played many PC and Playstation games and they such. Now the same goes for some Atari games also. Gameplay is the important thing and many many Atari games have that. The 8-bit computers have tons of good classic games that will never lose their appeal. If that were the case, then there would not be any 8-bit emulators for the Mac and PC.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3452. Re: converting old Atari DS/SD discs to PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 13:28:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4166416616ef291@comcast.net>
Source record: 14359

>Hi All...
>
>I read the FAQ and searched the Archives, but everything I saw tended
>to be older discussions on the subject, so I thought I would pose this
>question again and ask if anyone had any thoughts on the matter.
>Here's the situation:
>
>* I have two shoeboxes full of double-sided single-density Atari discs
>that I rescued out of my parents' attic. (Double-sided in the sense
>that the extra write-notch was cut, and the discs were all flipped and
>had their second side used as well.)
>
>* These discs were (I believe) originally written on an 810 floppy
>drive with a Happy board installed.
>
>* I have (as a test bench machine) a Pentium 100 running MS-DOS 6.22
>with a 1.44mb high-density floppy drive.
>
>* In my parents' attic, they still have the original Atari 810 floppy
>drive (w/Happy) and the Atari 130XE computer it was hooked up to.
>Both were in working order when we put them up there a decade ago and
>have not been touched.
>
>Ideally, I would like to do the conversion directly on the PC, but the
>general sense I've gotten from the archives and the FAQ is that there
>is no way to get a single-density disc to read in a 1.44mb drive.
>Does anyone have any technique that would allow this?
>
>Since I still have access to the original 810, I could try building
>the Xformer cable as described at:
>http://www.emulators.com/xformer.htm#CABLE
>But that's sort of a last resort at this point, because I'd have to go
>to the 'rents and rescue the old 810 from the attic.
>
>Any help or advice would be much appreciated.
>
>-Rich

I think you need to get A.P.E.. I have something similar for my
Atari ST/Hades and I was able to make disk images of some of my
Atari 5.24" disks, so I could use them in an 810 emulator.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3453. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 13:54:26 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957C5A9C06927emuslor@130.133.1.4>
Source record: 14360

Despite all prevention efforts, gfa <lp@mint.org> wrote in
news:BD8B82F0.982F%lp@mint.org:

> in article 850110a.0410071912.7553b09e@posting.google.com, Javier.
> wrote on 10/7/04 11:12 PM:
>
>> If somebody has a spare Action! cart, original please, and want to
>> part with it
>> please contact me. Thank you very much.
>
> You just missed one on ebay that went for about 100 bucks. ;-)
>
>

Heck, I'll sell mine for $100. :) Including bound manual and toolkit disk!
You should try giving Steven Tucker a yell. Looks like he recently had a
few auctions for it up on eBay at $24.99 that didn't sell. Looks like it
was cart-only, but I'm sure it was in excellent condition coming from
Steve.

His email address:
classics
at
atarimax
dot
com

--
Slor

3454. Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 17:39:03 UTC
From: martianman597@wmconnect.com
Message-ID: <20041008133903.01015.00001704@mb-m15.wmconnect.com>
Source record: 14361

I have an old 800XL system in good working order that will go to the first person who'll come and get it. I will NOT ship this system, so don't ask.

It consists of my 800XL w/PSU, a homemade A/V cable, a few cartridges (MyDOS 4.53/4 is one of them if I got the version right), two joysticks (one working, one not), a joystick extension cable, an XF551 drive with data cable & PSU, 8 boxes (10 each) of new DSDD 5.25" floppies, hundreds of old 5.25" disks (all will need formatting) and I may even throw in my old C=1702 monitor w/stand (not sure yet).

Last I checked, everything worked fine but it's been awhile.

I live in Central California in the San Joaquin Valley (between Fresno & Bakersfield). Heck, I'll even drop it off if you're close.

E-mail me here if interested. Thanks.

3455. Re: Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 18:23:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957C8833224DEemuslor@130.133.1.4>
Source record: 14362

Despite all prevention efforts, martianman597@wmconnect.com
(MartianMan597) wrote in
news:20041008133903.01015.00001704@mb-m15.wmconnect.com:

> I have an old 800XL system in good working order that will go to the
> first person who'll come and get it. I will NOT ship this system, so
> don't ask.

Darn - I could use the XF551 and the cartridges. If you happen to not get takers for everything and would ship a few items for payment, drop me a line. Otherwise, consider me "not asking". :)

--
Slor

3456. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 19:08:27 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410081108.3d23ef15@posting.google.com>
Source record: 14363

Check this

Do
you belive it?

i will think about the 100, ok?..

3457. My new and improved site

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 20:25:03 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4166f7a1$0$165$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 14364

Howdy folks

As you might have notice, I haven't been able to upgrade my site for just over a year now. (beats me why that site is still up, I quit university last year)

But I have a new site, check out www.mathyvannisselroy.nl At first glance, it'll look like the old site, but I made a lot of improvements. And I've updated my CD/DVD Data Reader utility to the latest version.

CU Mathy van Nisselroy

PS if you have links to my old site (the one in germany) on your site, please change them to link to my new site.

3458. Re: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 20:34:06 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4166f9bf$0$163$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 14365

Howdy folks

> A neat box. Perhaps the most expensive solution, but most versatile
with
> the CD interfaces, SCSI, printer buffers... I mean really neat.

Lemme see, I have on my BlackBox's SCSI bus:

- one 80MB Harddrive
- one ZIP100 drive
- one 12 speed CD ROM player
- one 32 speed CD ROM player
- one 40/24/10 (I guess) CD Burner (no I haven't tried to burn anything yet,
it developed an inballance why the postal service had it and the drawer
won't shut under software command yet.)
- one DVD ROM player. (yes, I have looked at a DVD's directory on my 65XE)

That makes 6 (yes: SIX) SCSI devices. As soon as I find a new tower and
have installed all this stuff I'll put a picture of it on my new site.

CU Mathy van Nisselroy

PS I need this stuff for testing my CD/DVD software. See my site at
www.mathyvannisselroy.nl

3459. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 20:37:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957C9EF32E9F1emuslor@130.133.1.4>
Source record: 14366

Despite all prevention efforts, monjarojas@yahoo.com.mx (Javier.) wrote
in news:850110a.0410081108.3d23ef15@posting.google.com:

> Check this
>
> <a
> href="http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=813582678
> 4&ssPageName=STRK:MEDW:IT">Do you belive it?
>

Wow - and it didn't even have the classic ring-bound version of the manual!
:) I wonder how much he cost himself by unsealing the box to show its
contents...

--
Slor

3460. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 21:11:47 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4167028c$0$24678$636a15ce@news.free.fr>
Source record: 14367
Cross-posted to: comp.sys.atari.8bit,can.vlsi

I agree !

What is the best ATARI 8-bit emulator on PC ???

Thanks

Edward S. Baiz Jr. wrote:
>> Buy a PC or a Playstation if you want to play REAL games!
>
> What stupid statement. Just what is a REAL game? The PC and
> Playstation are fine for games (BTW the Xbox is MUCH better than
> the Playstation), but the Atari computers offer some nice gaming
> experiences. I would assume you judge a game by the graphics and
> sound, but the real thing to look at is the gameplay. I have
> looked at and played many PC and Playstation games and they such.
> Now the same goes for some Atari games also. Gameplay is the
> important thing and many many Atari games have that. The 8-bit
> computers have tons of good classic games that will never lose
> their appeal. If that were the case, then there would not be any 8-
> bit emulators for the Mac and PC.

3461. Want To Program 800XL; Looking For Turbo-like IDE, Any Language

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-08 23:13:51 UTC
From: apple2ebeige@yahoo.com
Message-ID: <d4aa8e8a.0410081513.64e71589@posting.google.com>
Source record: 14368

I'd like to do some programming with my new (old) 800XL. Just about any language is OK, but it'd be nice to have an integrated edit/compile/run environment like Turbo Pascal. Being new to the Atari world, can anyone help me with a suggestion? Free/cheap is good. Thanks.

-Dave

3462. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 02:08:02 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <416746ee.453194375@news>
Source record: 14369

Slor <slor@comcast.net>:

>Heck, I'll sell mine for $100. :) Including bound manual and toolkit disk!
>You should try giving Steven Tucker a yell. Looks like he recently had a
>few auctions for it up on eBay at $24.99 that didn't sell. Looks like it
>was cart-only, but I'm sure it was in excellent condition coming from
>Steve.
>
>His email address:
>classics
>at
>atarimax
>dot
>com

That would be a MaxFlash Cartridge (http://www.atarimax.com/flashcart/)
with the program on it, not an orginal cartridge. But much better, since
you can flash any other software on it you want and have any cartridge you
desire for your 8-bit until you get bored of it.

Well, collectors might have a different idea I guess. :)

Shawn Jefferson
(fix reply to for email)

3463. Re: Want To Program 800XL; Looking For Turbo-like IDE, Any Language

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 02:10:24 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <416847a2.453374148@news>
Source record: 14370

apple2ebeige@yahoo.com (Dave):
>I'd like to do some programming with my new (old) 800XL. Just about
>any language is OK, but it'd be nice to have an integrated
>edit/compile/run environment like Turbo Pascal. Being new to the
>Atari world, can anyone help me with a suggestion? Free/cheap is
>good. Thanks.

http://www.cc65.org

A cross compiler for C programs (includes an assembler and linker as well.)
Doesn't have an IDE, but you can use your PC tools and then run the
software in an Atari emulator, either for Windows or Linux.

Shawn Jefferson
(fix reply to for email)

3464. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 02:45:44 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410081845.7a7fc226@posting.google.com>
Source record: 14371

Slor <slor@comcast.net> wrote in message news:<Xns957C9EF32E9F1emuslor@130.133.1.4>...
> Despite all prevention efforts, monjarojas@yahoo.com.mx (Javier.) wrote
> in news:850110a.0410081108.3d23ef15@posting.google.com:
>
> > Check this
> >
> > <a
> > href="http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=813582678
> > 4&ssPageName=STRK:MEDW:IT">Do you belive it?
> >
>
> Wow - and it didn't even have the classic ring-bound version of the manual!
> :) I wonder how much he cost himself by unsealing the box to show its
> contents...

He listed the Action cart in the section for video games, not the
normal location for our favorite antiques. It's a miracle he got bids
on it.

3465. Re: Bill Wilkinson

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 08:22:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <ddN9d.16769$54.273518@typhoon.sonic.net>
Source record: 14372

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> afaik he died some years ago... -Andreas.

Not last I heard! I mean, I may be out of the loop, but I'm pretty sure
I've seen a post or email from him at some point in the last couple! :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 -- Coming soon!

3466. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 09:08:26 UTC
From: albert@pikkukorppi.cs.tut.fi
Message-ID: <ck89qa$2h7h$1@news.cc.tut.fi>
Source record: 14392
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <6912483e.0410060739.27b33e2d@posting.google.com>,
carmel <carmel_andrews@hotmail.com> wrote:
>Instead of discussing Hitler and his doings, shouldn't be be
>concentrating on how tramiel nearly screwed CBM and ultimately screwed
>Atari... Isn't that what we should be focusing on

Read the "Home Computer Wars", a link to which was posted here some time
ago. You may get a new view on what Tramiel did and what actually happened
at Commodore. I found the book interesting, read it.

-Pasi

--
"I told you before: Where I go, he goes. And where he goes, I go."
-- Londo in Babylon 5:"And All My Dreams, Torn Asunder"

3467. Re: Want To Program 800XL; Looking For Turbo-like IDE, Any Language

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 11:20:55 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <iLP9d.1008$Km6.17965@news4.e.nsc.no>
Source record: 14373

"Dave" <apple2ebeige@yahoo.com> skrev i melding
news:d4aa8e8a.0410081513.64e71589@posting.google.com...
> I'd like to do some programming with my new (old) 800XL. Just about
> any language is OK, but it'd be nice to have an integrated
> edit/compile/run environment like Turbo Pascal. Being new to the
> Atari world, can anyone help me with a suggestion? Free/cheap is
> good. Thanks.

Hi!

Start assembler programming. I could help getting going if you like. I use AMAC and Textpro for this. Works great. Have source codes for my demos and game on my page if you want them. www.games.nmi.no under Atari and Atari 8-bit and then Download section

Good luck in any language you decide on!

3468. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 12:28:52 UTC
From: "Zbigniew B." <Zbigniew@a.co.komu.do.tego>
Message-ID: <ck8li4$h2c$1@nemesis.news.tpi.pl>
Source record: 14393
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Zawartoďż˝ďż˝ nagďż˝ďż˝wka ["Followup-To:" comp.sys.cbm.]

>> "Nazis" were noone else than Germans. Thus the sentence is correct.
>
> In fact nazis were also Italians, Ukrainians and some others (not
> excluding a handful of Poles).

Excluding.

Any proofs, please, if you're serious.
--
pozdrowienia

Z.

3469. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 12:36:35 UTC
From: "Zbigniew B." <Zbigniew@a.co.komu.do.tego>
Message-ID: <ck8m0j$h2c$2@nemesis.news.tpi.pl>
Source record: 14394
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

["Followup-To:" comp.sys.cbm.]

> This remark is stupid. The only reason the Nazis chose to call
> themselves "socialist" was to get the support of people who voted for
> the social democratic and communist parties.

The reason was, that NSDAP was socialistic in fact. I understand, that since
WWII every(?) other socialist party is denying this, "pushing" NSDAP to the
right side
--
pozdrowienia

Z.

3470. does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 14:04:44 UTC
From: richbon@mailblocks.com
Message-ID: <a134b44b.0410090604.4cbe1d3f@posting.google.com>
Source record: 14374

Hi all...

So I'm trying to remember the name of this old Atari 8-bit game. Two people could play simultaenously, one as a kangaroo and one as a squirrel. The playboard consisted of tiles that scrolled downward and occasionally sped up. You had to hop from tile to tile, and as you hopped off a tile, the tile would disappear behind you, leading to some frantic jumping hilarity as you tried to trap the other player behind missing tiles.

Anyone remember the name? We used to howl in fits of laughter playing this game.

Thanks...

-Rich

3471. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 16:00:49 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410090800.5e64f606@posting.google.com>
Source record: 14375

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<416746ee.453194375@news>...
> Slor <slor@comcast.net>:
>
> >Heck, I'll sell mine for $100. :) Including bound manual and toolkit disk!
> >You should try giving Steven Tucker a yell. Looks like he recently had a
> >few auctions for it up on eBay at $24.99 that didn't sell. Looks like it
> >was cart-only, but I'm sure it was in excellent condition coming from
> >Steve.
> >
> >His email address:
> >classics
> >at
> >atarimax
> >dot
> >com
>
> That would be a MaxFlash Cartridge (http://www.atarimax.com/flashcart/)
> with the program on it, not an orginal cartridge. But much better, since
> you can flash any other software on it you want and have any cartridge you
> desire for your 8-bit until you get bored of it.
>
> Well, collectors might have a different idea I guess. :)
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Yes, you are right however i've been hunting an original cart for a long time,
i think i'm a nut collector, you see, Atari was in Mexico for only a brief time,
and the software they deliver was mainly game cartridges an stuff like that,
most of my Atari originals are games, or things that i've got from e-bay, in
fact the only original software non-Atari that i bought here was the
Kyan Pascal package, i still have it complete, and even my Indus Gt have
an Atari Mexico sticker at the bottom. Greetings from Mexico.

3472. Re: Want To Program 800XL; Looking For Turbo-like IDE, Any Language

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 16:09:26 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410090809.2fc7ba13@posting.google.com>
Source record: 14376

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<416847a2.453374148@news>...
> apple2ebeige@yahoo.com (Dave):
> >I'd like to do some programming with my new (old) 800XL. Just about
> >any language is OK, but it'd be nice to have an integrated
> >edit/compile/run environment like Turbo Pascal. Being new to the
> >Atari world, can anyone help me with a suggestion? Free/cheap is
> >good. Thanks.
>
> http://www.cc65.org
>
> A cross compiler for C programs (includes an assembler and linker as well.)
> Doesn't have an IDE, but you can use your PC tools and then run the
> software in an Atari emulator, either for Windows or Linux.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

The best is probably Action! if you can get it or you can download a disk crack
anywhere on the web just go to xl search and give it a go, you can also use
Quick, it is very nice and the price is right 5 dollars in your mailbox from
Dan G. out there, very nice guy by the way, if you like basic you can get
Turbo for free, or buy a Basic XE or XL from ebay, there's also Kyan Pascal,
and maybe half a dozen assemblers and other assorted programming enviroments.
You can also get info on Atari from http:\\www.atarimagazines.com and even
check a copy of Ian Chadwik's gem Mapping the Atari. Hope it helps. Javier.

3473. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 16:14:18 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410090814.5c351668@posting.google.com>
Source record: 14377
Cross-posted to: comp.sys.atari.8bit,can.vlsi

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:<4167028c$0$24678$636a15ce@news.free.fr>...
> I agree !
>
> What is the best ATARI 8-bit emulator on PC ???
>
> Thanks
>
>
>
> Edward S. Baiz Jr. wrote:
> >> Buy a PC or a Playstation if you want to play REAL games!
> > >
> > > What stupid statement. Just what is a REAL game? The PC and
> > > Playstation are fine for games (BTW the Xbox is MUCH better than
> > > the Playstation), but the Atari computers offer some nice gaming
> > > experiences. I would assume you judge a game by the graphics and
> > > sound, but the real thing to look at is the gameplay. I have
> > > looked at and played many PC and Playstation games and they such.
> > > Now the same goes for some Atari games also. Gameplay is the
> > > important thing and many many Atari games have that. The 8-bit
> > > computers have tons of good classic games that will never lose
> > > their appeal. If that were the case, then there would not be any 8-
> > > bit emulators for the Mac and PC.

Atari800win, drop me a line and i will send it to you.

3474. OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 17:10:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041009131004.15280.00001588@mb-m22.aol.com>
Source record: 14378

I am curious about "orange" and "black" OSS/ICD/FTE carts -- which are more valuable? The orange carts + the nice binders originally retailed for $100 (IIRC). The black carts were cost-reduced and had soft-bound manuals, and they retailed for $69 or $79 from ICD and finally FTE sold them for $49 with toolkits. (again, IIRC)

I've had a lot of both orange and black carts, and have found that the black carts fail far more frequently. Actually, I've never had an orange cart failure.

But I still have a gut-feeling that the black carts are more valuable as collectors items. Of course, the language also affects the prices. BXL seems to be the least desirable/expensive and Action! and Mac65 the most desirable with BXE close behind. (?) Any thoughts on this?
Larry

3475. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 19:51:34 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <ajX9d.25423$BI5.21798@fe2.news.blueyonder.co.uk>
Source record: 14379

Rich wrote:
> Hi all...
>
> So I'm trying to remember the name of this old Atari 8-bit game. Two
> people could play simultaenously, one as a kangaroo and one as a
> squirrel. The playboard consisted of tiles that scrolled downward and
> occasionally sped up. You had to hop from tile to tile, and as you
> hopped off a tile, the tile would disappear behind you, leading to
> some frantic jumping hilarity as you tried to trap the other player
> behind missing tiles.
>
> Anyone remember the name? We used to howl in fits of laughter playing
> this game.
>
> Thanks...
>
> -Rich

Rainbow Walker?

regards...

--Gary

3476. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-09 22:55:17 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <p%Z9d.26287$BI5.4180@fe2.news.blueyonder.co.uk>
Source record: 14380

I've changed my mind...

Flip and Flop?

regards...

--Gary

3477. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 02:47:09 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <No1ad.2812$ua2.2412@trnddc09>
Source record: 14395
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Ojala Pasi 'Albert'" <albert@pikkukorppi.cs.tut.fi> wrote ...

> In article <6912483e.0410060739.27b33e2d@posting.google.com>,
> carmel <carmel_andrews@hotmail.com> wrote:
>>Instead of discussing Hitler and his doings, shouldn't be be
>>concentrating on how tramiel nearly screwed CBM and ultimately screwed
>>Atari... Isn't that what we should be focusing on
>
> Read the "Home Computer Wars", a link to which was posted here some time
> ago. You may get a new view on what Tramiel did and what actually happened
> at Commodore. I found the book interesting, read it.

Pasi, this thread is crossposted, and I suspect Carmel is from the Atari
camp. He likely isn't interested in reading a book that would prove his
opinion of Jack Tramiel wrong.

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

3478. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 03:52:07 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns957DD44ADBAA4jlodoenthegridnet@204.127.199.17>
Source record: 14381

richbon@mailblocks.com (Rich) wrote in
news:a134b44b.0410090604.4cbe1d3f@posting.google.com:

> Anyone remember the name? We used to howl in fits of laughter playing
> this game.

Quick Step from Imagic. Also for the 2600.

3479. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 04:05:20 UTC
From: machf <no_me_j.machf@hijos_de.terra.com.pe>
Message-ID: <i7dhm0l4ndiuokshcn1k7ckr71262armep@4ax.com>
Source record: 14382

On Sat, 09 Oct 2004 22:55:17 GMT, Gary Morton <gary@alma.demon.co.uk> wrote:

>
>I've changed my mind...
>
>
>Flip and Flop?
>
Yes, Flip & Flop it is...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

3480. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 04:13:14 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns957DD7DEAF557jlodoenthegridnet@204.127.199.17>
Source record: 14383

machf <no_me_j.machf@hijos_de.terra.com.pe> wrote in
news:i7dhm0l4ndiuokshcn1k7ckr71262armep@4ax.com:

> Yes, Flip & Flop it is...

No that had Flip the Kangaroo and Mitch the Monkey. And
it wasn't a head-to-head game.

3481. German Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 04:27:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <oS2ad.16821$54.275870@typhoon.sonic.net>
Source record: 14385

Hey everybody!

I am looking for some assitance from any of our atari friends in Germany. I recently sold some rather expensive atari gear to some one in Germany and they are not paying up. I just want to find out who I can contact in Germany to persuade this gentelman that this is not a nice thing to do....

Thanks!

Ben Corr

3482. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 04:27:57 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1097382460@rtfm.mit.edu>
Source record: 14384
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3483. FS: HDD interfaces for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 04:43:59 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <ckafaf$dg9$1@nemesis.news.tpi.pl>
Source record: 14386

Hi,

I've got for sale brand new HDD interfaces for 8-bit Atari, but only for those equipped with Expansion socket (all 130XE and some 65XE). It is very fast, in my opinion the best interface for connecting IDE hard disk. It is called KMK/JZ IDE. Interface is connected to Cartridge and Expansion port. You may configure it as you need, drive may have up to 16 partitions 16MB. Of course it is possible to use even 80GB HDD, but left space will be wasted. It is possible to boot from any partition. If anybody interested and needs further information, please contact me.

Cheers,
Jurek.

jurek at cnd dot pl

3484. ATARI 600XL Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 06:56:15 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0410092256.a6f741b@posting.google.com>
Source record: 14387

Is it possible to upgrade an ATARI 600XL to more then 64k ram?

Ndary

3485. Re: FS: HDD interfaces for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 08:34:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041010043411.17257.00001340@mb-m25.aol.com>
Source record: 14388

Hi Jurek-
Yes, I'd like more information. Tried to email you, but it "bounced" twice.
Thanks,
Larry

3486. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 11:04:39 UTC
From: rlangenineteen@comcast.net
Message-ID: <vm5im0t1cnclkjr2o0r00sicsbd023mhgk@4ax.com>
Source record: 14389

Definitely Flip and Flop. Utterly hilarious. I can get about 4 levels
before it gets too difficult. The way the field inverts for the monkey
is the really hard part, because your eyes (or brain) is used to
seeing it the other way.

On Sat, 09 Oct 2004 22:55:17 GMT, Gary Morton <gary@alma.demon.co.uk>
wrote:

>
>I've changed my mind...
>
>
>Flip and Flop?
>
>regards...
>
>--Gary

3487. Re: ATARI is DEAD ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 11:06:34 UTC
From: rlangenineteen@comcast.net
Message-ID: <ft5im01arg6bi15i0dif9i9rbm7fq2h9gi@4ax.com>
Source record: 14390

Here's the URL for the home site:

http://www.a800win.atari-area.prv.pl/

On 9 Oct 2004 09:14:18 -0700, monjarojas@yahoo.com.mx (Javier.) wrote:

>"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4167028c$0$24678$636a15ce@news.free.fr>...
>> I agree !
>>
>> What is the best ATARI 8-bit emulator on PC ???
>>
>> Thanks
>>
>>
>>
>> Edward S. Baiz Jr. wrote:
>> >> Buy a PC or a Playstation if you want to play REAL games!
>> >
>> > What stupid statement. Just what is a REAL game? The PC and
>> > Playstation are fine for games (BTW the Xbox is MUCH better than
>> > the Playstation), but the Atari computers offer some nice gaming
>> > experiences. I would assume you judge a game by the graphics and
>> > sound, but the real thing to look at is the gameplay. I have
>> > looked at and played many PC and Playstation games and they such.
>> > Now the same goes for some Atari games also. Gameplay is the
>> > important thing and many many Atari games have that. The 8-bit
>> > computers have tons of good classic games that will never lose
>> > their appeal. If that were the case, then there would not be any 8-
>> > bit emulators for the Mac and PC.
>
>Atari800win, drop me a line and i will send it to you.

3488. Re: ATARI 600XL Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-10 12:19:47 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <c4aim0p216of5aav1hupvgdo1p6gqlo9v5@4ax.com>
Source record: 14391

On 9 Oct 2004 23:56:15 -0700, nir@minicom.com (Nir) wrote:

>Is it possible to upgrade an ATARI 600XL to more then 64k ram?

the 600xl has the same expansion port on the back as the 800xl so any
device designed for the 800xl will work.. so yes you could upgrade the
600xl to 256k, 1meg and so on as easily as you could upgrade an 800xl.

kevin

contact:

http://profiles.yahoo.com/kevstar242

3489. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 01:56:35 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410101756.4c8f13d3@posting.google.com>
Source record: 14396

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20041009131004.15280.00001588@mb-m22.aol.com>...
> I am curious about "orange" and "black" OSS/ICD/FTE carts -- which are more
> valuable? The orange carts + the nice binders originally retailed for $100
> (IIRC). The black carts were cost-reduced and had soft-bound manuals, and they
> retailed for $69 or $79 from ICD and finally FTE sold them for $49 with
> toolkits. (again, IIRC)
>
> I've had a lot of both orange and black carts, and have found that the black
> carts fail far more frequently. Actually, I've never had an orange cart
> failure.
>
> But I still have a gut-feeling that the black carts are more valuable as
> collectors items. Of course, the language also affects the prices. BXL seems
> to be the least desirable/expensive and Action! and Mac65 the most desirable
> with BXE close behind. (?) Any thoughts on this?
> Larry

There's a french guy that bought an Action! black carto on e-bay for
100, complete with box less than a week ago...
I bought an old Basic XE cart for 20 also from e-bay.
Now if you want to sell one of your action copies, i don't mind if the
cart is
purple, pink or blue just drop me a line... :). Greetings from
Mexico.

3490. Missing csa8 posts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 11:30:29 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041011073029.11378.00001677@mb-m15.aol.com>
Source record: 14297

Recently, I seem to be missing quite a few posts. It would seem to have
nothing to do with filtering or length or age. I'm sure there are others who
have had this issue at one time or another -- any ideas as to where the
problem(s) are?
Thanks,
Larry

3491. Re: FS: HDD interfaces for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 16:21:04 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <ckfnkjcqc1@nemesis.news.tpi.pl>
Source record: 14309

If somebody cannot contact me using given e-mail address, please use j_dudek
at poczta dot mila dot edu dot pl

Jurek.

U&#65533;ytkownik "LarryWhite" <llppwhite@aol.comnsp> napisa&#65533; w wiadomo&#65533;ci
news:20041010043411.17257.00001340@mb-m25.aol.com...
> Hi Jurek-
> Yes, I'd like more information. Tried to email you, but it "bounced"
twice.
> Thanks,
> Larry

3492. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 16:33:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957F758A235D3emuslor@130.133.1.4>
Source record: 14298

Despite all prevention efforts, shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in news:416746ee.453194375@news:

>
> That would be a MaxFlash Cartridge
> (http://www.atarimax.com/flashcart/) with the program on it, not an
> orginal cartridge. But much better, since you can flash any other
> software on it you want and have any cartridge you desire for your
> 8-bit until you get bored of it.
>

You're right - I didn't look closely enough at the auction. That would explain the lack of bidding. The one I have is the original.

--
Slor

3493. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 16:36:12 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957F76094AF55emuslor@130.133.1.4>
Source record: 14299

Despite all prevention efforts, monjarojas@yahoo.com.mx (Javier.) wrote
in news:850110a.0410090800.5e64f606@posting.google.com:

> Yes, you are right however i've been hunting an original cart for a
> long time, i think i'm a nut collector, you see, Atari was in Mexico
> for only a brief time, and the software they deliver was mainly game
> cartridges an stuff like that, most of my Atari originals are games,
> or things that i've got from e-bay, in fact the only original software
> non-Atari that i bought here was the Kyan Pascal package, i still have
> it complete, and even my Indus Gt have an Atari Mexico sticker at the
> bottom. Greetings from Mexico.

I have a 130XE that was built in Mexico and has the sticker on the bottom
to show. I assumed they were there a bit longer.

--
Slor

3494. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 16:38:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957F766709E10emuslor@130.133.1.4>
Source record: 14300

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20041009131004.15280.00001588@mb-m22.aol.com:

> I've had a lot of both orange and black carts, and have found that the
> black carts fail far more frequently. Actually, I've never had an
> orange cart failure.
>

I have a couple of both, and none have failed yet. Guess I'm lucky. :)

--
Slor

3495. Re: Want To Program 800XL; Looking For Turbo-like IDE, Any Language

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 16:40:49 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957F76D23D0E6emuslor@130.133.1.4>
Source record: 14301

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no> wrote
in news:iLP9d.1008$Km6.17965@news4.e.nsc.no:

> www.games.nmi.no

FYI - I had to remve the "www." to get this link.

--
Slor

3496. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 20:28:50 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0410111228.6e18a62a@posting.google.com>
Source record: 14303
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0410060739.27b33e2d@posting.google.com>...
> Instead of discussing Hitler and his doings, shouldn't be be
> concentrating on how tramiel nearly screwed CBM and ultimately screwed
> Atari... Isn't that what we should be focusing on

Exactly. Mr. Tramiel screwed C64 at first - it was planned to be a
console and not that horrible screwed home computer with stupid Basic
equipped no graphics and sound commands.

Second screwed CBM computer was VIC20, just because the success of it
and Tramiel's one-and-only computer strategy when C64 production
rosed.

Last screwed product was Atari ST. Mr. Tramiel abused Amiga team but
failed to get Amiga for bargain price and therefore Tramiel's team
screwed something very fast from commodite components like M68000 and
old AY chip and named this mess Atari ST.

Or maybe I'm completely wrong. Tramiel just started great CBM company
satisfying milions of people with production of great computers like
VIC20, C64 and Atari ST later on. And the rest is history.

If you want to blame Tramiel just because he becomes not Bill Gates
and is not ruling the world anymore it's your problem. Take into
account he's 70-something now. And you maybe played with his product
for more than decade long.

Stanley

3497. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 21:15:50 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0410111315.1d056f47@posting.google.com>
Source record: 14304
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Paul Fï¿½rster <paul.foerster@gmx.net> wrote in message
news:<2rnfkkF1b5ch4U1@uni-berlin.de>...
> Moin siverdr,
>
> > In German language "nazi" are the first four letters of "nazional"
> > (notice the letter "z").
>
> ... let me (a German, but NOT a Nazi) clear up this mess a bit:
>
> "nazional" is NOT a German word. "National" is spelled in German just
> like it is in English, ie. "national". Hence your above argument is
> plain wrong. The term "Nazi" refers to "Nationalsozialisten" (national

IMHO Nazi Party = NSDAP. There is not any other nazi party /I mean
acceptable 'good' nazi party/. For example German nazis killed many
czechoslovak national socialist party members during occupation in
1940s. So as you see term national socialist could designate
democratic party member. But term nazi definitely not.

As I know all SA and SS members were NSDAP members /nazis/ and
majority of high ranked officers in Wehrmacht were NSDAP members
/nazis too/. Therefore nazi=member of NSDAP or at least strong
supporter of it. In normal democracy nazi=enemy of normal people,
enemy of democracy, enemy of human rights. It's similar to fascist =
supporters of Mussolini and his party/regime.

> socialists) who were not necessarily only Germans, neither were, or
> are, all Germans Nazis!

Of course not. It's just a pity that majority of Germans did not stop
nazis to do such horrible atrocities and damage to other nations
during 1930s and 1940s.

stanley

3498. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 21:46:00 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0410111346.e521c62@posting.google.com>
Source record: 14305
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Konrad M. Kokoszkiewicz" <draco@obta.uw.edu.pl> wrote in message
news:<cjakc2$181v$1@mamut1.aster.pl>...
> > This remark is stupid. The only reason the Nazis chose to call
> > themselves "socialist" was to get the support of people who voted for
> > the social democratic and communist parties.
>
> You'd better learn something about Nazi ideology before you call
> something stupid.
>
> K.

You'd better say something usefull before you waste your life with
stupid Nazi ideology.

Stanley

3499. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-11 22:05:14 UTC
From: richbon@mailblocks.com
Message-ID: <a134b44b.0410111405.15ef3b17@posting.google.com>
Source record: 14302

Jeff Lodoen <jmlodoen@thegrid.net> wrote in message
news:<Xns957DD44ADBAA4jlodoenthegridnet@204.127.199.17>...
> richbon@mailblocks.com (Rich) wrote in
> news:a134b44b.0410090604.4cbe1d3f@posting.google.com:
>
> > Anyone remember the name? We used to howl in fits of laughter playing
> > this game.
>
> Quick Step from Imagic. Also for the 2600.

Quick Step! That was it! I remember Flip and Flop, too. But Quick
Step was definitely the one I was thinking of...

Thanks!

-Rich

3500. Re: AtariWriter 80 images?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 01:37:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957FD1D71A00Aemuslor@130.133.1.4>
Source record: 14306

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns957BBA45C288emuslor@130.133.1.4:

> Anyone happen to have disk images for AtariWriter 80? If so, I'd much
> appreciate a posted link or email with attachments. :)
>
> Thanks!
>

Images acquired. Thanks!

--
Slor

3501. Re: Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 01:39:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns957FD223B5Bemuslor@130.133.1.4>
Source record: 14307

Despite all prevention efforts, martianman597@wmconnect.com
(MartianMan597) wrote in
news:20041008133903.01015.00001704@mb-m15.wmconnect.com:

> I have an old 800XL system in good working order that will go to the
> first person who'll come and get it. I will NOT ship this system, so
> don't ask.
>
> It consists of my 800XL w/PSU, a homemade A/V cable, a few cartridges
> (MyDOS 4.53/4 is one of them if I got the version right), two
> joysticks (one working, one not), a joystick extension cable, an XF551
> drive with data cable & PSU, 8 boxes (10 each) of new DSDD 5.25"
> floppies, hundreds of old 5.25" disks (all will need formatting) and I
> may even throw in my old C=1702 monitor w/stand (not sure yet).
>
> Last I checked, everything worked fine but it's been awhile.
>
> I live in Central California in the San Joaquin Valley (between Fresno
> & Bakersfield). Heck, I'll even drop it off if you're close.
>
> E-mail me here if interested. Thanks.

Did you get takers on all this stuff? I'd still love to get the carts you
have, if there was any way I could convince you to just throw them in the
mail in a padded envelope and let me pay postage.

Thanks

--
Slor

3502. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 04:17:25 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410112017.767e88a6@posting.google.com>
Source record: 14308

Slor <slor@comcast.net> wrote in message news:<Xns957F766709E10emuslor@130.133.1.4>...
> Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
> in news:20041009131004.15280.00001588@mb-m22.aol.com:
>
> > I've had a lot of both orange and black carts, and have found that the
> > black carts fail far more frequently. Actually, I've never had an
> > orange cart failure.
> >
>
> I have a couple of both, and none have failed yet. Guess I'm lucky. :)

My Basic XL is in an Orange cart. The Chips inside are cased in
ceramic. I think the only cart I have like that.
My Mac/65 is a black cart. Both carts still work.

3503. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 07:28:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041012032846.04811.00004555@mb-m24.aol.com>
Source record: 14310

> My Basic XL is in an Orange cart. The Chips inside are cased in ceramic. <

Not quite sure what you mean -- the roms/eproms are "potted" (in epoxy or such)?

3504. Re: German Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 14:06:08 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410120606.5c77d44f@posting.google.com>
Source record: 14311

Hello there ben.. how are things

Sorry to hear of your bad experience, I am always a little careful
when i deal with overseas buyers... I alway's make sure that they pay
up (incl. shipping costs) b4 i ship a single unit out... that way i
don't get stung

What was that german word that entered the guiness book of records for
the worlds longest swearword/obscenity... once you have found it, and
this blokes email... start calling him it until he relents and pays up
what he owes you

Ben Corr <bjcorr@sonic.net> wrote in message
news:<oS2ad.16821$54.275870@typhoon.sonic.net>...
> Hey everybody!
>
> I am looking for some assitance from any of our atari friends in
> Germany. I recently sold some rather expensive atari gear to some one in
> Germany and they are not paying up. I just want to find out who I can
> contact in Germany to persuade this gentelman that this is not a nice
> thing to do....
>
> Thanks!
>
> Ben Corr

3505. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 15:38:05 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <xTSad.2232$gy1.1555@newsread1.news.pas.earthlink.net>
Source record: 14312
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

carmel wrote:
> Re: the book, home computer wars (compute!) only goes up to 1984
> (tramiel taking over Atari)
>
> Re: My reference to 'tramiel' refers mostly to his ofspring (sam,
> leonard, garry etc) who were supposedly day to day managing atari etc,
> and not jack himself (it was them that screwed it up, not jack

IMO: It would not have made a difference. Everyone was crushed by IBM style clones. The only survivors were Apple and HP because of niche markets. Even the clone manufacturers had a shaking out.

The 'game' computer label that kept Atari and CBM out of the business market can't be blamed either. Plenty of business types like Wang, Victor, Olivetti, Digital Research, etcetera went by the way side.

Mistakes made: Things like not being able to expand the ST and losing the engineer who designed it. I mean it wouldn't have made a difference if it wasn't expandable but another 6 month from start to market came out. Thing is STs and Amigas were much more expensive then an equivalent clone after the market matured.

There was just too much fat in the old system because of legal looting of companies via stock options and excessive pay. When you read about some fat cat suit getting $140,000,000 in compensation, that is what I am talking about. That was the rule back then and not the exception. You just can't add 100s of millions of dollars to the overhead of a business firm and not expect to suffer in the market place.

3506. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 17:05:24 UTC
From: synthetoonz@bellsouth.net
Message-ID: <47335ef0.0410120905.67827936@posting.google.com>
Source record: 14313

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20041012032846.04811.00004555@mb-m24.aol.com>...
> > My Basic XL is in an Orange cart. The Chips inside are cased in ceramic. <
>
> Not quite sure what you mean -- the roms/eproms are "potted" (in epoxy or
> such)?

The two large chips in the orange card feel like they are packaged in
ceramic (or something similar.) Taken out of their sockets, they are
surprisingly heavy. Most other Atari carts I've had, the big chips on
the PCB are packaged in something that feels like some sort of
epxy/resin/plastic. I don't take apart all my carts, so I'm not sure
how common or uncommon this is. But the OSS Orage cart for Basic XL
is the only one I've noticed that is like this.

3507. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:23:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C2109.B9BF1D2C@students.uni-mainz.de>
Source record: 14320

Well,
it is - I have it in my collection !! At least the talking german
version... (the english versions I have are all without speech)...
-Andreas.

P.S.: E-Mail me and I will send you a copy of the (german) talking eliza
version...

MStepansky schrieb:
>
> Eliza and its evil twin, Azile (spelled backward) is available on Mac
> computers.
>
> Why not Atari 8bit or ST? or PC?
>
> mike

3508. 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:31:44 UTC
From: jim hall <jehall@frontiernet.net>
Message-ID: <416B8A19.6EA05C2D@frontiernet.net>
Source record: 14314

Hello:
After trying to format a new hard drive, the disk drives dont work ? Any
help is needed.
jehall@frontiernet.net

3509. Re: 1050 help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:33:56 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <osVad.7512$Mh7.7396@trnddc04>
Source record: 14316

This site has the schematics for the 1050. http://republika.pl/jsobola/
If you need help with the connectors let me know & I can walk you through
their proper orientation. Paul

"bob smith" <bob@smith.com> wrote in message
news:vMb9d.32951$Z14.12394@news.indigo.ie...
>I recently rescued an atari setup from the bin, 800XL, 1010 tape recorder
> and a 1050 Disc drive.
>
> Everything is working except the 1050, I was given the all of the internal
> parts in a bag. everything is there , just don't know how to put it back
> together properly. Does anybody have any diagrams of the inside of the
> 1050?
>
> thanks in advance
>
> Bill
>
>
>

3510. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:41:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C254B.E35274DC@students.uni-mainz.de>
Source record: 14315

Well,
the programs I have are really Atari Basic, they just use one ML program from the SAM disk to talk. Of course the talking version of Eliza has been updated / patched a little bit to work correct with speech... if you wanna see or test it, just e-mail me and I will return that ATR image with (german) talking Eliza to you. Sorry, I merely have the german version, but I would not be too surprised if thats just a clone/patch of the former english version... -andreas.

P.S.: Just a short example for the (german) talking Eliza:

Eliza: Hallo, ich bin Elisa deine Psychotherapeutin. Sprich doch ein wenig mit mir. (in english this would be: Hello, I am Eliza your psychotherapist. Come talk to me.)
Meine Eingabe: Hallo Elisa, wie geht es dir? (My input: Hello Eliza, how are you?)
Eliza: Ich denke wir sprechen hier ueber dich und nicht ueber mich. (Eliza: I think we are talking about you and not about me.)
...

Note: Whenever Eliza says something, the screen blackens and you can hear the speech. Next, the screen is turned on again and you can read what she said. Then you type in a new sentence (or a question or whatever) and wait for her next reaction and so on... The program is quite easy in using (and I guess that almost every Atarian has seen or used Eliza one time; the biggest problem of the talking Eliza -the version I have- is that it uses german language. well, at least it might be a problem for you, since I am used to talk german language...)

---

rlangenineteen@comcast.net schrieb:
>
> You can do it. There's public source BASIC listings... pick an Atari
> language and translate... shouldn't take more than a week.
>
> On 05 Oct 2004 06:59:03 GMT, mstepansky@aol.com (MStepansky) wrote:
>
> >Eliza and its evil twin, Azile (spelled backward) is available on Mac
> >computers.
> >
> >Why not Atari 8bit or ST? or PC?
> >
> >mike

3511. Re: regarding DS/SD disc conversion

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:47:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C26C3.4EF12886@students.uni-mainz.de>
Source record: 14318

Well,
afaik PC 5,25" drives (both DD and HD) cannot read Atari SD (90k) disks.
So better use an original Atari floppy (like 810, 1050, XF551, Percom,
Indus,...), a good A8 emulator like Atari 800 Win, Ape, etc. and a
SIO2PC cable to convert all your Atari SD disks into ATR images. Alas,
this method still requires A8 hardware - but I think it cannot be done
otherwise... -Andreas.

Rich schrieb:
>
> Erk. Just reread my post. I meant my PC has a 1.2mb 5.25" floppy.
> It also has a 1.44 3.5", but that wasn't the point.
>
> -Rich

3512. Off Topic: What if IBM clones & compatibles would have been illegal ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 18:56:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C28C7.D9350BC9@students.uni-mainz.de>
Source record: 14321

Well,
let us build a time-machine, jump back in time and create a law that all
IBM clones & compatibles are illegal (or just make the hacking of the
IBM BIOS impossible by protecting it). Maybe without any IBM clones /
compatibles Atari (and also Commodore) would have had a much better
chance of survival... maybe, maybe not... -Andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> > from your pov now, but in reality he made commodore into a big player
> > in the 70's early 80's and took a decimated atari and did well at
> > first, streamlining it down and making profitable, but in the long run
> > could follow the trends of the computer/videogame market properly.
>
> Couldn't follow trends? Let's see, major trends...
>
> PC clones... he did that. PC1, Portfolio, etc.
>
> Made a computer that hit a nitch market (Midi), check...
>
> The only reason why IBM platform computers are around and hardly anyone
> else aside from Mac are not is due to third party companies making
> hardware.
>
> Here in Dallas for example, there was a company named DataStitch that were
> using Atari TT030's for their business. The ONLY reason they did not stay
> with them was due to the fact they couldn't get the TT030 fast enough.
> They had to choose another platform.
>
> If you ask me, if IBM had not had their platform STOLEN basically, and
> made by others, they would probably be left in history like so many other
> platforms. The fact that the IBM platform is still with us and prominent
> is a fluke in my opinion.
>
> :)
>
> Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

3513. Re: does anyone remember what this game was called?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 19:04:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C2AD1.99514C5C@students.uni-mainz.de>
Source record: 14319

Well,
it uses a Kangaroo and a monkey as main characters (not a squirrel
afaik)... -andreas.

Gary Morton schrieb:
>
> I've changed my mind...
>
> Flip and Flop?
>
> regards...
>
> --Gary

3514. Re: ATARI 600XL Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-12 19:09:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <416C2C06.9D4AD828@students.uni-mainz.de>
Source record: 14317

Yes,
of course. Compyshop did that. they upgraded the 600XL to 64k internally
and then added 128k extra ram... Of course anyone else could do the same
and even add more extra ram (piggy-pack, meaning one chip on top of
another or better via a pcb). But remember: first you have to upgrade
the 600XL to 64k RAM, then you can add extra memory... -Andreas.

P.S.: Afaik ABBUC has some schematics on upgrading the 600XL to 64k and
beyond...

Nir schrieb:
>
> Is it possible to upgrade an ATARI 600XL to more then 64k ram?
>
> Ndary

3515. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-13 02:50:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041012225022.15758.00001916@mb-m13.aol.com>
Source record: 14322

> The two large chips in the orange card feel like they are packaged in ceramic (or something similar.) Taken out of their sockets, they are surprisingly heavy. <

I understand now. Those are Eproms, and the programmable "chip" inside of them is in a ceramic shell, most likely with a little glass "window" for erasing. The glass window should be covered with paper to help keep out light -- UV wavelength, I believe. They probably say something like 2764, maybe with some other numbers added and the mfg's. name. Most "orange" carts were built this way, using two 2764 (8KB) Eproms.
Thanks,
Larry

3516. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-13 12:40:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041013084041.05810.00003981@mb-m27.aol.com>
Source record: 14323

>...they just use one ML program from the SAM disk to talk. Of course the talking version of Eliza has been updated / patched a little bit to work correct with speech... <

Hi Andreas-
Was there a commercial German version of Sam? Or did users add German words via the "Reciter" function. I'm curious, because I presume that the "speech" from Reciter would sound very unusual when used for German. (?)
But IIRC, both English and German have a common language root, so maybe not.
And also, SAM sounds pretty "unusual" in English! :-)
-Larry

3517. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-13 14:00:12 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ckjcdcbsf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 14324

Hi,

> Was there a commercial German version of Sam? Or did users add German words
> via the "Reciter" function. I'm curious, because I presume that the "speech"
> from Reciter would sound very unusual when used for German. (?)

Not at least as far as I'm aware of. The main problem, besides the
lack of a german text to phonem translation, is the lack of quite some
german phonems. Just to give an example, there are two "ch" sounds in
german that are not available in the english language, leave alone the
umlaute. (Vowels with funny dots on top)

So long,
Thomas

3518. Re: Missing csa8 posts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 06:41:36 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <Acpbd.25074$5O5.21686@news-server.bigpond.net.au>
Source record: 14327

usually, your ISP can't keep up because it's too busy with alt.binaries.*
postings.

confirm by reading http://groups.google.com/ and seeing if your system's
downloads match - this will help you check if you missed anything.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20041011073029.11378.00001677@mb-m15.aol.com...
> Recently, I seem to be missing quite a few posts. It would seem to have
> nothing to do with filtering or length or age. I'm sure there are others
who
> have had this issue at one time or another -- any ideas as to where the
> problem(s) are?
> Thanks,
> Larry

3519. Re: Happy 1050 Controller

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 16:42:15 UTC
From: Colin Clifford <cwc@dircon.co.uk>
Message-ID: <1097772152.21294.0@nnrp-t71-03.news.uk.clara.net>
Source record: 14331

Many thanks for your reply, but I was after the Happy 1050 Controller switch set which comprises a Read/Write Switch and a Happy Slow/Fast mode switch. I already have the Happy Enhancement itself, which I purchased on E-Bay.

3520. Re: WTB: Action! cart.

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 16:56:56 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410140856.66dfb201@posting.google.com>
Source record: 14329

Slor <slor@comcast.net> wrote in message news:<Xns957F758A235D3emuslor@130.133.1.4>...
> Despite all prevention efforts, shawnjefferson@shaw.caREMOVEPLS (Shawn
> Jefferson) wrote in news:416746ee.453194375@news:
>
> >
> > That would be a MaxFlash Cartridge
> > (http://www.atarimax.com/flashcart/) with the program on it, not an
> > orginal cartridge. But much better, since you can flash any other
> > software on it you want and have any cartridge you desire for your
> > 8-bit until you get bored of it.
> >
>
> You're right - I didn't look closely enough at the auction. That would
> explain the lack of bidding. The one I have is the original.

Atari was in Mï¿½xico arround 88-2004, they used to sell the computers in
stores like Wallmart, in fact there was a chain called Comercial Mexicana,
that was the only vendor that i was aware of, in fact i purchased almost all
my equipment from auctions and such. I also have a spanish version of
De Re Atari, with some typos here and there and a bunch of old Antic mags.
From Atari Mï¿½xico i bought the Atari assembler cart and Kyan Pascal, i think
they also sold Microsoft Basic and maybe a couple of other stuff, i bougt
Logo from a guy that also sold me a 65XE, an Indus, an Epson compatible printer
and Interface and a cart made in Mï¿½xico, donï¿½t remember the name that the guy
used for word processing.

3521. No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 19:06:59 UTC
From: Richard Hable <portempa2@eunet.at>
Message-ID: <ckmimd$mk0$1@paperboy.Austria.EU.net>
Source record: 14330

Hi,

I recently bought an Atari XE Game System (PAL version) which seems to
work perfectly well; however, the picture is always black-and-white.
I tried the built-in game, the self-test programs and BASIC mode, with
both composite(?) and antenna output. Therefore, I think, it's a
hardware problem.

Does anybody have experience about what could be wrong? If I get a
working Atari 800XL, can I just put its video chips (ANTIC and/or GTIA?)
into the Game System and expect the problem to go away?

Thank's in advance for any hints,
Richard
--
portempa2@eunet.at

3522. Re: German Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 20:05:02 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <416edbf3$0$772$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 14326

Howdy Ben, folks

> I am looking for some assitance from any of our atari friends in
> Germany. I recently sold some rather expensive atari gear to some one in
> Germany and they are not paying up. I just want to find out who I can
> contact in Germany to persuade this gentelman that this is not a nice
> thing to do....

Try contacting the ABBUC at www.abbuc.de

CU Mathy van Nisselroy

3523. Looking for basic listing

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 20:59:54 UTC
From: bishop@ekkobsd.org
Message-ID: <46367cdc.0410141259.125f8daa@posting.google.com>
Source record: 14328

Hi,

I'm in search of an ASCII text listing of an atari basic program AMIS
BBS.

I've got the ATR files, but I was looking for a simple text version I
could look at from a PC or Linux box.

I'd also take any suggestion as to how to get the program coverted..

thanks!

3524. Re: Happy 1050 Controller

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-14 23:20:30 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410141520.d60c56b@posting.google.com>
Source record: 14325

"Colin Clifford" <cwc@dircon.co.uk> wrote in message
news:<1097772338.21421.0@nnrp-t71-03.news.uk.clara.net>...
> Thanks for the reply. I bought the Happy Enhancement from AtariMax but
> doesn't have any in stock.

10 GOTO
http://search.ebay.com/_W0QQgotopageZ1QQsassZatarimaxQQsosortorderZ1QQsosortpropertyZ1

Greetings from Mexico.
Javier.

3525. Re: Looking for basic listing

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 01:57:45 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <t8Gbd.13112$Rj.12014@newssvr15.news.prodigy.com>
Source record: 14332

I'm not sure what you mean by 'converted'. Perhaps converting the ATASCII to ASCII? You have the ATRs of AMIS, so you probably have SAVEd files and need to convert to LISTed files. You would do that by LOADing the BASIC SAVEd file and then LISTing it to an empty disk. Then the only thing you'd need to read with a simple PC text reader would be to convert the ATASII to ASCII.
I've never understood why BASIC programs are stored in ATRs, rather than just the program, or even better as an ARCed or ZIPed file.
Russg

3526. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 10:17:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150314330.23263-100000@onyx.spiritone.com>
Source record: 14333
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3527. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 10:23:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150320400.23263-100000@onyx.spiritone.com>
Source record: 14335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3528. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 10:26:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150323270.23263-100000@onyx.spiritone.com>
Source record: 14334
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3529. Vintage Computer Festival 7.0 - Nov. 6-7 [NERDVANA!!]

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 12:52:03 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <TJPbd.395464$Fg5.6437@attbi_s53>
Source record: 14340

Vintage Computer Festival 7.0
Saturday, November 6 through Sunday, November 7
Computer History Museum
Mountain VIiew, California

Since the last VCF, the trials and tribulations of daily life made their inevitability painfully attendant: bills came due, accidents happened, bad days at the office were had, arguments broke out, and the morning paper was thrown into the sprinklers yet again. Woe is us! But lo, a bright and shining beacon of nerdilicious salvation is on the horizon and draws nigh. The Vintage Computer Festival returns!

Vintage Computer Festival 7.0 is right around the corner, taking place on November 6-7 at the Computer History Museum in Mountain View in (still) sunny California. Flights are cheap and so is the admission, so you have little excuse to stay home cramped behind your computer trying in vain to craft that perfect Google search term. Just put all that nonsense behind you and join us for some fanatical Festival folly!

We are honored to once again have the Computer History Museum as our sponsor!

And as always, we bring you yet another wonderful line-up of speakers, exhibitors, and special events, including a 30th anniversary retro-spective of Maze War, the original "first-person shooter" videogame, plus so much more!

In fact, we're planning so much for this year's event, it might possibly be even too much! Some of it we can't even mention yet because we're still in the middle of planning it. So come on out and watch us put on a gargantuan geek gala guaranteed to gasify your gall bladder...either that or watch us crash and burn in spectacular style. Either way, it's sure to be entertaining!

Exhibitors Wanted!!!

One of the best ways to enjoy the VCF is by participating directly. Be an exhibitor! As an exhibitor, you get to be a part of all the behind-the-scenes action. Plus you get a chance to show off your favorite computer and perhaps even win an award for an outstanding exhibit. The Best of Show award includes as a prize the Replica 1, a software compatible re-creation of the legendary Apple-1 computer, courtesy of its creator, Vince Briel. So don't delay, sign up today!

http://www.vintage.org/2004/main/exhibit.php

More information about Vince Briel's Replica 1 can be found on his website:

http://home.comcast.net/~vbriel/

We've Got Lodging!

For out of town guests, the VCF has arranged a hotel room block at the Residence Inn Palto Alto Mountain View, located within 3 miles of the Computer History Museum and featuing, among other fine amenities, an on-demand shuttle service between the Inn and the Computer History Museum. The special VCF rate is US$79 per night. Reservations must be made by October 15 to take advantange of this terrific rate so do not delay! Full details are available here:

http://www.vintage.org/2004/main/lodging.php

Computer History Galore!

The VCF speaker schedule has moved back to a "track" style this year. The talks are assembled into themes for the most part. We've got another terrific line-up! Check it out:

Saturday, November 6

Track 01

Time	Topic	Speaker
10:00am	Using Vintage Computers in Forensics	Fred Cohen
11:00am	Documenting the BBS	Jason Scott
12:00pm	The Art of Textmode	Christian Wirth
1:00pm	History of FidoNet	Tom Jennings

Track 10

Time	Topic	Speaker
11:30am	Confessions of an Entrepreneur	Dr. Robert Suding
12:30pm	VCF Ramblings	Sellam Ismail
1:00pm	Computer History Museum Update	CHM Staff

Sunday, November 7

Track 01

Time	Topic	Speaker
10:00am	Early IBM History	John Sailors
11:00am	The IBM 360 Evolution and Revolution	Jerome Svigals
12:00pm	Early Microprocessor Design	Nick Tredennick
1:00pm	Maze War Retrospective	Panel

Track 10

Time	Topic	Speaker
10:30am	Things You May Not Know...	Evan Koblentz
11:30am	Tipping Sacred Cows	Tom Jennings
12:30am	The Art of Vintage Computers	Christine Finn
1:30pm	Neo-Retro: The XGameStation	Andre LaMothe

More information on the VCF 7.0 speakers can be found here:

http://www.vintage.org/2004/main/speaker.php

BBS Documentary Screening

Jason Scott, proprietor of textfiles.com--the Internet's largest collection of historic textfiles--has completed work on his BBS documentary. "BBS: The Documentary" spans across seven separate films which cover every aspect of the world of bulletin board systems, tracing the history of the BBS as well as the historic figures that made it a distinctly unique mode of digital communication. This will be the first public screening of the documentary, and audience input from VCF attendees will determine the final cut of the film series. More information on the screening can be found here:

http://www.vintage.org/2004/main/screening.php

Computer History Museum Tours

As always, the Computer History Museum's terrific staff will be giving VCF attendees tours of the Museum's fantastic collection. Tours are held in the afternoon and run every half an hour. Tour information is available here:

http://www.vintage.org/2004/main/tours.php

Buy, Sell and Trade at the VCF Marketplace

As always, one of the most exciting aspects of the VCF is the Marketplace, where you can find a large and varied assortment of some of the most fantastical old computer thingies anywhere. Find that odd part you've been seeking out for your collection, then touch, smell, even taste it if you like, before haggling out a deal. There is simply no better place to buy and sell vintage computers than at the VCF Marketplace. Vendor booths are still available. For more information on selling at VCF 7.0, please visit:

http://www.vintage.org/2004/main/vendor.php

The VCF 7.0 BBS is Live!

Communicate with fellow VCF 7.0 attendees on the VCF 7.0 BBS! Set up trades and carpools, talk about exhibiting, and discuss generally anything about the upcoming Festival:

http://www.vintage.org/2004/main/bbs.php

So Much More!

Complete information about VCF 7.0, including the speaker schedule and exhibit roster, as well as lodging information and driving directions, can be found on the VCF 7.0 web pages:

http://www.vintage.org/2004/main/

Keep in mind that the VCF will from now on be held during the first weekend in November.

;)

3530. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 15:50:16 UTC
From: mikew <mikew@hmgcc.gov.uk>
Message-ID: <416ff1b8$1@mail.hmgcc.gov.uk>
Source record: 14338

I must ask the obvious. Are you connected to a PAL TV ?

The 800XL has 2 crystals. One will be the main system clock. The other is probably the PAL colour burst frequency. Check that are both not physically damaged. I think that you'll find that the ANTIC / GTIA are not socketed in all units.

Regards

Mike

"Richard Hable" <portempa2@eunet.at> wrote in message news:ckmimd$mk0$1@paperboy.Austria.EU.net...
> Hi,
>
> I recently bought an Atari XE Game System (PAL version) which seems to
> work perfectly well; however, the picture is always black-and-white.
> I tried the built-in game, the self-test programs and BASIC mode, with
> both composite(?) and antenna output. Therefore, I think, it's a
> hardware problem.

3531. Re: Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 22:59:47 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9583B711C14F6emuslor@130.133.1.4>
Source record: 14342

```
Despite all prevention efforts, "Tim" <tjlazer@CRAPmail.com> wrote in
news:10n006g7cpv1728@corp.supernews.com:

>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns957FD223B5Bemuslor@130.133.1.4...
>> Despite all prevention efforts, martianman597@wmconnect.com
>> (MartianMan597) wrote in
>> news:20041008133903.01015.00001704@mb-m15.wmconnect.com:
>>
>> > I have an old 800XL system in good working order that will go to
>> > the first person who'll come and get it. I will NOT ship this
>> > system, so don't ask.
>> >
>> > It consists of my 800XL w/PSU, a homemade A/V cable, a few
>> > cartridges (MyDOS 4.53/4 is one of them if I got the version
>> > right), two joysticks (one working, one not), a joystick extension
>> > cable, an XF551 drive with data cable & PSU, 8 boxes (10 each) of
>> > new DSDD 5.25" floppies, hundreds of old 5.25" disks (all will need
>> > formatting) and I may even throw in my old C=1702 monitor w/stand
>> > (not sure yet).
>> >
>> > Last I checked, everything worked fine but it's been awhile.
>> >
>> > I live in Central California in the San Joaquin Valley (between
>> > Fresno & Bakersfield). Heck, I'll even drop it off if you're close.
>> >
>> > E-mail me here if interested. Thanks.
>>
>>
>> Did you get takers on all this stuff? I'd still love to get the
>> carts you have, if there was any way I could convince you to just
>> throw them in the mail in a padded envelope and let me pay postage.
>>
>> Thanks
>>
>> --
>> Slor
>
> He said don't ask... ;)
>
> Tim
>
>
```

>

I didn't really ask - it was more of a statement. :) Guess I was hoping
he might be willing to mail smaller items...

--
Slor

3532. How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-15 23:09:10 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <417058a0$0$770$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 14337

Howdy Folks

I tried unzipping a bunch of files automatically, but the files inside the ZIPfile are not selected automatically. I'm using Winzip. Could somebody please help me? My wrist is getting sore from selecting all them files and I still need to unzip quite a lot of files.

CU Mathy van Nisselroy

3533. Re: OSS Carts

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 00:14:22 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <417067DE.10D67601@a8maestro.com>
Source record: 14336

LarryWhite wrote:

> I am curious about "orange" and "black" OSS/ICD/FTE carts -- which are more
> valuable? The orange carts + the nice binders originally retailed for $100
> (IIRC). The black carts were cost-reduced and had soft-bound manuals, and they
> retailed for $69 or $79 from ICD and finally FTE sold them for $49 with
> toolkits. (again, IIRC)
>
> I've had a lot of both orange and black carts, and have found that the black
> carts fail far more frequently. Actually, I've never had an orange cart
> failure.
>
> But I still have a gut-feeling that the black carts are more valuable as
> collectors items. Of course, the language also affects the prices. BXL seems
> to be the least desirable/expensive and Action! and Mac65 the most desirable
> with BXE close behind. (?) Any thoughts on this?
> Larry

I have a BXL orange cart with a single bit failure..CLOSE has been replaced with
CLORE!

Rick D.

3534. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 01:11:25 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10n0t9ndro38d2b@corp.supernews.com>
Source record: 14339

Try this program:

http://www.emuware.com/romzipper/

Selects files you specific by extention.

Works wonders..
RoyE

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:417058a0$0$770$3a628fcd@reader20.nntp.hccnet.nl...
| Howdy Folks
|
| I tried unzipping a bunch of files automatically, but the files inside the
| ZIPfile are not selected automatically. I'm using Winzip. Could somebody
| please help me? My wrist is getting sore from selecting all them files and
I
| still need to unzip quite a lot of files.
|
| CU Mathy van Nisselroy
|
|
|

3535. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 01:35:50 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <41707a07.73251672@news>
Source record: 14341

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl>:
>Howdy Folks
>
>I tried unzipping a bunch of files automatically, but the files inside the
>ZIPfile are not selected automatically. I'm using Winzip. Could somebody
>please help me? My wrist is getting sore from selecting all them files and I
>still need to unzip quite a lot of files.

With windows you can select all your zip files, drag them to where you want
to unzip them to, with the right mouse button down. You should then get a
menu that allows you to choose Winzip, Extract to here.

Let it go.

Shawn Jefferson
(fix reply to for email)

3536. Re: Happy 1050 Controller

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 02:10:20 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10n10o6i7pd2v6f@corp.supernews.com>
Source record: 14343

"Colin Clifford" <cwc@dircon.co.uk> wrote in message
news:1097772152.21294.0@nnrp-t71-03.news.uk.clara.net...
| Many thanks for your reply, but I was after the Happy 1050 Controller
switch
| set which comprises a Read/Write Switch and a Happy Slow/Fast mode switch.
I
| already have the Happy Enhancement itself, which I purchased on E-Bay.
|
|
Hi Colin,
Try this site:
http://www.atariland.com/members/oldatarian/sparky.htm

Write Enable Switch for the Atari 1050 Disk Drive
By Tom Kerschen (Sparky)

Good Luck this works with my Happy 1050..

RoyE

3537. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 03:50:52 UTC
From: secretspam@ihatespam.net
Message-ID: <41729a4a.15739437@news.charter.net>
Source record: 14344

Use a command line unzipper such as the Winzip CL option, or PKUnzip.
Use the DOS "FOR" command to do it. Check your help section on the
use of "FOR".

On Sat, 16 Oct 2004 01:09:10 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy Folks
>
>I tried unzipping a bunch of files automatically, but the files inside the
>ZIPfile are not selected automatically. I'm using Winzip. Could somebody
>please help me? My wrist is getting sore from selecting all them files and I
>still need to unzip quite a lot of files.
>
>CU Mathy van Nisselroy
>
>

3538. Play Atari MULE on the internet!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 03:59:53 UTC
From: nobody important <nobody@important.com>
Message-ID: <Xns9583F42323984nobodyimportantcom@63.218.45.44>
Source record: 14345

http://games.groups.yahoo.com/group/AtariMuleMultiplayerGroup/

3539. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 04:00:39 UTC
From: nobody important <nobody@important.com>
Message-ID: <Xns9584202E916nobodyimportantcom@63.218.45.44>
Source record: 14346

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in
news:417058a0$0$770$3a628fcd@reader20.nntp.hccnet.nl:

> Howdy Folks
>
> I tried unzipping a bunch of files automatically, but the files inside
> the ZIPfile are not selected automatically. I'm using Winzip. Could
> somebody please help me? My wrist is getting sore from selecting all
> them files and I still need to unzip quite a lot of files.
>
> CU Mathy van Nisselroy

Try using WinRAR instead. It's much better/easier.

3540. Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 07:51:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <0q4cd.17467$54.293816@typhoon.sonic.net>
Source record: 14197

Has anyone got a pointer to a tool that can take an EXE and convert it to
an ATR containing that file?

I'm using AtariSIO on Linux to boot my Atari, but have a number of loose
EXEs that I'd like to drop in (e.g., as an ATR in Drive 2). At the moment,
AtariSIO doesn't have a way of 'mounting' them like APE does.
(Or at least, I remembered it being able to do back when I had an MSDOS 6 PC)

Thx!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3541. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 10:34:28 UTC
From: Richard Hable <portempa2@eunet.at>
Message-ID: <ckqtd6ebn1@paperboy.Austria.EU.net>
Source record: 14198

mikew wrote:

> I must ask the obvious. Are you connected to a PAL TV ?

I kind of expected that question. :)

Yes, it's a PAL TV and I even tried to switch it to NTSC to find out if
the Atari doesn't actually output an NTSC signal.

> The 800XL has 2 crystals. One will be the main system clock. The other is
> probably the PAL colour burst frequency. Check that are both not
physically
> damaged. I think that you'll find that the ANTIC / GTIA are not
socketed in
> all units.

You are right: unfortunately none of the chips is socketed. And there is
no visible damage to both crystals. So I guess, there is no easy solution...

Thank you for your response,
Richard
--
portempa2@eunet.at

3542. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 11:05:51 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4171008b@news.inet.com.pl>
Source record: 14199

```
Music Shop Landgraaf wrote:
> Howdy Folks
>
> I tried unzipping a bunch of files automatically, but the files inside the
> ZIPfile are not selected automatically. I'm using Winzip. Could somebody
> please help me? My wrist is getting sore from selecting all them files and I
> still need to unzip quite a lot of files.
>

$> find ./ -name '*.zip' -exec unzip {} \;
```

3543. Re: How to mass unzip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 11:09:24 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4171015f$1@news.inet.com.pl>
Source record: 14200

silverdr wrote:

> Music Shop Landgraaf wrote:
>
>> Howdy Folks
>>
>> I tried unzipping a bunch of files automatically, but the files inside
>> the
>> ZIPfile are not selected automatically. I'm using Winzip. Could
>> somebody
>> please help me? My wrist is getting sore from selecting all them files
>> and I
>> still need to unzip quite a lot of files.
>>
>
> $> find ./ -name '*.zip' -exec unzip {} \;

Ah, for that to work under Losedows one probably has to download
something like Cygwin, which is a good "first step into a larger world"
anyway.

3544. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 11:13:33 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41710258$1@news.inet.com.pl>
Source record: 14201

William Kendrick wrote:

> Has anyone got a pointer to a tool that can take an EXE and convert it to
> an ATR containing that file?
>
> I'm using AtariSIO on Linux to boot my Atari, but have a number of loose
> EXEs that I'd like to drop in (e.g., as an ATR in Drive 2). At the moment,
> AtariSIO doesn't have a way of 'mounting' them like APE does.
> (Or at least, I remembered it being able to do back when I had an MSDOS 6 PC)
>

Doesn't any of the emulators allow you to mount both an .ATR and a
harddisk directory at the same time? Then you should be able to move the
files between those.

3545. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 13:42:11 UTC
From: krap@zwieracz.krap.pl
Message-ID: <ckr8fj$1mfl$1@zwieracz.krap.pl>
Source record: 14202

Richard Hable <portempa2@eunet.at> wrote:
> I recently bought an Atari XE Game System (PAL version) which seems to
> work perfectly well; however, the picture is always black-and-white.

are you sure that's a PAL version? there are plenty of french SECAM
versions of XEGS, i personally bought one unfortunatelly, and have
the same problem. :(

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

3546. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 15:05:11 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <ckrdhc$6ed$1@nemesis.news.tpi.pl>
Source record: 14203

Please check that potentiometer near TV modulator is not damaged. Due to presence of a hole underneath, some people put there a screw and damage the slider of potentiometer. I've seen many such damages. If it is OK, you may try to turn it left or right to get a color picture.

Cheers,
Jurek.

3547. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 20:13:42 UTC
From: Richard Hable <portempa2@eunet.at>
Message-ID: <ckrvba$u2j$1@paperboy.Austria.EU.net>
Source record: 14204

maciej grzeszczuk schrieb:

> are you sure that's a PAL version? there are plenty of french SECAM
> versions of XEGS, i personally bought one unfortunatelly, and have
> the same problem. :(

I wouldn't mind it to be SECAM (well not much, anyhow), because my TV is capable of this standard too. However, no matter which standard I select, the picture stays black & white.

It seems to me, that there is no colour carrier at all, because even when I connect it to the luminance input of my Commodore 1901 monitor, there isn't any of the visible distortion normally caused by composite signals.

Richard
--
portempa2@eunet.at

3548. Re: No colour with Atari XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-16 20:54:15 UTC
From: Richard Hable <portempa2@eunet.at>
Message-ID: <cks1n6uuo1@paperboy.Austria.EU.net>
Source record: 14205

Jerzy Dudek wrote:

> Please check that potentiometer near TV modulator is not damaged. Due to
> presence of a hole underneath, some people put there a screw and damage the
> slider of potentiometer. I've seen many such damages. If it is OK, you may
> try to turn it left or right to get a color picture.

Hmmm, the only potentiometer I found was in the middle of the board.
According to http://www.atari-explorer.com/xegs.html this is a "Colour
trimmer". Turning it around--and also short-circuiting it--didn't change
anything, however.

How would I know, if the potentiometer was damaged? It doesn't look
damaged.

I measured a resistance of about 500 kiloohms first; after some turning
around this changed to 60 kiloohms. However, it still sits on the board,
so probably these measures are not valid. While the Atari is switched
on, there is always an electric tension of 7 volts between the poles.

Richard
--
portempa2@eunet.at

3549. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 04:31:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1097987504@rtfm.mit.edu>
Source record: 14206
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3550. The Diskette Experiments

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 10:12:23 UTC
From: dunric@yahoo.com
Message-ID: <f26111c2.0410170212.7b61de5b@posting.google.com>
Source record: 14207

"The Diskette Experiments: A Hypothetical Longevity of the Floppy Disk"
By: Paul Allen Panks (dunric@yahoo.com)

See website for details. Written summary below:

http://members.tripod.com/~panks/diskfun.html

In three separate experiments (conducted at regular intervals), I have determined the hypothetical longevity and general integrity of data (both read and recorded) on the standard 5.25" floppy diskette. Such diskettes are common to the Atari 400/800, Commodore 64/128, Apple II/IIe and other 8-bit computers. 3.5" disks were not tested.

Here are the results of my experiements (conducted on 5.25" floppy diskettes for the Commodore 64/128 line of microcomputers):

****
Experiment One: Freezing diskette (Conducted in January 2003)
****

Hypothesis: Frozen diskettes lose data, even if frozen overnight.

I froze a diskette overnight in a freezer, without the diskette holder protecting the exposed mylar surface. I left the diskette intact inside the disk jacket, though.

The disk received condensation on the exposed portion of the mylar surface (of the diskette), and was extremely cold to the touch. I noticed no physical alterations to the diskette, however (e.g. no warping or physical damages; only coldness and condensation).

The disk drive booted the floppy disk directory without effort, and the contents read without problem. Programs all loaded without error.

Conclusion: Freezing a diskette overnight probably won't damage the diskette enough to ruin diskette data integrity, but probably isn't a good idea, anyway.

****
Experiment Two: Overheating diskette (Conducted in June 2004)
****

Hypothesis: Heating a diskette to even slightly above room temperature is asking for data loss.

I overheated a diskette next to a space heater, without the diskette holder
protecting the exposed mylar surface. The diskette melted a little bit

near the center, at which point I removed the diskette from the space heater's range of heat. The diskette was heated for approximately 10 seconds at a distance of 2-3" (inches) from the space heater.

DISCLAIMER: *Do Not* attempt this experiment *at all* unless you have _already_ safely practiced doing so!!! Heating any object near a space heater is *VERY* dangerous and should *NOT* be attempted by unexperienced person(s)!!

The reason(s) for testing the heat durability of a 5.25" diskette were two-fold: One, I wanted to disprove the notion that a minimal amount of excess heat can ruin a diskette's data integrity. Secondly, I wanted to test the theory proposed that 5.25" HD (96 TPI) diskettes could still be formatted with a 1541/1571 disk drive despite the small Tracks Per Inch (normal is 48 TPI on the Commodore 64/128 computers for a 5.25" diskette).

Conclusion: Heating a 96 TPI (HD) 5.25" diskette (or 48 TPI diskette) to 95-115 degrees fahrenheit does not appear to affect data integrity in any significant fashion, although outright *burning* of the diskette *will* affect data integrity! The 96 TPI diskette, once heated, formatted without error on both the 1541 and 1571 disk drives, but *could not* be reformatted once the diskette cooled to room temperature (approximately 5 minutes time). Additionally, the diskette had to be reheated to a high temperature once again in order to reformat over the previous formatted contents.

****
Experiment Three: Diskette burial for 554 days (March 2003-Oct 2004)
****

Hypothesis: Burying a diskette for over a period of a year, approximately 1.5 feet underground, will expose the diskette to dirt, rain and other unsavory elements, even when contained within a ZipLock(TM) plastic bag.

This experiment took exactly 554 days to complete...1 year, 6 months and 7 days, to be exact. I buried a floppy diskette with (data on both sides) in my parent's backyard at a depth of approximately 18 inches. I made sure that I protected the diskette as reasonably as possible, including placing the diskette inside a paper disk jacket, while also sealing the entire contents inside an enclosed ZipLock plastic bag.

Conclusion: Even when sealed in a Ziplock plastic bag, and despite being buried 18 inches underground, both the weight of the dirt atop the diskette and the elements of water and wind severely warped the diskette into a bowl-shaped wedge (think: bowl of soup wedged).

The poor diskette was unreadable as is; that is, without removing the mylar internal diskette from the disk jacket itself and placing it inside a new disk jacket (scrapped from a throw away blank diskette I had no general use for). I noted the following damage to the internal mylar diskette as I inserted it into the second disk jacket:

A) Physical damage present near the center of the diskette, where Track 18 was likely to reside.
B) Minor physical damage to the outer diskette, but mostly on the left side where it had warped upward. Nearly identical damage was evident on the right side, where the same warping was circularly present.
C) Non-consequential smearing from dirt, visible just above the (writable) track/sector area of the disk's mylar surface (left of the main diskette ring hub).

The disk was inserted into the new diskette jacket and the jacket itself was taped back shut via normal Scotch(TM) brand tape.

Conclusion: Because the diskette contained data on BOTH sides of the diskette, I expected the back side to have less data loss than the front side (due to warping/other damage). I was right. The results of the data loss on the front side were as follows:

The disk directory read, but failed after only 7 programs had been read (at least 40 programs were on the front side of the diskette in late-March of 2003). This suggested serious damage to the middle of the diskette, namely, Track 18. Not a good start.

I began loading the remaining programs one by one. Program 1, of 38 blocks, failed after only 0.5 blocks had been read. Since it was the very first program on the diskette, this suggested it was written very, very close to where the directory itself was written.

Program 2, a 3 block file, loaded 2 blocks out of 3 before it, too, failed.

Program 3, a 7 block file, loaded fine, with 100% accuracy. However, Line 23 of the program (read in Commodore 128 mode) was complete gibberish, with weird commands like "CIRCLENEW TAN &STEPFOR" where normal, regular BASIC statements would be. Line 24 was normal, as was the remainder of the program. This suggested physical damage to the mylar surface of the diskette.

Program 4, a 1 block file, loaded fine, with 100% accuracy, and listed fine as well.

Program 5, a 63 block file, failed after only 1.5 blocks had been read. This was very similar to how the first program faired.

Program 6, a 9 block file, loaded fine, with 100% accuracy, and listed fine as well (with no errors). This surprised me greatly, as a much smaller program did not.

Program 7, a 3 block file, loaded fine, with 100% accuracy, and listed fine as well (with no errors).

I have not yet checked the remainder of the 1st side with Disk Doctor 4.0, and have not read through each and every Track/Sector to see how it looks in a diskette editor. However, Side 1 lost approximately 500 blocks of data (roughly an 85-90% data loss). This was the most

severely warped (bowl) portion of the diskette, and could only be read by the disk drive when I inserted the internal mylar diskette into a new diskette jacket altogether.

The flip side, which was not damaged much at all, only contained minor errors. The programs occupied a maxium of 61 *total* blocks on the flip side of the diskette, leaving 603 blocks free. The directory read without error, although Track 18, Sector 14 was not readable. Because directory data was not on Track 18, Sector 14, data loss on that particular T/S was not evident.

The programs (7 in all, out of 7 total) read as follows:

Program 1, a 3 block file, loaded 2 out of 3 blocks, but failed. Listing the program only displayed most of it, with the last few lines just pure gibberish.

Program 2, a backup of Program 1 (done intentionally), loaded all 3 blocks, and listed and ran fine.

Program 3, a sequential file of 3 blocks in length, was read through the following "quickie" program:

```
5 PRINT"ENTER FILENAME";:INPUT A$
10 OPEN 2,8,2,"0:"+F$+",S,R"
15 GET#2,A$:PRINT A$;:IF ST<>64 THEN GOTO 15
20 CLOSE 2:END
```

The sequential file read most of the way through, but failed to read anymore data halfway through the last 1/6th of the file itself. Checking a backup of the same file (from another diskette), data loss was between 2-3% of the file, with only the last few sentences lost.

Program 4, a BASIC program of 18 blocks in length, loaded 12 of the 18 blocks before failure. Listing the program revealed gibberish about halfway through the program.

Program 5, a BASIC program of 11 blocks in length, wouldn't even load (gave a "?FILE NOT FOUND ERROR"; wouldn't even grace me with a "LOADING PROGRAM..."?READ ERROR" message).

Program 6, a BASIC program of 19 blocks in length, loaded with 100% accuracy and without error. The program LISTed and was RUN without any errors.

Conclusion: Burying a diskette even 18 inches below the ground for a period exceeding 1 calendar year, even when protected in a ZipLock(TM) sealed plastic bag, is generally *not* a good idea. Water (from rain) and other elements warped the physical nature of the diskette, as did the 18 inches of dirt laying atop the diskette (inside a sealed ZipLock(TM) plastic bag). Even rescuing the internal mylar floppy from the disk jacket and transfering it into a fresh disk jacket failed to solve data loss. Physical damages to the diskette, although minimal to the eye, were nevertheless responsible for a total of at least 38

programs (out of 45 total) either loading only 65-70% of the way, failing altogether (0%-2% of the way) or loading without error (only 5 loaded without error, and the largest program of that variety was a mere 9 blocks in length).

Final Conclusion: Diskettes are surprisingly resistant to temperature, but are very fragile to dirt, water and other environmental factors. Even minor physical damages to the diskette surfaces caused substantial diskette errors/loss. Errors noted (on either side) were: #20, #21, #22, #23 and #27; no other diskette errors were noted or found).

Sincerely,

Paul Allen Panks
dunric@yahoo.com

3551. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 12:33:18 UTC
From: Richard Gore <richard@rgore.freeserve.co.uk>
Message-ID: <cktoq1$k0e$1@news8.svr.pol.co.uk>
Source record: 14208

I certainly remember it, never joined it but received the catalogue. I also believe they sold software too. Just imagine all those hundreds of games are still at around somewhere, provided they haven't been dumped in a skip.

Talking of skips, I remember many years ago somebody finding loads of software dumped in a skip in Doncaster near where I live. There was a company called CDS, probably most famous for Steve Davis Snooker, when they went bankrupt and the offices were cleared out all the unsold stuff went in a skip. Some of it was rescued! Most vanished into landfill!

--
Regards
Richard Gore

QUANTUM CRICKET - Cricket equipment from all over the world.
Visit: www.quantumcricket.co.uk or e-mail: info@quantumcricket.co.uk
---
"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:41553b29$0$82226$ed2619ec@ptn-nntp-reader03.plus.net...
> Just out of curiosity - does anyone remember the UK postal membership
> lending library of the 80s early 90s?
>
> Gareth.
>

3552. ATARI 8-BIT SOFTWARE FROM RICHARD GORE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 12:47:20 UTC
From: Richard Gore <richard@rgore.freeserve.co.uk>
Message-ID: <cktpk2$b00$1@news7.svr.pol.co.uk>
Source record: 14209

Dear all 8-bit users
After many years of absence I finally found
my way back onto these pages. I don't know if anybody remembers me but I did
some commercial software retailing and a bit of programming some years back.
I've dusted down and opened the boxes, here's what I have left;

GAUNTLET DEEPER DUNGEONS DISK US/MINDSCAPE Version £5 - $10
SUPER PRINT LAB XE DISK (my own creation, graphics 8 design and print
program) £5 - $10
SOLAR STAR DISK (commercial game from Microdaft) £3 - $5
ARENA* (commercial software from Visionaire software) £5 - $10
BUBBLEZONE* (commercial software from Visionaire software) £5 - $10
MOUSEKATTACK £5 - $10
JAWBREAKER £5 - $10
GTRACKER and XL utilities disk (digi sound manipulation) £5 - $10

* also available as PC XFORMER and XL-it! games on PC disk, same price.

If anybody is interested, prices include p&p / shipping by cheapest
method.

--
Regards
Richard Gore

QUANTUM CRICKET - Cricket equipment from all over the world.
Visit: www.quantumcricket.co.uk or e-mail: info@quantumcricket.co.uk
---

3553. Re: UK Midland Games Library

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 21:48:35 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <4172e96c$0$44864$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14210

"Richard Gore" <richard@rgore.freeserve.co.uk> wrote in message
news:cktoq1$k0e$1@news8.svr.pol.co.uk...
>I certainly remember it, never joined it but received the catalogue. I also
>believe they sold software too. Just imagine all those hundreds of games
>are still at around somewhere, provided they haven't been dumped in a skip.
>
> Talking of skips, I remember many years ago somebody finding loads of
> software dumped in a skip in Doncaster near where I live. There was a
> company called CDS, probably most famous for Steve Davis Snooker, when
> they went bankrupt and the offices were cleared out all the unsold stuff
> went in a skip. Some of it was rescued! Most vanished into landfill!

No, they didn't sell software although they may possibly have occasionally
sold old titles that weren't generating rental income. They certainly bought
titles - usually for rental credits. The rental library had a great stock of
games on cassette, cart and disk and it was a fantastic way of playing games
that would otherwise have been too expensive to buy (Atari disk game prices
in the UK were certainly silly). They were based in Cheltenham iirc and I'm
certain I do.

I played about £25 for Steve Davis Snooker cassette for the Atari 800. It
was an absolutely shit game and a clear rip off - an early example of
cashing in via a licensed name. The ball physics - if that's the right
word - were non existent. It was more like a game a bad game of marbles.

Gareth.

3554. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 23:37:22 UTC
From: Matthias Reichl <usenet-200410@hias.horus.com>
Message-ID: <slrncn60hh.20n.usenet-200410@camel.hias.horus.com>
Source record: 14211

On Sat, 16 Oct 2004 07:51:24 GMT, William Kendrick wrote:
> Has anyone got a pointer to a tool that can take an EXE and convert it to
> an ATR containing that file?
>
> I'm using AtariSIO on Linux to boot my Atari, but have a number of loose
> EXEs that I'd like to drop in (e.g., as an ATR in Drive 2). At the moment,
> AtariSIO doesn't have a way of 'mounting' them like APE does.
> (Or at least, I remembered it being able to do back when I had an MSDOS 6 PC)

Actually, that's one of the new parts I'm currently working on (the
other one is Printer support) :-)

So far, these new parts already work quite fine but maybe need a little
bit more testing. The "virtual drive" functionality, as I called it,
supports (MyDOS-) subdirectories, an integrated gamedos, and writing
of files and creation of directories on the PC.

Anyone who is interested in beta-testing, just drop me a line and I'll
email you the latest snapshot.

BTW: another solution to convert files into ATRs is 'unix2atr'. Just
ask google about it.

so long,

Hias

3555. Re: Play Atari MULE on the internet!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-17 23:38:59 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <O7ednbXsPtgJn-7cRVn-3Q@comcast.com>
Source record: 14212

fantastic!

I'd been trying to get kaillera & mule to work for a while....

I'll definitely give it a try.

-z-

"nobody important" <nobody@important.com> wrote in message
news:Xns9583F42323984nobodyimportantcom@63.218.45.44...
> http://games.groups.yahoo.com/group/AtariMuleMultiplayerGroup/

3556. FS: IDE HDD interface for Atari 8-bit!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 18:53:10 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <cl13ld$t22$1@nemesis.news.tpi.pl>
Source record: 14213

I've decided to put them on eBay:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8140046889

3557. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 20:53:06 UTC
From: Christian Groessler <cpg@aladdin.de>
Message-ID: <87y8i37npp.fsf@tigerman.ealaddin.org>
Source record: 14214

bill@newbreedsoftware.com (William Kendrick) writes:

> Has anyone got a pointer to a tool that can take an EXE and convert it to
> an ATR containing that file?

Try unix2atr from http://www.crowcastle.net/preston/atari .
It doesn't take a single EXE, but all files from a subdirectory and
makes an ATR out of them.

regards,
chris

3558. How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 21:42:40 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <417438d0$0$152$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14215

Howdy folks

For this Atari project I am working on (come to the JHV of the ABBUC next saturday october 23th and I will show you) I need to copy several PC directories into a textfile. Like what happens if you type A in DOS and then give "Dx:Filename.ext" as the destination. Please help. I wanna do this from Windows XP or the DOS-prompt if possible.

CU Mathy van Nisselroy

PS please cc to mathy@mathyvannisselroy.nl

3559. Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 22:01:11 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41743d27$0$151$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14216

Howdy folks

Where can I find large quantities of ATR's on a FAST site?

CU Mathy van Nisselroy

PS please cc to mathy_remove this @mathyvannisselroy.nl

3560. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 22:31:20 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <jug8n0pc4606g3ka5s6gh65tbkmts7pp3t@4ax.com>
Source record: 14217

At the command prompt (it isn't DOS anymore), go to the directory you
want listed and type the following:

dir > filename.txt

If you want to do subdirectories do a

dir /s > filename.txt

On Mon, 18 Oct 2004 23:42:40 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>For this Atari project I am working on (come to the JHV of the ABBUC next
>saturday october 23th and I will show you) I need to copy several PC
>directories into a textfile. Like what happens if you type A in DOS and
>then give "Dx:Filename.ext" as the destination. Please help. I wanna do
>this from Windows XP or the DOS-prompt if possible.
>
>CU Mathy van Nisselroy
>
>PS please cc to mathy@mathyvannisselroy.nl
>
>

3561. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 22:47:01 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <417447e5$0$150$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14218

Howdy 8-Bit Classics

> At the command prompt (it isn't DOS anymore), go to the directory you
> want listed and type the following:
>
> dir > filename.txt
>
> If you want to do subdirectories do a
>
> dir /s > filename.txt

THANKS!!! That is exactly what I needed. Tried it out, it worked!

CU Mathy van Nisselroy

3562. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 23:02:24 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10n8irvtl2tvv63@corp.supernews.com>
Source record: 14219

"8-Bit Classics" <nospam@8bitclassics.com> wrote in message
news:jug8n0pc4606g3ka5s6gh65tbkmts7pp3t@4ax.com...
| At the command prompt (it isn't DOS anymore), go to the directory you
| want listed and type the following:
|
| dir > filename.txt
|
| If you want to do subdirectories do a
|
| dir /s > filename.txt
|
|
| On Mon, 18 Oct 2004 23:42:40 +0200, "Music Shop Landgraaf"
| <landgraaf.musicshop@hccnet.nl> wrote:
|
| >Howdy folks
| >
| >For this Atari project I am working on (come to the JHV of the ABBUC next
| >saturday october 23th and I will show you) I need to copy several PC
| >directories into a textfile. Like what happens if you type A in DOS and
| >then give "Dx:Filename.ext" as the destination. Please help. I wanna do
| >this from Windows XP or the DOS-prompt if possible.
| >
| >CU Mathy van Nisselroy
| >
| >PS please cc to mathy@mathyvannisselroy.nl
| >
| >
Mathy,
As shown above but you can use:
DIR /B /D /L /N /O:G > TEXTFILE.TXT
and get long filenames sorted with no summary of file attributes and sizes.
Or at the Command Prompt type: HELP DIR to get all parameters for the DIR
command..

Good Luck
RoyE

3563. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-18 23:50:10 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <SEYcd.323286$787.99582@fe2.columbus.rr.com>
Source record: 14220

I did a quick port of my old Dos app that converts EXE's to self booting
atrs.
I compiled it with:
cc makeatr.c atr.c
and converted one EXE to an ATR, and booted it into an emulator but that is
the extent of my testing.

http://atari.ksiders.tzo.com/downloads/makeatrnx.zip

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:0q4cd.17467$54.293816@typhoon.sonic.net...
>
> Has anyone got a pointer to a tool that can take an EXE and convert it to
> an ATR containing that file?
>
> I'm using AtariSIO on Linux to boot my Atari, but have a number of loose
> EXEs that I'd like to drop in (e.g., as an ATR in Drive 2). At the
> moment,
> AtariSIO doesn't have a way of 'mounting' them like APE does.
> (Or at least, I remembered it being able to do back when I had an MSDOS 6
> PC)
>
> Thx!
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3564. XC12 Turbo 2000 and faster...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 00:48:31 UTC
From: gefi <gefican@rogers.com>
Message-ID: <Xv6dnSixdpDo-encRVn-rA@rogers.com>
Source record: 14222

Hi guys..
I am looking for mag. XC12 wit Turbo 2000.. or faster....

cao....Jurek from Toronto.

3565. XC12 Turbo 2000 and faster...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 00:48:52 UTC
From: gefi <gefican@rogers.com>
Message-ID: <Xv6dnSuxdpDo-encRVn-rA@rogers.com>
Source record: 14221

Hi guys..
I am looking for mag. XC12 wit Turbo 2000.. or faster....

cao....Jurek from Toronto.

3566. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 01:56:26 UTC
From: secretspam@ihatespam.net
Message-ID: <417573fe.2120468@news.charter.net>
Source record: 14223

On Mon, 18 Oct 2004 23:42:40 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>For this Atari project I am working on (come to the JHV of the ABBUC next
>saturday october 23th and I will show you) I need to copy several PC
>directories into a textfile. Like what happens if you type A in DOS and
>then give "Dx:Filename.ext" as the destination. Please help. I wanna do
>this from Windows XP or the DOS-prompt if possible.
>
>CU Mathy van Nisselroy
>
>PS please cc to mathy@mathyvannisselroy.nl
>
>

DIR drive:\folder*.* /a /s >> drive:\folder\textfile.txt

3567. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 01:57:29 UTC
From: secretspam@ihatespam.net
Message-ID: <4176745a.2211953@news.charter.net>
Source record: 14224

A single > appends, double >> replaces file contents.

On Tue, 19 Oct 2004 00:47:01 +0200, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy 8-Bit Classics
>
>> At the command prompt (it isn't DOS anymore), go to the directory you
>> want listed and type the following:
>>
>> dir > filename.txt
>>
>> If you want to do subdirectories do a
>>
>> dir /s > filename.txt
>
>THANKS!!! That is exactly what I needed. Tried it out, it worked!
>
>CU Mathy van Nisselroy
>
>

3568. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 05:19:10 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4174a279.345328365@news>
Source record: 14225

secretspam@ihatespam.net (SgtSilicon):
>A single > appends, double >> replaces file contents.
>

you have that backwards, at least for DOS.

Shawn Jefferson
(fix reply to for email)

3569. Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 13:40:33 UTC
From: wandererstill@yahoo.com
Message-ID: <ab3a1ee1.0410190540.4bf6554d@posting.google.com>
Source record: 14226

Hi. I've been poking around the net looking for IDE adapters for the 800XL or the XE Game System I can buy, but they all seem to be sold out or in the plans stage only. Alas, building one of my own isn't an option, because if I pick up a solder gun, I *will* send myself to the hospital and possibly set my house on fire.

I saw Jerzy Dudek's interface on eBay, but it doesn't do it for me -- I want something where I can mount the interface either in a cartridge or inside the computer's case itself, and I'm scared by the fact that his interface only seems to work with an unpredictable, small number of XE systems (if I read his eBay post correctly.)

I looked at the faqs and found plenty of plans, but nowhere to buy interfaces. Can anyone point me in the right direction?

Also, does anyone have an interface where I could use a 256 MB CF card as the mass storage rather than a hard drive?

Oh, excuse the weird name up above. I screwed up entering my info into Google.

Thanks.

3570. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 15:09:10 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9587674995B7Cemuslor@130.133.1.4>
Source record: 14227

Despite all prevention efforts, wandererstill@yahoo.com (Where can I BUY 8 bit IDE adapters? What about CF?) wrote in news:ab3a1ee1.0410190540.4bf6554d@posting.google.com:

> Hi. I've been poking around the net looking for IDE adapters for the
> 800XL or the XE Game System I can buy, but they all seem to be sold
> out or in the plans stage only. Alas, building one of my own isn't an
> option, because if I pick up a solder gun, I *will* send myself to the
> hospital and possibly set my house on fire.
>

I was just going to ask if you'd looked into MyIDE, but I see while writing this that Mr. Atari is no longer shipping. Have you contacted him to find out if that's permanent or not?

--
Slor

3571. Re: Talking A.I. Eliza-clone for Atari XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 16:35:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41754251.E79553E5@students.uni-mainz.de>
Source record: 14228

Hello Larry,
afaik there was no official german version of SAM, so I guess they
really used the mentioned "Reciter" function... It is really hard to
understand Eliza when she is talking (besides, her voice sounds male not
female), so it is quite good that one can read what she said
afterwards... last not least, in the german version Eliza does a lot of
"grammar" mistakes (looks like the program has been converted fast from
the english version without taking care about german grammar)... anyway,
it is still funny to let the Atari talk... -Andreas.

LarryWhite schrieb:
>
> >...they just use one ML program from the SAM disk to talk. Of course the
> talking version of Eliza has been updated / patched a little bit to work
> correct with speech... <
>
> Hi Andreas-
> Was there a commercial German version of Sam? Or did users add German words
> via the "Reciter" function. I'm curious, because I presume that the "speech"
> from Reciter would sound very unusual when used for German. (?)
> But IIRC, both English and German have a common language root, so maybe not.
> And also, SAM sounds pretty "unusual" in English! :-)
> -Larry

3572. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 17:11:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41754AB1.965C48E8@students.uni-mainz.de>
Source record: 14229

Well,
for many years I had the same problem - and a friend told me that this is not possible under MS DOS (which I am using on my PC). so I did it at his PC which was (and still is) running under Linux. (T)His OS was even so nice to save the file size (in Bytes) and the Dir/Subdir size in the text, right beside the files and Dirs/subdirs... Thats how I created an info-text (a kind of overview) about the content of my (old) Atari XL/XE CD-ROM...

I know there is a similar program by Bo and Ernest Schreurs, but it not only lists the content of the harddisk (dir/subdir/ATR-images), it also lists the content of every ATR image, so if you happen to have let`s say 100 ATRs with DOS on them you will get a text that shows DOS.SYS (and probably even DUP.SYS) 100 times (plus all the other program-files on these ATR images). So this program creates enormous big text files (see the Pooldisk Too CD, which contains a 16 Megabyte ASCII-Text file, that shows the contents of the complete Pooldisk Too CD-ROMs).

With the Linux Dir to Text function, I listed approx. 5000 images to an ASCII text that ended up in a length of just 80 kbytes (and later I added personal descriptions, so the text grew to 300 kbytes). At the moment I am working on an update of my old Atari XL/XE CD-ROM. Alas, the new version will not be finished to the ABBUC JHV this year. So far, I have filled 2 CD-ROMS (700 megabytes each) with more than 8000 PD ATR-Images and a third CD-ROM with other stuff (books, texts, emulators, utilities and such). My friend is currently converting lots of AVI and MOV Atari videos (mostly adverts) into MPG and MPEG-2 format, I guess that when he is finished he requires 3 CD-ROMS or more for this. So, in the end we have 6 CD-ROMS and I am thinking about burning 1 DVD instead. Besides I am working on another project, recording and converting hundreds of A8 sounds to CD (and then converting them to MP3 format). when finished this will use up another 4-6 CDs (in MP3 format), so maybe at ABBUC JHV 2005 we will bring a Dual-Layer DVD (8.5 gigabytes of data!) with us... let`s wait and see... -Andreas.

Music Shop Landgraaf schrieb:
>
> Howdy folks
>
> For this Atari project I am working on (come to the JHV of the ABBUC next
> saturday october 23th and I will show you) I need to copy several PC
> directories into a textfile. Like what happens if you type A in DOS and
> then give "Dx:Filename.ext" as the destination. Please help. I wanna do
> this from Windows XP or the DOS-prompt if possible.
>

> CU Mathy van Nisselroy
>
> PS please cc to mathy@mathyvannisselroy.nl

3573. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 17:13:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41754B31.25C2A3EB@students.uni-mainz.de>
Source record: 14230

Well,
looks like microsoft has updated their DOS function(s). under good old
MS DOS 6.22 (which I am still using on my old 486 PC), this does not
work... -Andreas.

8-Bit Classics schrieb:
>
> At the command prompt (it isn't DOS anymore), go to the directory you
> want listed and type the following:
>
> dir > filename.txt
>
> If you want to do subdirectories do a
>
> dir /s > filename.txt
>
> On Mon, 18 Oct 2004 23:42:40 +0200, "Music Shop Landgraaf"
> <landgraaf.musicshop@hccnet.nl> wrote:
>
> >Howdy folks
> >
> >For this Atari project I am working on (come to the JHV of the ABBUC next
> >saturday october 23th and I will show you) I need to copy several PC
> >directories into a textfile. Like what happens if you type A in DOS and
> >then give "Dx:Filename.ext" as the destination. Please help. I wanna do
> >this from Windows XP or the DOS-prompt if possible.
> >
> >CU Mathy van Nisselroy
> >
> >PS please cc to mathy@mathyvannisselroy.nl
> >
> >

3574. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 17:31:15 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <cl3j7o$e1$1@nemesis.news.tpi.pl>
Source record: 14231

Hello,

> Hi. I've been poking around the net looking for IDE adapters for the
> 800XL or the XE Game System I can buy, but they all seem to be sold
> out or in the plans stage only. Alas, building one of my own isn't an
> option, because if I pick up a solder gun, I *will* send myself to the
> hospital and possibly set my house on fire.
>
> I saw Jerzy Dudek's interface on eBay, but it doesn't do it for me --
> I want something where I can mount the interface either in a cartridge
> or inside the computer's case itself, and I'm scared by the fact that
> his interface only seems to work with an unpredictable, small number
> of XE systems (if I read his eBay post correctly.)
>
> I looked at the faqs and found plenty of plans, but nowhere to buy
> interfaces. Can anyone point me in the right direction?
>
> Also, does anyone have an interface where I could use a 256 MB CF card
> as the mass storage rather than a hard drive?
>

You may build-in my interface inside computer, even this not equipped with
Expansion socket (800XL f.e.). You need my interface w/o enclosure in this
case. You may connect CF card to it, you need special adapter IDE->CF to do
this. It will work! If you have ability to solder it inside computer - it
is no problem.

Cheers,
Jerzy

3575. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 18:20:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns958787C753021emuslor@130.133.1.4>
Source record: 14232

Despite all prevention efforts, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote in
news:41754B31.25C2A3EB@students.uni-mainz.de:

> Well,
> looks like microsoft has updated their DOS function(s). under good old
> MS DOS 6.22 (which I am still using on my old 486 PC), this does not
> work... -Andreas.
>

Interesting. I'm running 6.22 on a machine as well, and both examples work
fine for me. You running any non-standard command interpreter or anything?

--
Slor

3576. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 18:53:58 UTC
From: lee hanken <lee_hanken@hotmail.com>
Message-ID: <4175633D.8070603@hotmail.com>
Source record: 14233

```
Music Shop Landgraaf wrote:
> Howdy folks
>
> Where can I find large quantities of ATR's on a FAST site?
>
> CU Mathy van Nisselroy
>
> PS please cc to mathy_remove this @mathyvannisselroy.nl
>
>

http://vjetnam.hopto.org/ as a starter for games
```

3577. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 19:17:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <uLddd.32$_3.383@typhoon.sonic.net>
Source record: 14234

silverdr <silverdr@inet.remove.it.pl> wrote:
> Doesn't any of the emulators allow you to mount both an .ATR and a
> harddisk directory at the same time? Then you should be able to move the
> files between those.

Yeah, but that's a little tedious. :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3578. Re: Atari EXE to ATR conv tool for Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 19:18:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <mMddd.33$_3.321@typhoon.sonic.net>
Source record: 14235

Christian Groessler <cpg@aladdin.de> wrote:
> Try unix2atr from http://www.crowcastle.net/preston/atari .
> It doesn't take a single EXE, but all files from a subdirectory and
> makes an ATR out of them.

Perfect! I'm also happy to hear AtariSIO has some built-in functionality
for this now, too! Can't wait to test it out!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3579. Re: ATARI 8-BIT SOFTWARE FROM RICHARD GORE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 19:24:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <uRddd.35$_3.243@typhoon.sonic.net>
Source record: 14236

Richard Gore <richard@rgore.freeserve.co.uk> wrote:
> After many years of absence I finally found
> my way back onto these pages. I don't know if anybody remembers me but I did
> some commercial software retailing and a bit of programming some years back.
> I've dusted down and opened the boxes, here's what I have left;

I remember you! (Well, the name, at least... which is _good_, for me!)

Weclome back! :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3580. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 19:27:16 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0410191127.433bc921@posting.google.com>
Source record: 14237

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<41743d27$0$151$3a628fcd@reader1.nntp.hccnet.nl>...
> Howdy folks
>
> Where can I find large quantities of ATR's on a FAST site?
>
> CU Mathy van Nisselroy
>
> PS please cc to mathy_remove this @mathyvannisselroy.nl

try XL search here:
http://www.newbreedsoftware.com/xlsearch/

stanley

3581. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 20:51:53 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <41757e69$0$44854$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14238

Hi,

I'm in the process of having a MyIDE built for me, but
more pressing work is stopping us from completing this
at the moment. The board is built and the cable's ready
for soldering into my 800XL and a 2.5" HD is waiting to
be housed inside. If this works OK then we may be able
to do a small run of boards (if that's OK with Mr-Atari).

I post details when we get there.

Regards,
Mark

PS Sadly I missed 40 74LS245's on Ebay that went for 99 pence!

3582. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-19 22:52:06 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <ei6bn01jdlguo31a2644secrcl4bbo0lca@4ax.com>
Source record: 14239

I've been doing this since the Dos 5.0 / Win3.1 days. Something must
be typed wrong or you are using OpenDOS or DR-DOS?

On Tue, 19 Oct 2004 19:13:21 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>looks like microsoft has updated their DOS function(s). under good old
>MS DOS 6.22 (which I am still using on my old 486 PC), this does not
>work... -Andreas.
>
>
>
>8-Bit Classics schrieb:
>>
>> At the command prompt (it isn't DOS anymore), go to the directory you
>> want listed and type the following:
>>
>> dir > filename.txt
>>
>> If you want to do subdirectories do a
>>
>> dir /s > filename.txt
>>
>> On Mon, 18 Oct 2004 23:42:40 +0200, "Music Shop Landgraaf"
>> <landgraaf.musicshop@hccnet.nl> wrote:
>>
>> >Howdy folks
>> >
>> >For this Atari project I am working on (come to the JHV of the ABBUC next
>> >saturday october 23th and I will show you) I need to copy several PC
>> >directories into a textfile. Like what happens if you type A in DOS and
>> >then give "Dx:Filename.ext" as the destination. Please help. I wanna do
>> >this from Windows XP or the DOS-prompt if possible.
>> >
>> >CU Mathy van Nisselroy
>> >
>> >PS please cc to mathy@mathyvannisselroy.nl
>> >
>> >

3583. Re: How do I copy a PC Directory into a textfile?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 04:22:32 UTC
From: secretspam@ihatespam.net
Message-ID: <4176e7f3.18152375@news.charter.net>
Source record: 14240

Quite correct. I swapped them accidentally.

On Tue, 19 Oct 2004 05:19:10 GMT, shawnjefferson@shaw.caREMOVEPLS
(Shawn Jefferson) wrote:

>secretspam@ihatespam.net (SgtSilicon):
>>A single > appends, double >> replaces file contents.
>>
>
>you have that backwards, at least for DOS.
>
>---
>Shawn Jefferson
>(fix reply to for email)

3584. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerpt

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 04:56:45 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <_dmdd.786$si.81@lakeread04>
Source record: 14241
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <cj7pqq$1vjm$1@mamut1.aster.pl>, draco@obta.uw.edu.pl says...

>1) it wasn't demonstrated that the ones involved in the crime described,
>weren't Germans;
>2) it wasn't demonstrated that the ones involved in the crime described
>was Waffen-SS;

It hasn't been demonstrated that it was either. (the story seems to take some severe liberties as it is). Don't get into too many debates, your logic is as fanciful as the story.

3585. Re: Chapter 1 of Jack Tramiel book nearing completion (see

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 05:38:19 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <KQmdd.787$si.158@lakeread04>
Source record: 14242

In article <BD8B8232.982B%lp@mint.org>, lp@mint.org says...

>> An Atari selling junk was no better than a dead Atari.
>
>I know plenty of people that think the amiga is junk, so we are even there.

When you get into the hardware and OS routines, its not a matter of what
people think. The ST showed that it was developed in 6 months time.

>Atari OS is open source now, the gui has been worked on etc... this stuff
>evolves you know. In fact it has done some stuff that the amiga didn't do
>for quite some time, like standardized memory protection, etc..

And the Amiga did things out of the box that an ST will never do. Big deal.

>And how many times has amiga changed hands, when will it take the world by
>storm, I don't see it my local pc shop. hehe

And how many times has Atari? You won't see any STs in a computer shop either.

3586. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinside)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 05:51:10 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <I0ndd.789$si.356@lakeread04>
Source record: 14243
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <xTSad.2232$gy1.1555@newsread1.news.pas.earthlink.net>,
ricortes@earthlink.net says...

>Mistakes made: Things like not being able to expand the ST and losing
>the engineer who designed it. I mean it wouldn't have made a difference

I don't see how losing the engineer of the ST could be a mistake. It was
thrown together in 6 months so they could have something to put on the market
while they kept chichen-lips (C=) in court over the Amiga.

3587. Re: CPU's and processor manufacturers

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 05:54:35 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <T3ndd.790$si.118@lakeread04>
Source record: 14244

In article <47335ef0.0409151140.7b70800f@posting.google.com>,
synthetoonz@bellsouth.net says...

>It seems odd that Atari would develop a 16ish-bit enhanced 65xx CPU
>and then not use it in anything and then Apple opted to use it in the
>last model in the Apple II series. I don't recall that the various
>computer makers in the 80s were on such friendly terms.

C= made the 6502, Apple used it. MOS made the 6502, which C= bought. C= wanted
Radio Shack to make a computer for them. RS turned them down, thought it was a
good idea and made the Model I.

3588. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 13:21:57 UTC
From: wandererstill@yahoo.com
Message-ID: <ab3a1ee1.0410200521.4996d5bb@posting.google.com>
Source record: 14245

Mark, I'd positively love to hear if you start producing MyIDEs. MyIDE sounded like the best solution for my project, so I was just crushed when I saw that Mr. Atari had stopped building them.

atari@mkeates.force9.co.uk(Mark Keates) wrote in message news:<41757e69$0$44854$ed2619ec@ptn-nntp-reader02.plus.net>...
> Hi,
>
> I'm in the process of having a MyIDE built for me, but
> more pressing work is stopping us from completing this
> at the moment. The board is built and the cable's ready
> for soldering into my 800XL and a 2.5" HD is waiting to
> be housed inside. If this works OK then we may be able
> to do a small run of boards (if that's OK with Mr-Atari).
>
> I post details when we get there.
>
> Regards,
> Mark
>
> PS Sadly I missed 40 74LS245's on Ebay that went for 99 pence!

3589. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 13:23:18 UTC
From: wandererstill@yahoo.com
Message-ID: <ab3a1ee1.0410200523.91f75c8@posting.google.com>
Source record: 14246

Jerzy, I don't understand. How would I hook it up to an 800XL? I have
no ability to solder. That's my big problem. I can cut, drill, glue,
tape, write 6502 assembly code ... but I have never soldered anything.

"Jerzy Dudek" <jurek@cnd.pl> wrote in message news:<cl3j7o$e1$1@nemesis.news.tpi.pl>...

> You may build-in my interface inside computer, even this not equipped with
> Expansion socket (800XL f.e.). You need my interface w/o enclosure in this
> case. You may connect CF card to it, you need special adapter IDE->CF to do
> this. It will work! If you have ability to solder it inside computer - it
> is no problem.
>
> Cheers,
> Jerzy

3590. MyDOS Disk Image Catch 42

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 18:51:09 UTC
From: Mike Morgan <mmorgan27@nospam.yahoo.com>
Message-ID: <cl6c2t$l2b@netnews.proxy.lucent.com>
Source record: 14247

Can anyone tell me how to create a bootable MYDOS disk given a .ARC
file. I can't extract the ARC file unless I have a bootable DOS disk.
The Linux utilities seem to think the .ARC file is corrupt.

Better yet can someone send me a MYDOS 4.53 image?

Thanks,
Mike

3591. Re: MyDOS Disk Image Catch 42

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 19:16:51 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4176b9a3$0$149$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14248

Howdy Mike

> Can anyone tell me how to create a bootable MYDOS disk given a .ARC
> file. I can't extract the ARC file unless I have a bootable DOS disk.
> The Linux utilities seem to think the .ARC file is corrupt.
>
> Better yet can someone send me a MYDOS 4.53 image?

You can find images of MyDOS via XLsearch (which you'll find via google).
If you just want the arced files, check out my site at
www.mathyvannisselroy.nl

CU Mathy van Nisselroy

3592. Yearly meeting of the members of the ABBUC

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 19:27:33 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4176bc25$0$152$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14249

Howdy folks

This Saturday, October 23th 2004, the yearly meeting of the members of the ABBUC will take place. As always, it'll be at the Buergerhaus Sued in Herten Germany. Every friend of the Atari 8 bit is welcome from 10.00 till 17.00 (for you Americans, that's 10 am till 5 pm. :-))

CU Mathy van Nisselroy

3593. Re: *PING* lance rhenquist

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 19:31:20 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4176bd09$0$154$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14250

Howdy Protean Tread

Go to google and look for Video61

CU Mathy van Nisselroy

3594. Help identifying this old 1200xl game

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 20:03:33 UTC
From: Robert <bob@aols.net>
Message-ID: <drgdn0doe268g5t3jccf0pemrj4kekg853@4ax.com>
Source record: 14251

I used to have a 1200xl with a ton of different games on floppy. I'm trying to recall the name of a game I had. I hope someone can help given this description:

The game took place in 3 or 4 connected rooms of a train station. You were this agent (had an old detectives hat on and just legs sticking out, I think) that had to keep this virus from spreading across the nation that turned people into these little boxes of what looked like static. You laid out these diamond looking-things that would turn them back into normal if they touched them. I remember how you could read train schedules, ride the trains, and look at a screen to see where the virus was spreading. The only thing I can come up with for a name was "Agent" something.

I'm really dying to find out the name of this game. Then I can see if there's a ROM out there or a PC version of it somewhere.

Thanks

3595. Re: Help identifying this old 1200xl game

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 20:57:43 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <NhAdd.2907$rh1.84117@news2.e.nsc.no>
Source record: 14252

Agent USA, I am almost certain!

"Robert" <bob@aols.net> skrev i melding
news:drgdn0doe268g5t3jccf0pemrj4kekg853@4ax.com...
> I used to have a 1200xl with a ton of different games on floppy. I'm
> trying to recall the name of a game I had. I hope someone can help
> given this description:
>
> The game took place in 3 or 4 connected rooms of a train station. You
> were this agent (had an old detectives hat on and just legs sticking
> out, I think) that had to keep this virus from spreading across the
> nation that turned people into these little boxes of what looked like
> static. You laid out these diamond looking-things that would turn
> them back into normal if they touched them. I remember how you could
> read train schedules, ride the trains, and look at a screen to see
> where the virus was spreading. The only thing I can come up with for
> a name was "Agent" something.
>
> I'm really dying to find out the name of this game. Then I can see if
> there's a ROM out there or a PC version of it somewhere.
>
> Thanks
>

3596. Re: Where can I buy 8-bit IDE/CF adapters? (Also, MyIDE at VCF?!?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 22:21:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <YxBdd.232$_3.3148@typhoon.sonic.net>
Source record: 14253

Where can I BUY 8 bit IDE adapters? What about CF? <wandererstill@yahoo.com> wrote:
> Mark, I'd positively love to hear if you start producing MyIDEs. MyIDE
> sounded like the best solution for my project, so I was just crushed
> when I saw that Mr. Atari had stopped building them.

I, too, unfortunately missed the MyIDE boat (due to work, moving, not having
cash to spare for one, etc.)

I'm definitely interested in one! And if anyone in the bay area has a
unit they'd like to lend me for the Vintage Computer Festival, that'd be
awesome! :^)

-bill!

3597. Re: Help identifying this old 1200xl game

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-20 22:24:12 UTC
From: Robert <bob@aols.net>
Message-ID: <sapdn09lh0bbcmka10gu2avf99c536k960@4ax.com>
Source record: 14254

On Wed, 20 Oct 2004 22:57:43 +0200, "Vidar Olavesen"
<olavese@online.no> wrote:

>Agent USA, I am almost certain!

Thanks, I figured it out after surfing the web for about an hour. I
guess it was released for PC awhile ago, but I've yet to find it.

3598. FS : New and boxed ATARI 2600/800 XL/XE cartridges /cheap

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 00:16:55 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0410201616.14807955@posting.google.com>
Source record: 14255

I'm giving up business until end of 2004 and still have large qts. of hardware and games.

Please note : I cannot ship single games, because min. shipping is $35.

Payment is possible with paypal, checks , money orders or cash.

ATARI XL/XE games are NTSC.ATARI 2600 games mostly PAL when NTSC isn't mentioned.

Contact : webmaster@klassische-videospiele.de
or lord-chaos@t-online.de

I can supply pictures (scans and photos) if you need them.

All games new & boxed.

Thimo

Hardware :

CX-30 Paddles , ATARI, new and boxed , $8 , ca. 20-30 available
CX-50 Keyboard Controllers, new and boxed, $6 , ca. 100 available
Telegames Joysticks , new and boxed, $5, ca. 100 available

Footpedals, ca. 800 available, $1 each (heavy), S0.50 if you take them all.
(They take a lot of space and I have to throw them away if nobody buys them).

Sears Paddle/Joystick Controller, $3, ca. 100 available

GAMES :

(*) means 20+ copies available

ATARI 2600 :

5.00 Acid Drop (Salu)
5.00 Adventure on GX-12 (Telegames)
5.00 Alpha Beam with Ernie (ATARI) Kids Controller req.
4.00 Armour Ambush (Telegames)
2.00 * Astro Blast (Telegames)
2.00 * Big Bird's Egg Catch (ATARI) Kids Controller req
4.00 Bobby geht heim (Bit Corp.)
3.00 * Bogey Blaster (Telegames)
2.00 * Bump 'n' Jump (Telegames)
3.00 * Chess

5.00 Circus ATARI (ATARI) Paddles req.
5.00 Circus Paddles
req.
5.00 Commando (Activision)
2.00 * Cookie Monster (ATARI) Kids Controller req.
4.00 Dancing Plates (Bit Corp.)
4.00 Deadly Discs (Telegames)
5.00 Decathlon (Activision)
5.00 Double Dragon (Activision)
4.00 E.T. (ATARI) NTSC
8.00 Fatal Run (ATARI)
3.00 Football (Telegames)
9.00 Forest (Sancho)
5.00 Frostbite (Activision)
3.00 * Galaxian (ATARI) NTSC

3.00 * International Soccer (Telegames)

4.00 Jungle Hunt (ATARI) NTSC
5.00 Keystone Kapers (Activision)
2.00 * KF Superkicks (Telegames)
4.00 * Kung Fu Master (Activision)
4.00 Lock 'n' Chase (Telegames)
3.00 * Mission 3000 (Bit Corp.)
5.00 Moon Patrol (ATARI) NTSC
3.00 * My Golf (Salu)
5.00 Oscar's Trash Race (ATARI) Kids Controller req.
3.00 * Phantom Panzer (Bit Corp.)
2.00 * Pick 'n' Pile (UBI Soft)
2.00 * Quest for Quintana Roo (Telegames) mostly PAL
5.00 Rampage (Activision)
2.00 * RealSports Football (ATARI) NTSC
2.00 * Realsports Tennis (ATARI) PAL or NTSC
2.00 * RealSports Volleyball (ATARI) NTSC
6.00 River Raid 2 (HES, Activision)
3.00 * Schnecke gegen Eichhï¿½rnchen (Bit Corp.)
4.00 Sea Monster (Bit Corp.)
4.00 Sesam ï¿½ffne dich (Bit Corp.)
5.00 Smurf (CBS)
4.00 Space Attack (Telegames)
2.00 * Super Breakout (ATARI) Paddles req-
4.00 * Telegames Joystick (Telegames)
4.00 Tennis (Activision)
4.00 * Title Match Pro Wrestling (Absolute)
4.00 * Tomcat - F14 Fighter (Absolute)
4.00 * Universal Chaos (Telegames)
3.00 * Weltraum Tunnel (Bit Corp.)
5.00 Winter Games (Epyx)
3.00 World Championship Baseball (Telegames)

2.00 * Mat Mania ATARI 7800
2.00 * Sentinel ATARI 7800

ATARI 800 XL/XE Carts :

3.00 * Archon
3.00 * Ballblazer
5.00 Crime Buster (Lightgun)
3.00 * Crossbow (Lightgun)
4.00 Davidï¿½s Midnight Magic
4.00 * Desert Falcon
3.00 * Gato
3.00 * Hardball
3.00 * One on One
6.00 Rescue on Fractalus
3.00 * Star Raiders 2
3.00 * Thunderfox

XL carts

5.00 Eastern Front 1941
3.00 * Final Legacy
4.00 Millipede
5.00 Moon Patrol
3.00 * Pole Position
5.00 RealSports Football
5.00 Robotron 2084
3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

3599. Re: Chapter 1 of Jack Tramiel book nearing completion (see

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 04:44:46 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <v8Hdd.27$jd.3@lakeread04>
Source record: 14256

In article <BD9C5B1A.9BAC%lp@mint.org>, lp@mint.org says...

>>> And how many times has amiga changed hands, when will it take the world by
>>> storm, I don't see it my local pc shop. hehe
>>
>> And how many times has Atari? You won't see any STs in a computer shop
>> either.
>
>I never implied they would, goes without saying, duh.

Your whole comment was a "duh." I don't think anybody else implied that Amigas
would, so "duh, ha."

3600. Re: Chapter 1 of Jack Tramiel book nearing completion (see excerptinsid

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 05:19:46 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <8FHdd.30$jd.8@lakeread04>
Source record: 14257

In article <001c3048@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org says...

> Agreed on this. Atari would have probably wrapped up around 1987-1988 or
> so maybe?
>
> The ST line was fascinating enough. Lot of programmers started on those.

I don't know how you can call the ST "fascinating." I've run across programmers who were horrified on how it ran. Including a Motorola engineer that used to hang out in the FIDO boards about a 100 years ago.

In 1990, I tried writing a GfA BASIC program on "galaxies in collision" based on the algorithm publlished in an Astronomy magazine. I wanted it to work regardless of what resolution you booted up in. If you booted in color, I wanted to change resolutions. You don't change resolutions on the ST very easily.

I could rant and rave about how the ST used two monitors for three resolutions, but what's the point. Could you pull the 68000 and put a 68010 in? Could you add an '020/881 '030/882 upgrade to it? Go past 4 meg RAM? Yeah, the ST sure was amazing.

I hear people wax nostalgic about NeXTStep, CoCo 3s with OS/9, but never an ST. The only thing I miss about the ST is GfA BASIC and Interlink.

My ST2 has a Fast Technologies 16 Mhz accelerator and the JRI color upgrade.

3601. Re: Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 05:24:37 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <FJHdd.31$jd.3@lakeread04>
Source record: 14258

In article <Xns9583B711C14F6emuslor@130.133.1.4>, slor@comcast.net says...

>I didn't really ask - it was more of a statement. :) Guess I was hoping
>he might be willing to mail smaller items...

Really. He could just dump it all in a box and I'd gladly pay him twice what the postage would be. Wad up newspapers for packing and I'll pay for the newspapers! 8-)

3602. Re: Vintage Computer Festival 7.0 - 11/06-11/07

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 05:49:36 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <Y4Idd.33$jd.18@lakeread04>
Source record: 14259

Wish they'd do something like that out here in the middle of OK. I could blow the dust off my 832K Atari 800 XL. (576K with a 256K MIO).

3603. Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 07:24:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <GuJdd.293$_3.5933@typhoon.sonic.net>
Source record: 14260

A while back, an incredible Flash animation was made which had
stick figures doing kung-fu.

Someone (I forget who!) made a demo (I forget what it's called!) for
the Atari based on (part of) this animation.

Anyone remember what it's called, and where I can pick it up?
Google and XL Search haven't been the most useful, sadly.
(I did find some new stuff though!)

Thx!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3604. Atari Dealer is Moving! FREE Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 09:08:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410210204020.9116-100000@onyx.spiritone.com>
Source record: 14261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers is moving! Dont worry, I'm trading Up! Better facilities and much more room to add more inventory! I'll still be based in Portland, Oregon USA! I could use some help. I have Atari stuff I dont want to take with me. If you want FREE Atari stuff. I will not ship FREE stuff. You must come and pick it up, Bring your Truck to Ben in Portland!

Questions? Need Directions? You must be Local.Call Ben 24HRS (503)256-9974

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3605. Re: Atari Dealer is Moving! FREE Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 11:25:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41779c79$0$24201$cc9e4d1f@news-text.dial.pipex.com>
Source record: 14262
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0410210204020.9116-100000@onyx.spiritone.com...
> Bravo Sierra Computers is moving! Dont worry, I'm trading Up! Better
> facilities and much more room to add more inventory! I'll still be based
> in Portland, Oregon USA! I could use some help. I have Atari stuff I dont
> want to take with me. If you want FREE Atari stuff. I will not ship FREE
> stuff. You must come and pick it up, Bring your Truck to Ben in Portland!
>
> Questions? Need Directions? You must be Local.Call Ben 24HRS (503)256-9974
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

Did I missread the contridiction there ?

Chris

3606. Re: Free 800XL system, you pick up:

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 15:47:09 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95896DB897C6emuslor@130.133.1.4>
Source record: 14263

Despite all prevention efforts, Nearl J Icarus
<nj_toothenbecker@hotmail.com> wrote in news:FJHdd.31$jd.3@lakeread04:

> In article <Xns9583B711C14F6emuslor@130.133.1.4>, slor@comcast.net
> says...
>
>>I didn't really ask - it was more of a statement. :) Guess I was
>>hoping he might be willing to mail smaller items...
>
> Really. He could just dump it all in a box and I'd gladly pay him
> twice what the postage would be. Wad up newspapers for packing and
> I'll pay for the newspapers! 8-)
>

FYI - I know he has given it all away now.

--
Slor

3607. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-21 19:44:16 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <f14gn0lnrj813hk93kb3dhu5cmu6vg6al1@4ax.com>
Source record: 14264

On Thu, 21 Oct 2004 07:24:22 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>
>A while back, an incredible Flash animation was made which had
>stick figures doing kung-fu.
>
>Someone (I forget who!) made a demo (I forget what it's called!) for
>the Atari based on (part of) this animation.
>
>Anyone remember what it's called, and where I can pick it up?
>Google and XL Search haven't been the most useful, sadly.
>(I did find some new stuff though!)
>
>Thx!
>
>-bill!
>bill@newbreedsoftware.com New Breed Software
>http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

Check your e-mail. BTW - for anybody else wondeing, I believe the files were named "pit11.ATR and pit2.ATR". Both are 180KB disk images. The demo is named Pacem In Terris, and is a Quasimodo production from 2001-2002.

Stephen Anderson

3608. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 03:42:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212039110.1944-100000@onyx.spiritone.com>
Source record: 14265
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3609. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 03:49:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212046150.1944-100000@onyx.spiritone.com>
Source record: 14266
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3610. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 03:52:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212049420.1944-100000@onyx.spiritone.com>
Source record: 14267
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3611. Re: German Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 06:20:27 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <LE1ed.450$_3.7659@typhoon.sonic.net>
Source record: 14268

Thanks Mathy, good idea!

Ben

Music Shop Landgraaf wrote:
> Howdy Ben, folks
>
>
>>I am looking for some assitance from any of our atari friends in
>>Germany. I recently sold some rather expensive atari gear to some one in
>>Germany and they are not paying up. I just want to find out who I can
>>contact in Germany to persuade this gentelman that this is not a nice
>>thing to do....
>
>
> Try contacting the ABBUC at www.abbuc.de
>
> CU Mathy van Nisselroy
>
>
>

3612. Re: Where can I buy 8-bit IDE/CF adapters? (Also, MyIDE at VCF?!?)

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 06:29:47 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <vN1ed.452$_3.7714@typhoon.sonic.net>
Source record: 14269

Bill,

Relax dude, I'm bringing mine down!

(Yeah,I got a MyIDE, neener, neener...)

Ben

William Kendrick wrote:
> Where can I BUY 8 bit IDE adapters? What about CF? <wandererstill@yahoo.com> wrote:
>
>>Mark, I'd positively love to hear if you start producing MyIDEs. MyIDE
>>sounded like the best solution for my project, so I was just crushed
>>when I saw that Mr. Atari had stopped building them.
>
>
> I, too, unfortunately missed the MyIDE boat (due to work, moving, not having
> cash to spare for one, etc.)
>
> I'm definitely interested in one! And if anyone in the bay area has a
> unit they'd like to lend me for the Vintage Computer Festival, that'd be
> awesome! :^)
>
> -bill!

3613. Re: ATARI 8-BIT SOFTWARE FROM RICHARD GORE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 12:41:22 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410220441.3c82397b@posting.google.com>
Source record: 14270

Hello richard... long time no speak (or see), we bumped into eachother
at one of the very last stafford AMS shows (1994 or 1995) I was on a
stall helping out LACE (Peter Mattock and Roger Lacey, roy was the as
well) and I remember you bought either an atari 810 or 1050, i
accidently left the disk in there

Did'nt you do jawbreaker or something... and also Yorkie the 256k u/g
for the xl system

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<uRddd.35$_3.243@typhoon.sonic.net>...
> Richard Gore <richard@rgore.freeserve.co.uk> wrote:
> > After many years of absence I finally found
> > my way back onto these pages. I don't know if anybody remembers me but I did
> > some commercial software retailing and a bit of programming some years back.
> > I've dusted down and opened the boxes, here's what I have left;
>
> I remember you! (Well, the name, at least... which is _good_, for me!)
>
> Weclome back! :)
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3614. Re: XC12 Turbo 2000 and faster...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 12:44:00 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0410220444.6feb6490@posting.google.com>
Source record: 14271

"gefi" <gefican@rogers.com> wrote in message news:<Xv6dnSixdpDo-encRVn-rA@rogers.com>...
> Hi guys..
> I am looking for mag. XC12 wit Turbo 2000.. or faster....
>
> cao....Jurek from Toronto.

Why don't you try the rambit xc12 upgrade, derek firn/microdiscount
used to do it, it's basically the same thing as this turbo 2000, but
more people use it apparently

3615. XEGS floppy drive??

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 14:13:55 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10ni5mba8n5ou22@corp.supernews.com>
Source record: 14272

I am looking for a floppy drive for my Atari XEGS.

I would like to find one that matched the "style" of the XEGS but any model that worked would be fine.

So, if you have any model numbers so I can look on eBay or maybe a place that still sells them, please let me know.

email: cbmeeks AT gmail DOT com

Thanks!~

3616. WTB/WTT: I still need a Gyruss cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 16:06:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns958A71124C4C9emuslor@130.133.1.4>
Source record: 14273

Consider this my quarterly notice. :) I've had a couple people contact me saying they had a cart to trade, but then my reply emails didn't get answered. Perhaps I smell bad...

Anyway, if you have a Gyruss cartridge for sale or trade, give me a yell and let me know what you're looking for.

thanks

--
Slor

3617. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 19:35:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4ided.528$_3.8856@typhoon.sonic.net>
Source record: 14274

Stephen Anderson <nospam@nowhere.com> wrote:
> Check your e-mail. BTW - for anybody else wondeing, I believe the
> files were named "pit11.ATR and pit2.ATR". Both are 180KB disk
> images. The demo is named Pacem In Terris, and is a Quasimodo
> production from 2001-2002.

That was the one! Sadly, I can't figure out how to get it to play
properly under Atari800 (the characters turn into garbage; must be
an extended RAM bank issue).

I also need to find out where the HECK I put my PAL ANTIC chip for
my real 800XL! YIPES!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3618. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 22:41:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <417937be3ddbe0@comcast.net>
Source record: 14275

>Howdy folks
>
>Where can I find large quantities of ATR's on a FAST site?
>
>CU Mathy van Nisselroy
>
>PS please cc to mathy_remove this @mathyvannisselroy.nl

Mathy you should have ordered the Holmes CD collection like myself
and a bunch of others did. Tons of nice 8-bit programs in ATR, DI
and others. Below are some URL addresses that have ATR files:

http://www.atariworld.com/8bit/atrfiles.html

http://www.highlander-soft.de/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3619. Re: Atari Dealer is Moving! FREE Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 23:17:29 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <k45jn0ppqs2ej0862n4lg3rdmkuagk0hvk@4ax.com>
Source record: 14276

On Thu, 21 Oct 2004 12:25:27 +0100, "exxos" <exxos@home.co.uk> wrote:

>Did I missread the contridiction there ?
>
>Chris

I don't know but I like this part, sort of a round-the-corner jab:

>> Questions? Need Directions? You must be Local.

:)

3620. Re: XC12 Turbo 2000 and faster...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-22 23:28:48 UTC
From: gefi <gefican@rogers.com>
Message-ID: <CcydnYZNxtwuCuTcRVn-iA@rogers.com>
Source record: 14277

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0410220444.6feb6490@posting.google.com...
> "gefi" <gefican@rogers.com> wrote in message
> news:<Xv6dnSixdpDo-encRVn-rA@rogers.com>...
>> Hi guys..
>> I am looking for mag. XC12 wit Turbo 2000.. or faster....
>>
>> cao....Jurek from Toronto.
>
>
>
> Why don't you try the rambit xc12 upgrade, derek firn/microdiscount
> used to do it, it's basically the same thing as this turbo 2000, but
> more people use it apparently

well... but I still need XC12....right ? .. but I don't have it.... I have
two
Floppy 1050... but no XC12...and I have a lot of tapes from
"old gold time"... the tapes are 17 years old..but there are in
metal box.... is should be OK...

Thnx.... J.

3621. Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 02:41:41 UTC
From: jedi_1999@yahoo.com
Message-ID: <dfadafa.0410221841.5ec74819@posting.google.com>
Source record: 14278

Hello, folks, I recently bought a used Atari 400, and when it arrived it was in pretty sorry-looking shape. I got it primarily to play the game I had as a kid, but I cannot get the thing to work. The power light comes on, but I get no picture. I opened the case, but it looked to me like there were no desoldered connections, and the cables looked secure. Anyone have any suggestions on what to look at first to get it running? There were no manuals with the system I bought. I have seen a few sites with field service manuals for sale, but the price is more than I paid for the 400, so I am a bit loathe to go that route yet. Any help would be appreciated.

3622. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 05:54:03 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4179f1a9.54780861@news>
Source record: 14279

jedi_1999@yahoo.com (97jedi):
>Hello, folks, I recently bought a used Atari 400, and when it arrived
>it was in pretty sorry-looking shape. I got it primarily to play the
>game I had as a kid, but I cannot get the thing to work. The power
>light comes on, but I get no picture. I opened the case, but it
>looked to me like there were no desoldered connections, and the cables
>looked secure. Anyone have any suggestions on what to look at first
>to get it running? There were no manuals with the system I bought. I
>have seen a few sites with field service manuals for sale, but the
>price is more than I paid for the 400, so I am a bit loathe to go that
>route yet. Any help would be appreciated.

Well, firstly, you aren't trying to hook it up to the "video" jack on your
TV are you? You will need an RF switchbox hooked up to your cable
connection (coaxial) to use the 400. It doesn't supply composite video,
only a RF signal.

???

Shawn Jefferson
(fix reply to for email)

3623. Re: XC12 Turbo 2000 and faster...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 09:54:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041023055457.16217.00001306@mb-m01.aol.com>
Source record: 14280

> well... but I still need XC12....right ? .. but I don't have it.... <

Check at www.myatari.com. (B&C Computervisions) They have been selling new XC12's on eBay. But if your tapes are Turbo format, then you have the modification issue, also.

If you want a cassette, then you want a cassette -- but have you looked for images of your tapes (ATR or CAS)?

-Larry

3624. Re: XEGS floppy drive??

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 16:36:42 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410230836.4e0de23@posting.google.com>
Source record: 14281

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:<10ni5mba8n5ou22@corp.supernews.com>...
> I am looking for a floppy drive for my Atari XEGS.
>
> I would like to find one that matched the "style" of the XEGS but any model
> that worked would be fine.
>
> So, if you have any model numbers so I can look on eBay or maybe a place
> that still sells them, please let me know.
>
> email: cbmeeks AT gmail DOT com
>
> Thanks!~

3 Models to be aware of: the 810 SS,SD, the 1050 SS,SD,ED(1050)
Density and the
XF551 DS,DD, this would match your XEGS, other drives that pup up on
ebay from
time to time are: Indus GT SS,DD,ED great looking black case, RANA,
TRACK, PERCOM... My recomendation go for the XF551,this drive does not
writes side b
of a floppy even if it is notched but you can trade disks with a PC
using Util
and a 5.25 drive. If you don't care about trading with pc go for a
1050 with
Happy or buy the plain 1050 and get the Happy latter.

3625. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 17:14:02 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <cle3mv$2ac$1@nemesis.news.tpi.pl>
Source record: 14282

I'll offer soon PBI (800XL) to my interface adapter! You'll be able to use
it then!
MyIDE is simple interface. It does not have abilities of KMK/JZ IDE. My
interface has its own BIOS. You may use it as a big disk drive, copying
files, booting, etc.

Jerzy.

Uzytkownik "Where can I BUY 8 bit IDE adapters? What about CF?"
<wandererstill@yahoo.com> napisal w wiadomosci
news:ab3a1ee1.0410200523.91f75c8@posting.google.com...
> Jerzy, I don't understand. How would I hook it up to an 800XL? I have
> no ability to solder. That's my big problem. I can cut, drill, glue,
> tape, write 6502 assembly code ... but I have never soldered anything.
>
> "Jerzy Dudek" <jurek@cnd.pl> wrote in message
news:<cl3j7o$e1$1@nemesis.news.tpi.pl>...
>
> > You may build-in my interface inside computer, even this not equipped
with
> > Expansion socket (800XL f.e.). You need my interface w/o enclosure in
this
> > case. You may connect CF card to it, you need special adapter IDE->CF to
do
> > this. It will work! If you have ability to solder it inside computer -
it
> > is no problem.
> >
> > Cheers,
> > Jerzy

3626. Re: 1050 problems

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 18:37:23 UTC
From: gefi <gefican@rogers.com>
Message-ID: <mPSdnUUYHpl4OefcRVn-og@rogers.com>
Source record: 14283

HarDrive or...Floppy drive...???

"jim hall" <jehall@frontiernet.net> wrote in message
news:416B8A19.6EA05C2D@frontiernet.net...
> Hello:
> After trying to format a new hard drive, the disk drives dont work ? Any
> help is needed.
> jehall@frontiernet.net
>
>

3627. Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 20:24:21 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410231224.33b424fa@posting.google.com>
Source record: 14284

Hy guys, recently i bought a Happy enhacement for 1050 that came with this software.... Does anybody konows what it is for and how it works??, i don't have the instructions only the disk...
Thanks a lot.
Javier.

3628. FA: Videogems Steeplechase PAL CIB

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-23 21:12:50 UTC
From: dgo <bakkerpReMoVe@xs4all.nl>
Message-ID: <Xns958BEC233E51A696969@194.109.133.133>
Source record: 14285

http://cgi.ebay.nl/ws/eBayISAPI.dll?ViewItem&category=8090&item=5133254115
&rd=1&ssPageName=WDVW

3629. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 01:00:12 UTC
From: jedi_1999@yahoo.com
Message-ID: <dfadafa.0410231700.50e686@posting.google.com>
Source record: 14286

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
> Well, firstly, you aren't trying to hook it up to the "video" jack on your
> TV are you? You will need an RF switchbox hooked up to your cable
> connection (coaxial) to use the 400. It doesn't supply composite video,
> only a RF signal.
>
> ???
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Nope, I am using the switchbox that came with it. It actually looks
to be in good shape, compared to the unit itself. Anything else to
check?

3630. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 02:58:44 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <FTEed.34165$_g6.29373@okepread03>
Source record: 14287

Are you just getting static on the screen? Blue screen? Black screen?
Nothing?

Thomas

"97jedi" <jedi_1999@yahoo.com> wrote in message
news:dfadafa.0410221841.5ec74819@posting.google.com...
> Hello, folks, I recently bought a used Atari 400, and when it arrived
> it was in pretty sorry-looking shape. I got it primarily to play the
> game I had as a kid, but I cannot get the thing to work. The power
> light comes on, but I get no picture. I opened the case, but it
> looked to me like there were no desoldered connections, and the cables
> looked secure. Anyone have any suggestions on what to look at first
> to get it running? There were no manuals with the system I bought. I
> have seen a few sites with field service manuals for sale, but the
> price is more than I paid for the 400, so I am a bit loathe to go that
> route yet. Any help would be appreciated.

3631. A8 Emulator for Palm?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 06:58:59 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041024025859.12548.00001953@mb-m21.aol.com>
Source record: 14288

I recently received a Zire 72. Is there an A8 emulator for it? I remember hearing about the Pocket PC and a few others, but have not found a Palm OS version. Has anyone run across one?
Thanks,
Larry

3632. FA: SURVIVOR (Synapse Software) complete!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 13:49:12 UTC
From: atari_andre@gmx.net
Message-ID: <cfeb3891.0410240549.4afc2f2d@posting.google.com>
Source record: 14289

Check it out at:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=8093&item=5133576064&rd=1&ssPageName=WDVW

3633. Atari Sunday Chat

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 15:17:07 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDA131BD.E08D%drclu@swbell.net>
Source record: 14290

```
Atari Sunday Chat
Sunday October 24, 2004
10:00 am - 1:00 pm
This event repeats every week.

Notes:
This is a chat room based on a web based client set around a good evening
time for European Atari users. Join us at
http://www.chat.playandview.com
Please use the Input-box in the left upper corner of the
PlayAndView-Chat-website enter your nickname and then use
the "Sign On"-button to enter the chatroom, there is no
registration necessary!
This starts at 10:00 am CST/16:00 UTC.
```

3634. Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 23:20:03 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <zMWed.51974$ul2.6596@fe34.usenetserver.com>
Source record: 14291

Hi all,

I am new to the atari range, i have just got a 130xe but o psu, i found the FAQ and will make a psu tomorow but what carts work and is there anywere is could get a fdd or are there any DIY interfaces out there, what type of cassette deck can i use.

Sorry to be so stupid but as i said i have never used an atari 8but(except the 2600) before

Thanks in advance.

Regards

Graham

3635. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-24 23:55:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <jiXed.807$_3.16862@typhoon.sonic.net>
Source record: 14292

William Kendrick <bill@newbreedsoftware.com> wrote:
> I also need to find out where the HECK I put my PAL ANTIC chip for
> my real 800XL! YIPES!

Found it! Unfortunately, after about a minute, the graphics get messed
up for me.

Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
800XL? ;^)

Thx!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3636. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 00:07:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <_sXed.810$_3.16909@typhoon.sonic.net>
Source record: 14294

Graham Prout <graham.prout@ntlworld.com> wrote:
> Hi all,

> I am new to the atari range, i have just got a 130xe but o psu, i found the
> FAQ and will make a psu tomorow but what carts work and is there anywere is
> could get a fdd or are there any DIY interfaces out there, what type of
> cassette deck can i use.

The Atari 1050 and XF551 drives are good choices for the Atari 8-bit,
but I'm sure others will suggest some cooler drives with niftier features. ;)

If you have a PC running Windows or Linux, you should look into an SIO2PC
cable, like one of these:

http://www.sio2pc.com/
http://www.atarimax.com/order/cableview.html (http://www.atarimax.com/)

And then use software like this:

http://www.atarimax.com/ape/screenshots.html (http://www.atarimax.com/)
http://www.horus.com/~hias/atari/ (for Linux)
http://www.tcainternet.com/wa5bdu/sio2pc.htm

Then you can boot your Atari right off of your PC. (And do things like
print to your PC's printer from the Atari, too.)

> Sorry to be so stupid but as i said i have never used an atari 8but(except
> the 2600) before

They're quite different! Welcome to the community! :^)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3637. Re: Where can I buy 8-bit IDE/CF adapters?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 00:09:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <KuXed.811$_3.16922@typhoon.sonic.net>
Source record: 14293

Jerzy Dudek <jurek@cnd.pl> wrote:
> I'll offer soon PBI (800XL) to my interface adapter! You'll be able to use
> it then!
> MyIDE is simple interface. It does not have abilities of KMK/JZ IDE. My
> interface has its own BIOS. You may use it as a big disk drive, copying
> files, booting, etc.

How much will it cost? :^) Can you give any other info, and a date when
it will be available? I'd be happy to mention it in the handouts I'll be
giving away at the Vintage Computer Festival in California next month!
(http://www.vintage.org/)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3638. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 00:42:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <%ZXed.815$_3.17043@typhoon.sonic.net>
Source record: 14295

William Kendrick <bill@newbreedsoftware.com> wrote:
> Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
> 800XL? ;^)

I got a little closer. Back2Life2 (which doesn't seem to run at all :^( )
had an 'auto-detect' feature for banked memory. It gave me:

0: 82 86 8A 8E
4: C2 C6 CA CE
8: E2 E6 EA EE
C: FE FF FF FF

Unfortunately, PIT's bank selection interface only had odd-numbered
values (e.g., "81" or "83", not "82"). I entered as close as I could.
It actually wanted 15 hex values, not 16, so I put in:

83 87 8B 8F C3
C7 CB CF E3 E7
EB EF FF FF FF

It played up until the boss came on the screen, but about 10 seconds later
it turned to garbage again.

I think I'll see if I can reach anyone from Quasimodos, too. ;)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3639. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 03:02:38 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <fdqon0lhmvoan5ddo9bl19hnh2h7oc5j5c@4ax.com>
Source record: 14147

On Mon, 25 Oct 2004 00:20:03 +0100, "Graham Prout"
<graham.prout@ntlworld.com> wrote:

>Hi all,
>
>I am new to the atari range, i have just got a 130xe but o psu, i found the
>FAQ and will make a psu tomorow but what carts work and is there anywere is
>could get a fdd or are there any DIY interfaces out there, what type of
>cassette deck can i use.

The power supply is 5VDC using a DIN Connector. Find one on Ebay for
about $10 + shipping. I had one that had blown and lopped off the
connector and connected it to a PC power supply. Usually the 130xe
atari power supplies were potted in epoxy, making them impossible to
repair.

An APE cable, APE software and an old PC is probably the most cost
effective way to a hard drive, modem and printer for the atari 8 bit.
I used a pentium 166 and that is more than ample. APE is available in
DOS or Windows.

Also a disk drive is essential. There are several to choose from like
Atari 810,1050, XF551, Indus, Percom,etc. You should get a double
density drive so that you can use any disks that someone might hand
you. Please read the 8 bit FAQ to get an idea of what you may need.

http://www.faqs.org/faqs/atari-8-bit/faq/

Rory

3640. Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 03:15:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ld_ed.823$_3.17237@typhoon.sonic.net>
Source record: 14149

Okay, this is just hilarious... Now, we've all (hopefully) witnessed the amazing Numen demo by Taquart.

Well, they seem to have put together a real-life video based on it (think donut for the real-time torus part... think some parking garage for parts of the 3D animation).

It's frickin' hilarious! :^) The AVI is a whopping 192MB, and is called "Niespodziewanka.avi", over at:

http://ftp.atari.art.pl/stuff/parties/QuaST-Orneta2003,Poland/vhs/

(Woo! I just go to the end credits (where they have some good outtakes of them setting stuff up), and saw myself in the Greetz! Sweet! ;^))

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3641. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 03:59:55 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <a6uon0934p0icu3ofaqrhdoslrithtqmlg@4ax.com>
Source record: 14296

On Mon, 25 Oct 2004 00:42:35 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>William Kendrick <bill@newbreedsoftware.com> wrote:
>> Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
>> 800XL? ;^)
>
>I got a little closer. Back2Life2 (which doesn't seem to run at all :^( )
>had an 'auto-detect' feature for banked memory. It gave me:
>
> 0: 82 86 8A 8E
> 4: C2 C6 CA CE
> 8: E2 E6 EA EE
> C: FE FF FF FF
>
>Unfortunately, PIT's bank selection interface only had odd-numbered
>values (e.g., "81" or "83", not "82"). I entered as close as I could.
>It actually wanted 15 hex values, not 16, so I put in:
>
> 83 87 8B 8F C3
> C7 CB CF E3 E7
> EB EF FF FF FF
>
>It played up until the boss came on the screen, but about 10 seconds later
>it turned to garbage again.
>
>
>I think I'll see if I can reach anyone from Quasimodos, too. ;)
>
>-bill!
>bill@newbreedsoftware.com New Breed Software
>http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

Hmm - when I ran it (just before sending it to you) I had a 50Hz
machine running 576K. I don't know if it needs that much memory - I
doubt it, but it ran fine with those settings.

The bank settings that came up default are

83 87 8B 8F A3
A7 AB AF C3 C7
CB CF E3 E7 EB

It played all the way through, and gave the credits and a short info.

Stephen Anderson

3642. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 04:06:28 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <hquon0pvmangdas1ts1un7f80d0pupk1gi@4ax.com>
Source record: 14148

On Sun, 24 Oct 2004 22:59:55 -0500, Stephen Anderson
<nospam@nowhere.com> wrote:

>On Mon, 25 Oct 2004 00:42:35 GMT, bill@newbreedsoftware.com (William
>Kendrick) wrote:
>
>>William Kendrick <bill@newbreedsoftware.com> wrote:
>>> Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
>>> 800XL? ;^)
>>
>>I got a little closer. Back2Life2 (which doesn't seem to run at all :^( )
>>had an 'auto-detect' feature for banked memory. It gave me:
>>
>> 0: 82 86 8A 8E
>> 4: C2 C6 CA CE
>> 8: E2 E6 EA EE
>> C: FE FF FF FF
>>
>>Unfortunately, PIT's bank selection interface only had odd-numbered
>>values (e.g., "81" or "83", not "82"). I entered as close as I could.
>>It actually wanted 15 hex values, not 16, so I put in:
>>
>> 83 87 8B 8F C3
>> C7 CB CF E3 E7
>> EB EF FF FF FF
>>
>>It played up until the boss came on the screen, but about 10 seconds later
>>it turned to garbage again.
>>
>>
>>I think I'll see if I can reach anyone from Quasimodos, too. ;)
>>
>>-bill!
>>bill@newbreedsoftware.com New Breed Software
>>http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!
>
>Hmm - when I ran it (just before sending it to you) I had a 50Hz
>machine running 576K. I don't know if it needs that much memory - I
>doubt it, but it ran fine with those settings.
>
>The bank settings that came up default are
>
>83 87 8B 8F A3
>A7 AB AF C3 C7

>CB CF E3 E7 EB
>
>It played all the way through, and gave the credits and a short info.

Oh - in the ending, it says it takes 256,496 bytes.
>
>Stephen Anderson

3643. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 06:18:09 UTC
From: jedi_1999@yahoo.com
Message-ID: <dfadafa.0410242218.39559c72@posting.google.com>
Source record: 14150

"Docrotcod" <rahbart@cox.net> wrote in message news:<FTEed.34165$_g6.29373@okepread03>...
> Are you just getting static on the screen? Blue screen? Black screen?
> Nothing?
>
> Thomas
>
I get nothing really. The screen simply goes blank, no sound, no
lines, nothing really. If I mess with the cables I get some static.
I have tried it with several different cartridges, with no cartridge,
case open, case closed. Heh, I actually got less static when I had
the entire case opened and all the wires hooked up. I tried using an
extra cable I have from an old 2600 for the video/audio output, no go
there, either.

3644. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 07:37:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <p32fd.843$_3.17520@typhoon.sonic.net>
Source record: 14151

Stephen Anderson <nospam@nowhere.com> wrote:
>>Hmm - when I ran it (just before sending it to you) I had a 50Hz
>>machine running 576K. I don't know if it needs that much memory - I
>>doubt it, but it ran fine with those settings.
>>
>>The bank settings that came up default are
>>
>>83 87 8B 8F A3
>>A7 AB AF C3 C7
>>CB CF E3 E7 EB
>>
>>It played all the way through, and gave the credits and a short info.

> Oh - in the ending, it says it takes 256,496 bytes.

Yeah, I know it works in 256K, because I've seen it before! ;^)
I just am not sure what I did (if anything!) to get it to play /correctly/ ;^)

If anything, I can play the first 75%-80% of it, which should STILL
get oohs and ahhs at VCF.

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3645. 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 16:58:57 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <jhafd.10485$0g7.6299@fe10.usenetserver.com>
Source record: 14152

What type/Coulor screen are you surposed to get when you first switch on a 130xe, as i have just made a psu and i am getting a RED screen on the tv.

Regards

Graham

3646. Re: 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 17:29:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <hKafd.34296$_g6.28912@okepread03>
Source record: 14153

Should be blue. If you don't hold any keys down you should get a 'READY'.
If you hold option down but don't have a disk drive connected you will get
the self test.

Thomas

"Graham Prout" <graham.prout@ntlworld.com> wrote in message
news:jhafd.10485$0g7.6299@fe10.usenetserver.com...
> What type/Coulor screen are you surposed to get when you first switch on a
> 130xe, as i have just made a psu and i am getting a RED screen on the tv.
>
> Regards
>
> Graham
>
>
>

3647. Re: 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 18:08:31 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <uibfd.18178$%U4.1058@fe19.usenetserver.com>
Source record: 14154

Does it sound busted,

"Docrotcod" <rahbart@cox.net> wrote in message
news:hKafd.34296$_g6.28912@okepread03...
> Should be blue. If you don't hold any keys down you should get a 'READY'.
> If you hold option down but don't have a disk drive connected you will get
> the self test.
>
> Thomas
>
> "Graham Prout" <graham.prout@ntlworld.com> wrote in message
> news:jhafd.10485$0g7.6299@fe10.usenetserver.com...
>> What type/Coulor screen are you surposed to get when you first switch on
>> a 130xe, as i have just made a psu and i am getting a RED screen on the
>> tv.
>>
>> Regards
>>
>> Graham
>>
>>
>>
>
>

3648. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 18:40:20 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <z56dndxiDNoW1eDcRVn-2g@comcast.com>
Source record: 14155

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Ld_ed.823$_3.17237@typhoon.sonic.net...
>
> Okay, this is just hilarious... Now, we've all (hopefully) witnessed the
> amazing Numen demo by Taquart.
>
> Well, they seem to have put together a real-life video based on it
> (think donut for the real-time torus part... think some parking garage for
> parts of the 3D animation).
>
> It's frickin' hilarious! :^) The AVI is a whopping 192MB, and is called
> "Niespodziewanka.avi", over at:
>
> http://ftp.atari.art.pl/stuff/parties/QuaST-Orneta2003,Poland/vhs/
>
>
> (Woo! I just go to the end credits (where they have some good outtakes
> of them setting stuff up), and saw myself in the Greetz! Sweet! ;^))
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

The left guard was good but I thought that the right guard stold the show!

Ralph

3649. Re: Atari XL/XE rev.2 source code listing

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 19:14:15 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <417d5087$0$159$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 14156

Howdy Chris

> the Atari XL/XE rev.2 source code listing seems to be hard to find on the
> web. I think I need some help. If somebody could point me in a direction
> would be nice.

Have you tried Guus Assmann (you should still have his email address)?

CU Mathy van Nisselroy

3650. Re: 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 19:32:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns958D93DAA2A4Femuslor@130.133.1.4>
Source record: 14157

Despite all prevention efforts, "Graham Prout"
<graham.prout@ntlworld.com> wrote in
news:jhafd.10485$0g7.6299@fe10.usenetserver.com:

> What type/Coulor screen are you surposed to get when you first switch
> on a 130xe, as i have just made a psu and i am getting a RED screen on
> the tv.
>
> Regards
>
> Graham
>

Hey Graham - I had a red screen on my first XE when I first received it.
Only issue was the color pot needed to be adjusted to bring it back to
blue. Apparently, they're easily "offed" during shipping. Look at the
bottom of the machine, and you should see the correct hole to put your
small flathead through to adjust the pot. Sounds kinda kinky, eh? :)

--
Slor

3651. Re: 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-25 22:33:54 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <mbffd.14093$ov3.8471@fe17.usenetserver.com>
Source record: 14158

Ok, i will give that a go and see what happens.

"Slor" <slor@comcast.net> wrote in message
news:Xns958D93DAA2A4Femuslor@130.133.1.4...
> Despite all prevention efforts, "Graham Prout"
> <graham.prout@ntlworld.com> wrote in
> news:jhafd.10485$0g7.6299@fe10.usenetserver.com:
>
>> What type/Coulor screen are you surposed to get when you first switch
>> on a 130xe, as i have just made a psu and i am getting a RED screen on
>> the tv.
>>
>> Regards
>>
>> Graham
>>
>
> Hey Graham - I had a red screen on my first XE when I first received it.
> Only issue was the color pot needed to be adjusted to bring it back to
> blue. Apparently, they're easily "offed" during shipping. Look at the
> bottom of the machine, and you should see the correct hole to put your
> small flathead through to adjust the pot. Sounds kinda kinky, eh? :)
>
> --
> Slor

3652. AD: 8-Bit Classics Update, http://www.8bitclassics.com

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 02:01:56 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <osarn0t0mffqto5ai2v82bi6nvj88f4d6r@4ax.com>
Source record: 14159
Cross-posted to: comp.sys.apple2,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision

8-Bit Classics is an online commerce store specializing in the classics video game and console systems. In the past few weeks, we have added some cool features.

The store now can now be searched on Froogle (froogle.google.com). Here is a direct link:

http://froogle.google.com/froogle?q=store%3A8bitclassics

Or you can do a general search on products in Froogle and if it there is a match, our Inventory will show up.

We have updated the style of the store to a little more high tech look. We have also added features like a Poll Booth, Currency changer(non US Dollar), checkout without being a member, and forums.

Current poll asks, "What is your favorite 8-Bit computer system?", vote now for your favorite. Past poll was "Are you planning on purchasing the Atari Flashback?", 75% no, 25% yes.

Don't forget to use NEW20 when checking out to save 20% off your first order.

http://www.8bitclassics.com

3653. The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 06:48:22 UTC
From: netspider4@lycos.com
Message-ID: <7666ed5f.0410252248.439f8427@posting.google.com>
Source record: 14160
Cross-posted to: comp.sys.atari.8bit,can.uucp

The ATARI 8 Bit is EVIL, it's the work of the devil, made to collect your
souls and to turn you into brainless slaves of hell.

If you like the ATARI 8 Bit, you will lose your soul to be damned
for eternal torment in hell.Demons and devils will feast on your soul
for all eternity.

So stop using this evil system now to save your soul.

Or the holy inquisition will come for you and burn your flesh to save
your soul, because the devil must not collect more souls or nobody can
prevent Armageddon.

The ATARI 8 Bit is evil, using an ATARI 8 Bit is BLASPHEMY , only heretics and
witches like the ATARI 8 Bit.And heretics and witches shall BURN !

ATARI 8 Bit = hellish computer manufactured in Hell's Kitchen by Satan !

3654. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 06:53:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <jvmfd.34380$_g6.12877@okepread03>
Source record: 14161
Cross-posted to: comp.sys.atari.8bit,can.uucp

Why do people even bother?

Thomas

"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
news:7666ed5f.0410252248.439f8427@posting.google.com...
> The ATARI 8 Bit is EVIL, it's the work of the devil, made to collect your
> souls and to turn you into brainless slaves of hell.
>
> If you like the ATARI 8 Bit, you will lose your soul to be damned
> for eternal torment in hell.Demons and devils will feast on your soul
> for all eternity.
>
> So stop using this evil system now to save your soul.
>
> Or the holy inquisition will come for you and burn your flesh to save
> your soul, because the devil must not collect more souls or nobody can
> prevent Armageddon.
>
> The ATARI 8 Bit is evil, using an ATARI 8 Bit is BLASPHEMY , only heretics
> and
> witches like the ATARI 8 Bit.And heretics and witches shall BURN !
>
> ATARI 8 Bit = hellish computer manufactured in Hell's Kitchen by Satan !

3655. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 07:10:37 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10nru3dg8712jb1@corp.supernews.com>
Source record: 14162
Cross-posted to: comp.sys.atari.8bit,can.uucp

"Docrotcod" <rahbart@cox.net> wrote in message
news:jvmfd.34380$_g6.12877@okepread03...
> Why do people even bother?
>
> Thomas

Obviosly too much spare time hanging out in their mothers basement! lol

Tim

3656. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 11:17:52 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <417e3260$0$33629$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14163
Cross-posted to: comp.sys.atari.8bit,can.uucp

```
Glad to see the (not-so-general) populus recognizing
that the A8 is still an actively used platform ;)
```

3657. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 12:01:33 UTC
From: Bill McBrine <billmcbrine@yahooNOMORESPAM.com>
Message-ID: <6uesn095cqfj4376b3qblbmjg8ocgi4n1a@4ax.com>
Source record: 14164

Well, it was a waste of bits of course... except for the fact that
it gave me the best laff i've had all day.... well not really.. but it
was pretty good... definately worth ONE read.... but then again,
I shall probably regret seeing it by tomorrow... So I shall not
continue writing this post, and regret that as well... oops, now I
am starting to waste bits as well... hmmm how do I fix this... I think
I will just keep writing until I run out of things to ramble on about.
No... That doesn't seem to work either... Boy, are you lucky
I deleted the scads of crap i just wrote! whewwyy!

Anyway, You are more than welcome to skip this post, but
please don't PLONK me, as my idiot posts are very few
and far between...

Have a Good Day!!

obtw, check this site out if you are a thinking person....
www.fromthewilderness.com

=Bill=

On 25 Oct 2004 23:48:22 -0700, netspider4@lycos.com (Karl-Hugo
Weesberg) wrote:

>The ATARI 8 Bit is EVIL, it's the work of the devil, made to collect your
>souls and to turn you into brainless slaves of hell.
>
>If you like the ATARI 8 Bit, you will lose your soul to be damned
>for eternal torment in hell.Demons and devils will feast on your soul
>for all eternity.
>
>So stop using this evil system now to save your soul.
>
>Or the holy inquisition will come for you and burn your flesh to save
>your soul, because the devil must not collect more souls or nobody can
>prevent Armageddon.
>
>The ATARI 8 Bit is evil, using an ATARI 8 Bit is BLASPHEMY , only heretics and
>witches like the ATARI 8 Bit.And heretics and witches shall BURN !
>
>ATARI 8 Bit = hellish computer manufactured in Hell's Kitchen by Satan !

Sincerely, =Bill=

=- b i l l m c b r i n e {at} y a h o o {dot} c o m -=

3658. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 15:26:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns958E6A3894AFFemuslor@130.133.1.4>
Source record: 14165
Cross-posted to: comp.sys.atari.8bit,can.uucp

Despite all prevention efforts, "Tim" <tjlazer@CRAPmail.com> wrote in
news:10nru3dg8712jb1@corp.supernews.com:

>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:jvmfd.34380$_g6.12877@okepread03...
>> Why do people even bother?
>>
>> Thomas
>
> Obviosly too much spare time hanging out in their mothers basement! lol
>

If nothing else, perhaps now the satan worshipers will join the 8-bit
community...

--
Slor

3659. Re: MyDOS Disk Image Catch 42

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 15:58:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7429.C162762C@students.uni-mainz.de>
Source record: 14166

Well,
simply e-mail me and I will return an ATR image of MyDOS 4.53 to you
next week... greets - andreas.

Mike Morgan schrieb:
>
> Can anyone tell me how to create a bootable MYDOS disk given a .ARC
> file. I can't extract the ARC file unless I have a bootable DOS disk.
> The Linux utilities seem to think the .ARC file is corrupt.
>
> Better yet can someone send me a MYDOS 4.53 image?
>
> Thanks,
> Mike

3660. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:03:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7538.949A7ECE@students.uni-mainz.de>
Source record: 14167

Hmmm,
maybe it was the International Karate Plus (IKP or IK+) demo by some
polish coders - alas it is only a demo, the game itself was never
finished (as always). There is also an older demo version called
"Falcon" by Hurek (Poland of course, to see the main part, press SPACE)
that has the IK+ background... -andreas.

P.S.: If interested in a copy of these demos, send me an e-mail...

William Kendrick schrieb:
>
> A while back, an incredible Flash animation was made which had
> stick figures doing kung-fu.
>
> Someone (I forget who!) made a demo (I forget what it's called!) for
> the Atari based on (part of) this animation.
>
> Anyone remember what it's called, and where I can pick it up?
> Google and XL Search haven't been the most useful, sadly.
> (I did find some new stuff though!)
>
> Thx!
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3661. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:06:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7623.5DDBAFDE@students.uni-mainz.de>
Source record: 14168

Well,
on my real Atari XL this happened due to timing/refresh problems with my Compyhop (or better: Megaram 2) RAM upgrade. When I fixed this bug, the demo worked fine. Now I am wondering - it happens on the emulator (I hope that the emulator doesn`t have that bug)...?!? -andreas.

William Kendrick schrieb:
>
> Stephen Anderson <nospam@nowhere.com> wrote:
> > Check your e-mail. BTW - for anybody else wondeing, I believe the
> > files were named "pit11.ATR and pit2.ATR". Both are 180KB disk
> > images. The demo is named Pacem In Terris, and is a Quasimodo
> > production from 2001-2002.
>
> That was the one! Sadly, I can't figure out how to get it to play
> properly under Atari800 (the characters turn into garbage; must be
> an extended RAM bank issue).
>
> I also need to find out where the HECK I put my PAL ANTIC chip for
> my real 800XL! YIPES!
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3662. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:11:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7718.F6AF9432@students.uni-mainz.de>
Source record: 14169

Well,
the demo requires 15 rambanks. for a Rambo 256k try the following banks:
83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef
and if you happen to have a Compyshop or Megaram type RD, try:
23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef

Since the 256k RAM upgrades have 16 banks, you have one bank more than
needed... -Andreas.

William Kendrick schrieb:
>
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > I also need to find out where the HECK I put my PAL ANTIC chip for
> > my real 800XL! YIPES!
>
> Found it! Unfortunately, after about a minute, the graphics get messed
> up for me.
>
> Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
> 800XL? ;^)
>
> Thx!
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3663. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:18:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E78EA.1FE83DCE@students.uni-mainz.de>
Source record: 14170

Well,
there is a little difference of the rambank values, depending on the
status of the OS and Atari Basic. Afaik, the numbers are 3,7,b,f if
Basic is off and OS is on, the numbers are 2,6,a,e if Basic and the OS
are off. So for B2L2 (BAS=off, OS=off) try
82,86,8a,8e,a2,a6,aa,ae,c2,c6,ca,ce and for PIT (BAS=off, OS=on) try
83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef this should work...

Of course there are two more possibilities: Basic on + OS on, Basic on +
OS off which should give different rambank values again... -Andreas.

William Kendrick schrieb:
>
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
> > 800XL? ;^)
>
> I got a little closer. Back2Life2 (which doesn't seem to run at all :^( )
> had an 'auto-detect' feature for banked memory. It gave me:
>
> 0: 82 86 8A 8E
> 4: C2 C6 CA CE
> 8: E2 E6 EA EE
> C: FE FF FF FF
>
> Unfortunately, PIT's bank selection interface only had odd-numbered
> values (e.g., "81" or "83", not "82"). I entered as close as I could.
> It actually wanted 15 hex values, not 16, so I put in:
>
> 83 87 8B 8F C3
> C7 CB CF E3 E7
> EB EF FF FF FF
>
> It played up until the boss came on the screen, but about 10 seconds later
> it turned to garbage again.
>
> I think I'll see if I can reach anyone from Quasimodos, too. ;)
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3664. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:23:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E79F2.100F22DC@students.uni-mainz.de>
Source record: 14171

Yep,
this video is available on the ABBUC Jahresgabe 2003 - a DVD with some
nice Atari videos. Afaik some scenes (e.g. the parking garage scene)
were filmed at a "Media Markt" (big *german* computer,video, hifi,...
store) in Poland... It is a great + crazy video worth seeing...
-Andreas.

William Kendrick schrieb:
>
> Okay, this is just hilarious... Now, we've all (hopefully) witnessed the
> amazing Numen demo by Taquart.
>
> Well, they seem to have put together a real-life video based on it
> (think donut for the real-time torus part... think some parking garage for
> parts of the 3D animation).
>
> It's frickin' hilarious! :^) The AVI is a whopping 192MB, and is called
> "Niespodziewanka.avi", over at:
>
> http://ftp.atari.art.pl/stuff/parties/QuaST-Orneta2003,Poland/vhs/
>
> (Woo! I just go to the end credits (where they have some good outtakes
> of them setting stuff up), and saw myself in the Greetz! Sweet! ;^))
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3665. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:25:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7A71.3310554E@students.uni-mainz.de>
Source record: 14172

Again,
on my XL it showed garbage because of the timing/refresh bug. But I
doubt that the emulator has this bug - try the given Rambo values and if
this does not work, use the Compyshop setting and the equivilent CS
values... -Andreas.

Stephen Anderson schrieb:
>
> On Mon, 25 Oct 2004 00:42:35 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
>
> >William Kendrick <bill@newbreedsoftware.com> wrote:
> >> Anyone know the 'Setup' values for this demo for a 256KB RAMBO upgraded
> >> 800XL? ;^)
> > >
> > >I got a little closer. Back2Life2 (which doesn't seem to run at all :^( )
> > >had an 'auto-detect' feature for banked memory. It gave me:
> > >
> > > 0: 82 86 8A 8E
> > > 4: C2 C6 CA CE
> > > 8: E2 E6 EA EE
> > > C: FE FF FF FF
> > >
> > >Unfortunately, PIT's bank selection interface only had odd-numbered
> > >values (e.g., "81" or "83", not "82"). I entered as close as I could.
> > >It actually wanted 15 hex values, not 16, so I put in:
> > >
> > > 83 87 8B 8F C3
> > > C7 CB CF E3 E7
> > > EB EF FF FF FF
> > >
> > >It played up until the boss came on the screen, but about 10 seconds later
> > >it turned to garbage again.
> > >
> > >
> > >I think I'll see if I can reach anyone from Quasimodos, too. ;)
> > >
> > >-bill!
> > >bill@newbreedsoftware.com New Breed Software
> > >http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!
>
> Hmm - when I ran it (just before sending it to you) I had a 50Hz
> machine running 576K. I don't know if it needs that much memory - I
> doubt it, but it ran fine with those settings.

>
> The bank settings that came up default are
>
> 83 87 8B 8F A3
> A7 AB AF C3 C7
> CB CF E3 E7 EB
>
> It played all the way through, and gave the credits and a short info.
>
> Stephen Anderson

3666. ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-26 16:39:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <417E7DA4.82995D46@students.uni-mainz.de>
Source record: 14173

Hello folks,
the ABBUC JHV in Herten/Germany is over now and so is the software contest of ABBUC. Afaik 13 programs from various programmers took part in this contest and since there were only 7 prices (money!) it was a real contest. So here are the results of the first 7 places and the money they won:

7th place: Jelly Beans by Chris Martin won 50 Euro;

6th place: Atari Greed by Winfried Piegsda and Carsten Strotmann won 75 Euro;

5th place: RMT-Player XL/XE by Raster/Radek Sterba won 150 Euro;

4th place: Atari Hardwaretester by Florian Dingler won 200 Euro;

3rd place: MyPicoDOS by HIAS/Mathias Reichl won 275 euro

2nd place: BOSS-X by Mirko Sobe won 350 Euro

and last not least the 1st place - guess who???

1st place: Dynablaster by Tomasz Biele/MadTeam won 750 Euro

Please don`t make me responsible for the results, I merely wanted to present them here. This year ABBUC payed off all the money for the contest (the winners will get the money soon). And last not least: There will be a new ABBUC software contest 2005 !! So, you have the chance to program a) a game or b) an application/tool/utility that runs on 64k or 128k Atari XL/XE computers and win some money. The rules for the new software contest are available at www.abbuc.de in german and english language (and soon also in polish language). Since there is time until October 2005 - happy coding and my congrats to the winners of this year! -andreas.

3667. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 00:40:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <N7Cfd.1277$_3.20981@typhoon.sonic.net>
Source record: 14174

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Yep,
> this video is available on the ABBUC Jahresgabe 2003 - a DVD with some
> nice Atari videos. Afaik some scenes (e.g. the parking garage scene)
> were filmed at a "Media Markt" (big *german* computer,video, hifi,...
> store) in Poland... It is a great + crazy video worth seeing...

Did they do the demo entirely before doing the video? I guess a better
question is: were parts of the demo based on some real-life stuff/locations?
:)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3668. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 00:42:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <C9Cfd.1278$_3.20676@typhoon.sonic.net>
Source record: 14175

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> the ABBUC JHV in Herten/Germany is over now and so is the software
> contest of ABBUC.

Cool! Can any of this be downloaded somewhere? I'd like to show some/all
of it at the Vintage Computer Festival! :^)

Thx!

-bill!

3669. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 01:09:16 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041026210916.13148.00003663@mb-m28.aol.com>
Source record: 14176

Perhaps that's why it has had a "hold" on me for all these years. :-)
-Larry

3670. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 01:36:26 UTC
From: secretspam@ihatespam.net
Message-ID: <417efb78.287347218@news.charter.net>
Source record: 14177

All that evil and such could make it just the machine to be using this
Halloween.

On 27 Oct 2004 01:09:16 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Perhaps that's why it has had a "hold" on me for all these years. :-)
>-Larry

3671. Atari 8-Bit Computers: Frequently Asked Questions

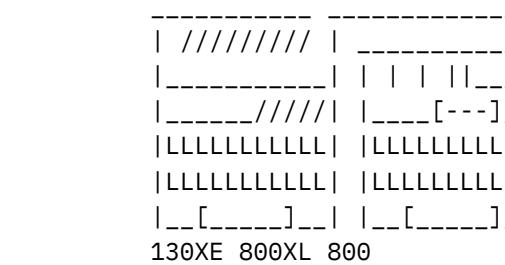
Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 04:23:50 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1098851023@rtfm.mit.edu>
Source record: 14179
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 14, 2004

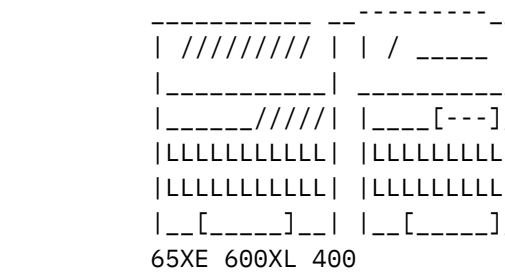
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

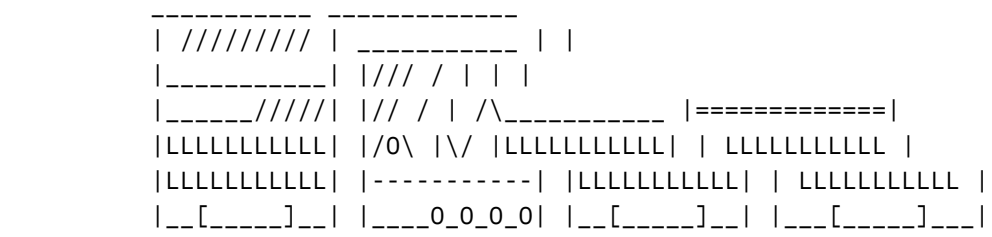
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

Copyright (c) 1992-2004 by Michael D. Current, and others where noted. Feel free to reproduce this file, in whole or in part, so long as the content of that portion reproduced is not modified, and so long as credit is given to this FAQ list or its Maintainer, or the author of that section reproduced when given.

This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

```
**********************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
**********************************************************************
```

UPDATES SINCE PREVIOUS POSTING
2004.08.14 3.8 SIO2IDE URL updated, thanks dely
2004.07.15 2.1 URL to Clarence Dyson's page updated, thanks Keith
2004.07.15 1.11 URL to Atari Historical Society page updated, thanks Keith
2004.07.14 8.3 more Multijoy games added (thanks Matthias)
2004.07.14 3.5 Karin Maxi and HDI info added/clarified
2004.06.28 3.5 double-sided drive mapping possibilities added

---

Subject: 0.1) Table of contents

0.1) Table of contents

The Computers
1.1) What is an Atari 8-bit computer?
1.2) What is the Atari 400?
1.3) What is the Atari 800?
1.4) What is the Atari 1200XL?
1.5) What is the Atari 600XL?
1.6) What is the Atari 800XL?
1.7) What is the Atari 65XE?
1.8) What is the Atari 130XE?
1.9) What is the Atari 800XE?
1.10) What is the Atari XE Game System?
1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?
1.12) What is the internal layout of the 8-bit Atari?
1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?
1.14) What are the pinouts for the various ports on the Atari?

Video Display
2.1) What video display devices can I use with my Atari?

Mass Storage
3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?
3.2) What other cassette recorders can I use with my Atari?
3.3) How do I run a program from cassette?
3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?
3.5) What other floppy disk drives can I use with my Atari?
3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?
3.7) What can I do to extend the life of my floppy disks?
3.8) How can I use a hard drive with my 8-bit Atari?

Printers
4.1) What are the Atari 820, 822, and 825 Printers?
4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?
4.3) What are the Atari XMM801 and XDM121 Printers?
4.4) What other printers can I use with my Atari?

MODEMs
5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?
5.2) What other modems can I use with my Atari?

More hardware
6.1) What is the Atari 850 Interface Module?
6.2) What is the Atari XEP80 Interface Module?
6.3) What accessories did Atari produce for their 8-bit computers?
6.4) What "vaporware" computers/peripherals were never released?
6.5) What are the power requirements for my Atari components?
6.6) What graphic tablets were produced for the Atari?
6.7) What lightpens were produced for the Atari?
6.8) What lightguns were produced for the Atari?
6.9) What paddles were produced for the Atari?
6.10) What voice/sound synthesis hardware was produced for the Atari?
6.11) What sound-digitizers/samplers were produced for the Atari?
6.12) What sound-enhancement upgrades were produced for the Atari?
6.13) What MIDI enhancements are there for the Atari?
6.14) What graphics enhancements are there for the Atari?
6.15) What types of memory upgrades are there for the Atari?
6.16) What networking hardware is there for the Atari?
6.17) Can I attach an ISA card to the Atari?
6.18) What preventative maintenance can I do on my Atari system?

Core software: OS, BASIC, DOS, Modem handlers
7.1) What versions of the Atari Operating System (OS) are there?
7.2) What is the ATASCII character set?
7.3) What is Atari BASIC?
7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?
7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?
7.6) How do I modify Atari DOS to support more than two drives?
7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
7.8) What should I know about modem device handlers?

Software
8.1) What programming languages are available for the Atari?
8.2) What cartridges were released for the Right Slot of the 800?

8.3) What games support 4 or more simultaneous players?
8.4) What programs run only on the 400 and 800 models, and why?
8.5) What programs make use of the Light Gun or a light pen?
8.6) What programs have a track ball mode or support a mouse?
8.7) What programs have a paddle(s) or Koala Pad mode?
8.8) What programs have a CX85 Numerical Keypad mode?
8.9) What programs have a Touch tablet mode?
8.10) What kinds of RAMdisks can be set up on the Atari?
8.11) What programs support a RAMdisk?
8.12) What programs require a RAMdisk?
8.13) What voice/sound synthesis software is there for the Atari?
8.14) What programs support stereo and upgraded sound?
8.15) What games support online action via modem?
8.16) What programs support Atari computer networking?

Working with Atari files: Compression, File formats, Copying
9.1) How can I work with .arc files on my 8-bit Atari?
9.2) What file formats for entire disks/tapes/cartridges are there?
9.3) How can I copy my copy-protected Atari software?

Interoperating with "modern" computers
10.1) What programs can log in to other computers via modem?
10.2) What programs can I use to host a BBS on the Atari?
10.3) How can I read/write Atari disks on an MS-DOS PC?
10.4) How can I read/write MS-DOS PC disks on my Atari?
10.5) How do I transfer files using a null modem cable?
10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?
10.7) How can my Atari use my PC's HD, printer and modem using APE?
10.8) How can I connect my 1050 drive to my PC with the APE ProSystem?
10.9) What about interoperating with the Apple Macintosh?
10.10) Are there 8-bit Atari tools for the Commodore Amiga?

Timeline
11.1) How did Atari get its name?
11.2) What is the History of Atari?

Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Number of Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12	++ Char	40 x 24	5
5	13	++ Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14	++ Map	160 x 192	2
D	7	Map	160 x 96	4
E	15	++ Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9	+ Map	80 x 192	1 **
F	10	+ Map	80 x 192	9
F	11	+ Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances

*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse
video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four
2-bit wide, 120 or 240 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to OR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two.
The only 8-bit Atari with a membrane keyboard rather than a full-stroke
keyboard. One of the few 8-bit Ataris lacking a composite monitor port.
Originally released with just 8K RAM, but most were sold with 16K RAM. Atari
sold the Atari 400 48K RAM Expansion Kit, which required a little soldering,
to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer."

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Jason Harmon writes: (12 Feb 2004)
"..the early ones had plastic cases on the ROM and RAM modules, and had two thumb tabs to remove the cover to access the modules. Later model 800s had 48K standard, and to improve cooling Atari installed them without the cases but put a small plastic strip across the tops of the cards to hold them in position. These machines also lost the thumb tabs and have regular screws to secure the cover over the memory slots."

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its

popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

There is no PAL (European) version of the 1200XL.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading: "64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled; Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port; The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled; Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat (Mathew Ratcliff). This assumes one knows at least how to boot a disk with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book published by Atari through the Atari Program Exchange (APX) and copyright 1982 by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA. However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a

SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips.

The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

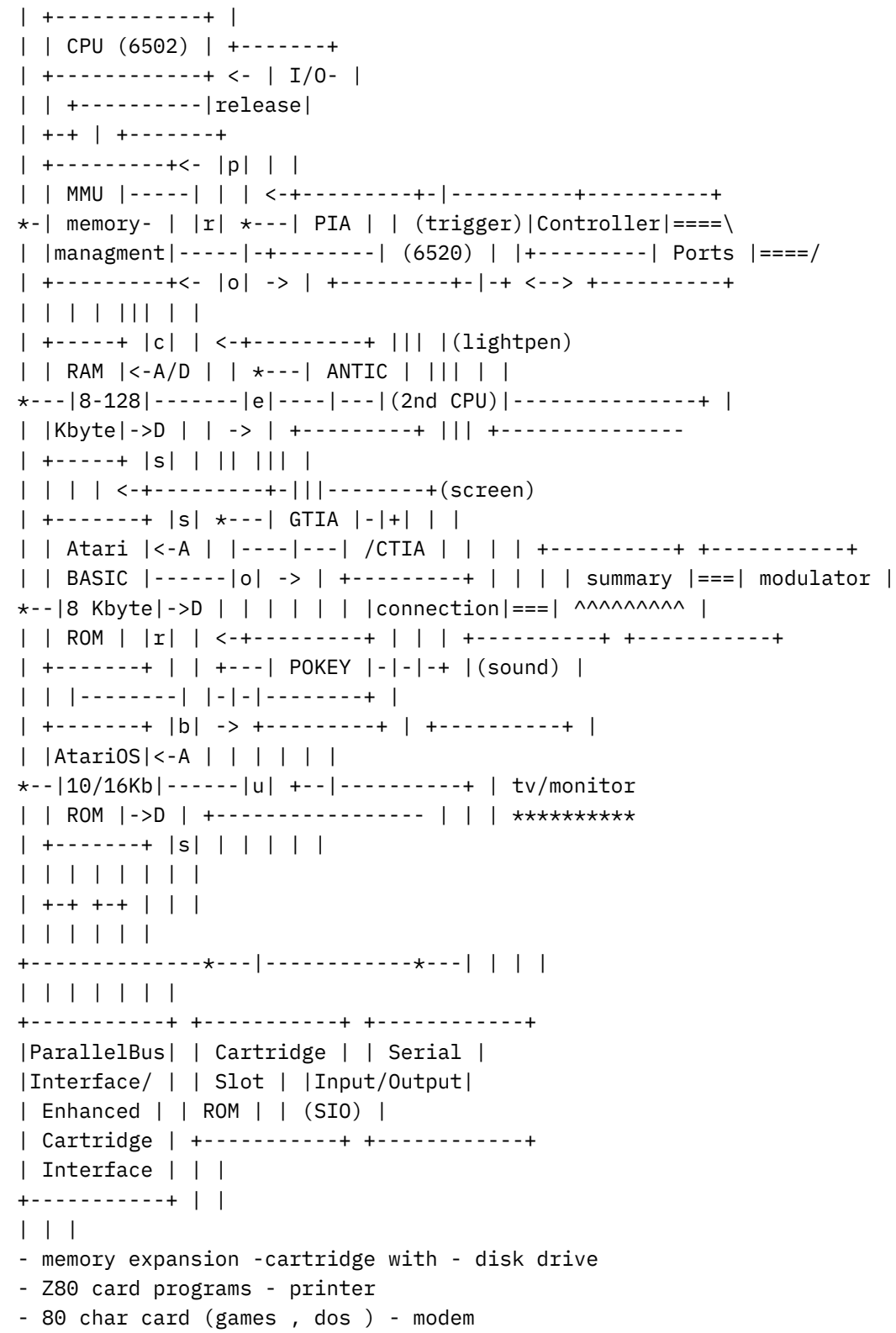
======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://archives.atarimuseum.com/archives/archives-techdocs.htm
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

---

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.

->



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard

130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan
Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South
American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western
Europe, several South American countries, some Middle East and Asian
countries, several African countries, Australia, New Zealand, and other
Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz

Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari? Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it
from there. However, besides the GTIA PAL and NTSC machines differ in other
aspects. For example, on PAL machines an additional oscillator of 5/4 of the
main frequency is present to generate the color frequencies needed to drive
GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is
also the reason why you don't get "artifacted colors" on PAL machines (or, at
least, not very good ones.)

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground

4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan

2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,
or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the

monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari. Clarence Dyson has a nice page about such a project at http://www.geocities.com/atarimods/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. These are often known as a "VGA converter" or "Scan doubler" or "Up-converter." With such a device, the 8-bit Atari can be used with a standard PC VGA monitor. One such adapter is the Cheese Video Box from AV Toolbox, http://www.avtoolbox.com. AV

Toolbox produces several other similar devices. An earlier popular adapter was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs et Televiseurs - is a 21-pin universal connecting cable/socket system used for audio/video components in Europe. The cables transmit RGB, composite video, S-Video, mono and stereo sound. SCART, which is also known as PERITEL, EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in France, England, Germany, Switzerland, and Scandinavia. SCART is also very popular in the Russian Audio Video market. It is possible to interface the Atari's composite video signal, along with the audio signal, through a SCART connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

December 2003--More Than Games announced "A8 A/V BOB", an audio/video breakout box featuring phono connectors for composite video, chroma, luminance, and mono audio; it also features an s-video jack providing chroma and luminance. http://www.a8maestro.com/sites/mtgcat/mtgcat.htm

---

Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track is provided to play music or voice as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain

Upgrades for the Atari Program Recorders
==
Andreas Magenheimer writes: (2004.05.24)
- turbo 6000: a turbo tape enhancement built in the former GDR (german democratic republic); it worked with 6000 Baud and required special loading/saving programs that were available as disk-files and also as cartridges;
Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

- turbo 2000: a turbo tape enhancement built in Poland or the former Czechoslovakia; it worked with different speeds (ranging from 600 Baud to approx. 9600 Baud?) depending on the program itself and the transfer program; also required a special loading/saving program, available as disk-files and cartridges;
For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

- rambit turbo tape: a turbo tape enhancement built in the UK by Richard Gore and sold by Microdiscount (Derek Fern); it worked with 9600 Baud and came with some special software on disk; Microdiscount also sold many of its own commercial programs (Zeppelin games, etc.) on Rambit turbo tape...

Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12, generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

Unlike other microcomputer systems of the time, it was very unusual to use anything but Atari-brand program cassette recorders. One third-party product released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.

3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon
startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access

later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5/box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html
810 Duplicator (DT-Duplicating Technologies) -- copy disks, double-density,
"read 18 sectors in the time normally for 1"

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
(Happy Computers) Happy Backup. also read/write 180K 5.25" MS-DOS floppies

I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 57Kbps (Happy clone), 8kb buffer,
(Compy-Shop, now ABBUC) DOS, copier, track & density displays, beep speaker
Mini-Speedy same as Speedy 1050, but without displays & speaker
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)
1050 Duplicator (Duplicating Technologies (DT))
SS SD/ED/DD "read 18 sectors in the time normally for 1"
sources(Jim Patchell)http://www.oldcrows.net/~patchell/atari/duplicator.html
Klone ???????

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do
it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-
sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1,
TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM,
this results in rare compatibility issues. Specifically, these commercial
disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.

8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas
Magenheimer

SD=Single-Density, 90K/disk side
ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

SS=Single-Sided
DS=Double-Sided (one of 3 possible data-mappings, see below for details)

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master

Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printerport,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) by Erhard Puetz. a PCB, master
connect up to 4 standard PC high-density drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
Karin Maxi PBI/ECI device, master, WD1772 + 2KB driver ROM
DS formats use PC-standard 'head-first' mapping
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html)
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB

- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K printbuffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

The following information is taken from the documentation for HiassofT's
WriteAtr program, http://www.horus.com/~hias/atari/

Double-Sided drives for the Atari may use one of three different drive-
mapping possibilities.
* Most double-sided Atari disk drives:
First fill tracks 0-39 (or 0-79) on the first side, then switch
over to side 2 and again fill tracks 0-39 (0-79 for 3.5" disks).

* The XF551 first fills track 0 on the first side. Then it
fills track 1, then track 2, ... up to track 39 (on a 5.25" disk)
or 79 (on a 3.5" disk). Then it switches to side 2 and fills
the disk in reverse order (starting at track 39/79, then 38/78,
... til it has reached the end of the disk at track 0).

* The third possibility is the standard in the PC world, but on the Atari
it's possibly unique to drives connected via the Karin Maxi interface.
If your Atari disk drive uses this mapping, it first fills

track 0 on side 1, then track 0 on side 2, then seeks to track 1,
again first fills track 1 / side 1, then track 1 / side 2,
and so on, until it finishes with track 39 (79) / side 2.
The drive switches the heads (sides) first before switching
the track.

Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I mean you can't use high density disks. They must be double density to use with the 1050. Almost all double density 5 1/4" disks have a hub ring, high density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the type of oxide coating used on the high density floppy media; they cannot write reliably to them. The hub ring has just become a sort of marker to distinguish the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.7) What can I do to extend the life of my floppy disks?

Lee Hart writes (January 2004):

Personally, I have several hundred floppy disks for my Atari 800, Kaypro 4, Heathkit H89, and IMSAI 8080 computers that are 10-20 years old. What I can say in general:

- Most disks stored in plastic boxes or ziplock baggies survived.
- Most disks stored in cardboard boxes or just their sleeves did NOT survive.
- Some brands lasted better than others, but I haven't collated the information so as to make any kind of definitive statements.
- If a disk cannot be read, CLEAN THE DISK DRIVE HEAD before attempting to read another disk! Otherwise, crap from the bad disk will remain on the head, and will scar and destroy any SUBSEQUENT disk you put in the drive! (the voice of painful experience).

- For lack of a better plan, for each of my surviving disks I am:
a. reformatting another blank disk
b. copying the data from an old disk onto the blank disk
Then I have a more recently-produced backup disk in case the
original disk later fails.

Subject: 3.8) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.geocities.com/atarimods/atari.html
(Atari page by Clarence Dyson)

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE
Disk Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000
baud
- emulates Atari disks D1: to D8:
disk D1: can be swaped with Common disk D1: (HD1_ZW jumper)
- can be used with any Atari DOS and OS

- can be used without any problems with other SIO devices (disk
drivers, printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software
(changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'),
CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg)
can be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
- Long File Name (LFN) support for HDD
- TEST mode for checking HDD initialisation
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://atariarea.histeria.pl/sio2ide/

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: (= Trendcom Model 100)
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:

monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL
series computers.

Atari 1020 Color Printer:
(= Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /..; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE series computers.

Atari XMM801 Printer: (= SHINWA CP80)
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good

results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet
here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received, from modem to modem, via
standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)

Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial modem can work well with the Atari. These have been commonly sold for PCs for many years. The Hayes Smartmodem more or less defined the market for these, initially.

One common way to use an industry standard external serial modem with the Atari is to connect it to the SIO port via an Advanced Interface Devices (A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with the Atari is to attach it through the 9-pin RS232C serial port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the serial port on the 850 is DB9 female, where the PC world ended up standardizing on a DB9 male connector for this purpose. But gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the

other to pause while it catches up. Flow control exists as either software, or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established industry standards, Atari produced the 850 Interface Module to address this issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other devices can be used with the Atari computer in combination with an 850 Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS

8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on

the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks

CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man),2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC bk,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,incl disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE

1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives(controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European data in this section. I need more
international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========

AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the
centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above. What happens if power

supplies for the Atari 1050 and Indus GT are mixed? Paul Alhart writes (20 Jan 2004): "The Indus requires DC, the 1050 uses AC. Plug an Indus supply into a 1050 and it will usually blow the rectifier diodes in the 1050. Plug an Atari supply into an Indus and it will blow the fuse in the supply. It can damage the mother board as well."
Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and

Bug Hunt cart all in one package and b) in a separate package,
containing the Lightgun and the Bug Hunt cartridge); thats's why Bug
Hunt does not have its own package, it was always included with the
Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);
- Sega-Lightgun (normally not Atari compatible; but can be converted
into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun,
it is my personal impression, that the Atari lightgun merely works ok
on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun
works alright on TV's and (most) monitors. Since I never had a Best
lightgun I cannot comment on this one... (Andreas Magenheimer);

Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

Subject: 6.10) What voice/sound synthesis hardware was produced for the
Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.
- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to

the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL:)

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter

program, which can convert *.MID sounds into other Atari sound formats
(that could be played back on the Atari then)...

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque
developed some networking-computer-hardware to link two or more Ataris
together, so that multiplayer games are possible, where each user has
its own computer and tv/monitor screen. The hardware was/is computer
independant and will run fine on any Atari 8Bit computer (whereas most
software for it will only work on XL/XE computers). During a 3-4 year
period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two
computers together via the joystick ports. It is limited to a maximum
of 2 computers and thus 2 or 6 players, meaning one free port per
XL/XE computer and 3 free ports per 400/800 computer. However, the
few existing games for this hardware merely support 2 players, no
matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8
computers together via the SIO-port. One computer will then act as
the master and has to boot up the software (from tape, disk, harddisk,
etc.) first. Then all other "slave" computers connect to it and boot
off of this master computer (one after another of course). In Europe
we call this device "Multilink", mostly because of the games written
by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms.
A two-computer link-network can easily be done with one SIO cable, just
open the end of the SIO cable and exchange cables number 3 and 5. You
now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer
hardware, see 8.16 which programs support networking computer hardware...

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced
project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules
video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

----

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.

400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between

these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
~~~~~~

example, the ASCII code for uppercase M is 77. Most computers use ASCII codes to represent text, which makes it possible to transfer data from one computer to another.

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 (S9 (88 58 X X X X
41 29 S0) S0) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [[S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D]] S.]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

```
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge

C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System,
also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
Trivia: The "N. DEFINE DEVICE" menu option does not work.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
- DOS.SYS is loaded into memory from disk on startup
- DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. DOS 2.0S can read disks written with DOS 1; the reverse is not the case. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives. The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake. The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-

party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90. Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9). Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge

Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD

4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-

The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.
-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.

Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
==========
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
==========
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
==========
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
==========
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program
to set up the driver from BASIC. Later they shipped with a special version
of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM
chip inside the RS232 serial interface. A long beep is heard through the
speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading
this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari
computer is turned on with a P:R: Connection or powered 850 connected, but no
powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in
handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They
include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

---

Subject: 8.1) What programming languages are available for the Atari?

This section is by Freddy Offenga.

Revision : 1.9
Date.... : 2004-3-30

==========
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Maintainer: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer
- Winston Smith
- Carsten Strotmann

Revision history
================

1.9
- X-Assembler updated
- Added "QS FORTH" info from Winston Smith
- Added FORTH section work from Michael Current (thanks to Carsten Strotmann)
(see also: http://www.strotmann.de/twiki/bin/view/APG/LangForth)
- Several updates in the assembler section

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"
- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor

and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Assi (download)
version, year : 0.0.41, 2000
author/company : MacFalkner
available..... : http://members.aol.com/macfalkner/atariindex.htm
package..... : assembler, file linker
features..... : source include, data include, code relocation
Cross assembler for Win32. Source code is highly compatible with
Atmas for the Atari.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),

conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : 1.0, 13/12/1986
author/company : E.Reuss, Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package..... : assembler, editor, menu, manual
features..... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from

the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 1.01, 1984
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAC/65 Macro Assembler (disk)
version, year : 4.20, 1994
author/company : Stephen D. Lawrow, Fine Tooned Engineering
available..... : ?
package..... : ?
features..... : ?

- MAC/65 Macro Assembler (disk)
version, year : 4.20 demo version, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : ?
features..... : ?

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for PC/DOS. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : 4.0, 1982
author/company : Steve Hales, Synapse Soft
available..... : http://www.atariland.com/members/oldatarian/
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.
An Adaptation by Steve Hales of the S.C. Assembler II.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- Xasm
version, year : 2.5.2, 2002
author/company : Piotr Fusik
available..... : http://xasm.atari.org
package..... : assembler, docs

features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC/DOS. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS

available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984
author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".

Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package..... : ?
features..... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

- INTER-LISP/65 (disk)
version, year : 2.2, 1982
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984
author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package..... : ?
features..... : ?
Seems to be based on fig-FORTH, but with some unique "Words".

Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig
package..... : ?
features..... : ?

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?
package..... : ?
features..... :
based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... :
based on 10/16/82 release of fig-FORTH by Striepe

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : ?
based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... :
based on 6502 fig-Forth. The major difference is in the size of the
screen on disk (512 bytes instead of 1024 bytes).
Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines.
based on fig-FORTH.

- Turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... :
compatible with fig-FORTH and Team FORTH. It's fast.
Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and

sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : ?
based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package..... : ?
features..... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

Subject: 8.3) What games support 4 or more simultaneous players?

Contributors to this section: Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat
Mulvey, Steven E. Posey (Party Quiz), Andreas Magenheimer, Florian Dingler,
Matthias

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by Electronic Arts,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by Fred Pinho from Antic magazine:
http://www.atarimagazines.com/v3n2/animate.html
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms? by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- PQ: The Party Quiz Game by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheeprace by F.Dingler (1 to 8 players Sheep-race);
- Cardgrabber by F.Dingler (2 to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (4 to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

The following are available at:
http://mitglied.lycos.de/gunnarbusse/bajamar/download.htm
- Asteroids, modified for Multijoy by Schmutzpuppe
- Basketball, modified for Multijoy by Schmutzpuppe
- Tennis, modified for Multijoy by Schmutzpuppe
- Dandy, modified for Multijoy by Schmutzpuppe
- M.U.L.E., modified for Multijoy by Schmutzpuppe

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase (by First Star Software) Parker Bros.
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bacterion! Kyle Peacock/Tom Hudson/ANALOG#20
(http://www.cyberroach.com/analog/an20/bacterion.htm
patch for XL/XE available:
http://www.cyberroach.com/analog/an20/bacterion_patch.htm)
Bandits Sirius Software
BearJam Chalkboard
Boulders And Bombs CBS
Chicken Synapse
Dancing Feats (by Softsync) Romox
Demon Attack Imagic
Dreadnaught Factor, The Activision
Drelbs Synapse
File Manager 800+ Synapse

Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable: http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II Sierra On-Line
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard
Leo's Links Chalkboard
Letter Perfect (before v6) LJK
LogicMaster Chalkboard
Mac/65 [ver. 1.00, orange] OSS
Mario Bros. ('83) Atari
Maze Epyx
Micro Illustrator Chalkboard
MicroMaestro Chalkboard
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
QS Forth James Abanese / [QS] Quality Software
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Synassembler Synapse
Text Wizard Datasoft
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:

To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
(online: http://www.atarimagazines.com/v3n2/insideatari.html)
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selftest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

Thomas Richter contributes further details (16 Jan 2004):

There are a couple of reasons why some games don't run on the XL/XE
models. I try to order them by "likeliness", of course biased by my
personal observations:

i) The printer buffer of the XL Operating System in page 3 is a couple
of bytes shorter. The additional bytes are used for extended OS
variables not available in the 800 series. Most prominent is the $3fa
location, holding a shadow register of GTIA's TRIG3 signal. While a
true joystick trigger line in the 400/800 series, this signal is used
as "cart inserted" signal for XL/XE models. Unfortunately, the OS
compares GTIA trig3 with the shadow register at $3fa in each vertical
blank, running into an endless loop if the register contents don't
match. This causes hangs for games using page 3 either as copy-buffer
or for player-missile graphics. (Hangs by Ms. Pac-Man and
Bacterion! are caused by this, and many others...) This is "fixable"
either by the translator disk, or by a quick hack into the game,
replacing the OS vertical blank or poking TRIG3 frequently into its
shadow. The reason for the OS behaviour might be that Atari wanted to
prevent crashes if the cartridge is inserted or removed while the
machine is running. The 400/800 is powered down when a cart is
inserted, the XL/XE lacks the cover of the older models that triggered
a little switch to interrupt the power line.

ii) Similar to the above, writes to $3f8. This OS equate defines
whether on a warm start, the BASIC ROM shall be mapped back in. If
its contents are altered, a program triggering a reset as part of its
initialization will find itself then with 8K less RAM occupied by
a BASIC ROM, making it crash. Similarly, writes to the cartridge checksum
$3eb could cause a cold-start on a "reset initialization". This is
fixable by the translator disk.

iii) Some games use a four-joystick setup, or at least initialize
PIA itself. If this happens inadequately, PIA Port B, bit 0 gets changed,

disabling the ROM, and thus crashing the machine. This is not fixable
by the translator since it is a hardware issue.

iv) Direct jumps into the OS ROM, not using the documented vectors in
the $e450 area. Interestingly, this fault is not as common as it may
sound since games hardly ever use the OS. It causes failures of
some "serious applications", most notably "QS Forth" and applications
compiled by it. This is fixable by the translator disk.

As a side remark, it is interesting to note that no such documented
jump-ins exist for the math-pack ($d800 to $dfff). It is not really
part of the OS, but looks more like a part of the BASIC interpreter
that didn't make it into the OS because there was no room left. Thus,
direct jump-ins have to be used here that are documented in the De Re
Atari (for example). Atari never changed them, but it seems likely
that this documentation happened more or less as an accident since the
same source also lists some mathematics-related jump-ins into the
Basic (namely, to compute SIN and COS and related) that are only valid
for the Rev. A BASIC. Thus, the math pack might be a couple of
routines that have been originally intended for "private use" of the
BASIC ROM, but then have been found "too useful" by many others to
remain "closed". Otherwise, it is hard to explain why the otherwise
pretty cleaned-up OS comes with a construction like this.

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate
as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);

- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- ---------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to

use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC available. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.

(use left paddle trigger for left flipper and right paddle trigger for
right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);
- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same

problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,

83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F

41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;
Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by
FTE; seems to be very incompatible to existing software and
bankswitching cartridges (OSS, Atari, etc.), because normal RAM at
4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one
PIA chip there is simply no bit left to switch between main RAM and
extra RAM / Ramdisk. But with the installation of a second PIA chip
one would be able to do so. Furthermore one may use (almost) any
setup or banks he likes then (with a second PIA chip one could
control up to 256 Megabytes of RAM). Basic: To be able to select the
internal Basic, connect a toggle switch between ground and the
motherboard where PB1 was removed (PIA `Hole' 11). The switch is not
much different than the Option Key, and I found it more versatile.
(Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs.
It requires moving the OS into RAM before any banking of that Bit
occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;

Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;

(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;

(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);

(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;

c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers available, of course most of these programs are limited to certain/special upgrades and merely perform their stereo effects on these items (with otherwise upgraded or non-upgraded Ataris, the sounds or programs will only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play
*.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from
Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)

(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or sampled sound in 8Bit resolution rather than in 4Bit resolution. The following programs support the Covox-Upgrade:
- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed the following games: The City, Cybertank, Cybership, Bio-War, Lords of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer, but also a modem, a modem-driver and/or a terminal program (like Kermit, Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal programs and modem hardware for the Atari...

Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-network" (two or more Ataris linked together). Thus, there is software that supports either one or the other hardware (namely Gamelink-1 or Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;

- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;
- description of multilink/gamelink-2 hardware and schematics by Bewesoft (two texts, one in czech and one in english; schematics presented as an Atari Gr.8 picture for a) easy-2-computer hardware and b) more complicated 2-8 computer hardware);
- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink [gamelink-2] hardware" (text available in english and czech, with lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft (free use of this module is granted by Bewesoft/Jiri Bernasek);

Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around 1985. It will compress and store groups of files as one file, making it easier and quicker to download programs and support files at once. Because of the ease of use and availability of this program, it quickly became the defacto standard for file archives on Intel-based IBM machines. Files compressed and stored with ARC or a compatible utility are normally given the filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating and extracting .arc files.

Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with Atari software as files or "images" containing the data from an entire disk, data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename extensions. These are all filename extensions used to name files containing entire 8-bit Atari floppy disk images, cassette tape images, or cartridge images.

.DCM -Image format invented by Bob Puff for his Disk Communicator 3.2 utility. Used when working with native Atari hardware.

DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer
platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

---

Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy protected. For boot
disks, this usually involved a large number of special formatting that
couldn't be copied using ordinary sector copiers. Usually the boot process
involved checking to see if a certain sector error occurred, then proceeding.
If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of
memory and see if the value changed. If the value changed, the cart program
was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at
which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption,
which must be decrypted before the program can run. This to make more
difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original disk software. Note the 'Pro' image will only be of use to person(s) owning registered APE software and 'Pro' adapter cable.

Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and related programs available. Use one of these programs for accessing a dial-up Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell account" with your Internet Service Provider (ISP). Dial-up shell accounts are no longer widely available here in the 21st century! (There is no general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)

Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes
Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed

filename: vt850b1.arc

Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina II BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system

had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems. ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group (JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy customization by the use of menus. Many BBSes before it required that you had to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("Pro!")--6.0b 1999, Lance Ringquist/Video 61
Originally by Keith Ledbetter/Orion Micro Systems.
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a large ramdisk. R-Time 8 is fully supported.

o Carina II BBS -- v2.7 (1995), David Hunt/Shadow Software
Carina II was originally developed by Jerry Horanoff.

Requires an XL or XE computer, at least 500K of storage capacity (including ramdisk and drives), and SpartaDOS version 2.3 or greater.
Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

More Carina II information and links:
http://jybolac.virtualave.net/carina/

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with a number of machine language routines), it was expandable and had was able to load new BASIC programs with the BBS running. In fact, it was quite modular and would load different sections of the BBS at runtime. I actually used it when I ran a BBS some time back.

o Carnival BBS -- essentially AMIS with an overlay to allow for private messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo. Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip

Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of

course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and BobTerm on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and
Atari term programs, set baud to 2400 or 4800 on both
computers. No parity, 8 data bits, 1 stop bit on the PC.
Be sure to use the correct COM port on the PC. Go to
'terminal' mode and you should now be able to type on
either computer and see it on the other screen. To
accomplish a file transfer, use Y-modem probably from
BobTerm, rather than X-modem. X-modem will often append
bytes to a file transfer, an undesirable event. There is
also a very nice Z-modem recieve program for the Atari,
called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors
(Radio Shack) some three or more conductor cable. Using
the two DB25 female connectors allows unplugging your

modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6

7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives
- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.geocities.com/atarimods/atari.html

Atari810
========

Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection of a stock 1050 disk drive directly to a PC's serial port for use by the PROSYS.EXE software.

http://www.atarimax.com/

Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari, Incorporated is formed by Nolan Bushnell, incorporated on Tuesday, June 27.

Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari, Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand-built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirement had been met.

The first "real" consumer units were shipped in Nov. of '79 and were 400s to Sears followed very shortly by 800s."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here: http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Atari is split 3 ways: 1) Atari Corp 2) Atari Games Corp 3) Luma Telecom

Warner Communications sells the Consumer Electronics and Home Computer divisions of the former Atari, Inc. to Tramel Technology on Monday, July 2.

Tramel Technology immediately forms Atari Corporation. Atari Corp. inherits Atari copyrights/trademarks/patents for use in the consumer electronics and personal computing markets.

{ Warner sells the AtariTel division of the former Atari, Inc. to Mitsubishi Electric, and the former AtariTel becomes Luma Telecom.

A complete line of "cutting-edge" telecommunications products had been under development at AtariTel since 1981, but no products had been

released under Atari, Inc.

However, the Atari Videophone was nearly completed, and the product eventually surfaced as the Mitsubishi Luma Video Phone, aka Luma-Phone, aka LumaPhone. "The Visual Telephone"

Mitsubishi has since shut down Luma (date unknown).
}
(
Warner also initially retains the arcade division of the former Atari, Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games Corp. inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is (re-)purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (U.S.) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary.

(JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.)

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the Atari brand and registered trademark for all operations, effectively changing the name of the entire company to Atari.

Additionally, the Company's wholly-owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board

games, changes its name to Atari Interactive, Inc.

TODAY = http://www.atari.com/

Infogrames Entertainment
========================
Founded in 1983 by Bruno Bonnell and Christophe Sapet, Infogrames Entertainment SA today has more than 1,800 employees worldwide (approximately 60% in Europe and 40% in the U.S.). A publicly traded company, Infogrames Entertainment SA (Euronext: 5257) is one of the top five publishers of interactive entertainment software in the world and is widely regarded for developing and distributing quality games for the mass entertainment audience.

Infogrames SA comprises two main subsidiaries: 1) the U.S. based, publicly traded Atari, Inc. (Nasdaq: ATAR); and 2) Atari Europe, which represents the Company's original operations. Atari, Inc. includes the former GT Interactive; Atari, Inc. also manages Atari Interactive, Inc. (the former Hasbro Interactive) on behalf of its parent company.

==========
End of atari-8-bit/faq
==========

3672. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 04:24:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1098851023@rtfm.mit.edu>
Source record: 14178
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 20, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3673. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 06:52:31 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0410262252.2dec9139@posting.google.com>
Source record: 14180

As my contribution to save immortal souls,I am the sin eater.
Box up ALL your Atari 8bit hardware and software and ship it prepaid
to me,and I will save your soul from eternal purgatory and
damnation!

Isn't that good of me?

Happy Halloween! :)

3674. Looking for my old 800XL & stuff

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 19:09:05 UTC
From: Chuck <clm701@hotmail.com>
Message-ID: <10nvsck2lm7lo27@corp.supernews.com>
Source record: 14181

A few years back I finally sold my Atari 800XL, books, carts, 1050 drives, tape drive, 300 baud modem, Star SG10 9-pin printer, and tons of other stuff. Well the person I sold it to, sold it to another, and then later after a few phone calls I found out that this gentleman had sold it as well, and had long lost that person's name and so forth. Well I'd like to just see if perhaps maybe one of you may have ended up with my old machine.

Since I had engraved my 800XL, 1050 Drives, and tape drive I thought I would see where it may have ended up, and if it was still in mint condition, and in good hands.

I engraved everything with the letter "M" followed by the last 4-digits of my phone number at the time. If you have an Atari 800XL or 1050 drive, tape drive or 300 baud modem that is engraved like this, I was the original owner. I had purchased it at a Toys R US in Maryland, used it till I joined the AF in 1986, shipped it up here to Minot ND and still used it till I finally parted with it in 1996.

I would enjoy hearing if anybody has any of my old Atari stuff, and I hope it is good hands and still running.

Thanks
Chuck in Minot ND

3675. Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 22:29:34 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$65l96i$ec2$1@news.actcom.co.il>
Source record: 14182

Hi,

I'm looking for information regarding the music running during the first sequence of the Atari Expo Demo 1991. Does anyone know who composed it? Does it have a name? Is there a MIDI (or other) file of it?

I also used this tune for my Tetris clone 'The Wall' (by copying the appropriate file from the demo disk and appending to the game, no hack required). So, if you think you might know but don't have access to that demo, you can also listen to the game.

Thanks,

-Itay

3676. Re: Play Atari MULE on the internet!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-27 23:42:51 UTC
From: nobody important <nobody@important.com>
Message-ID: <Xns958FC8A5AF49Enobodyimportantcom@63.218.45.46>
Source record: 14183

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in news:O7ednbXsPtgJn-7cRVn-3Q@comcast.com:

> fantastic!
>
> I'd been trying to get kaillera & mule to work for a while....
>
> I'll definitely give it a try.
>
> -z-
>

The group has moved to http://gamesource.groups.yahoo.com/group/atarimule/

3677. Re: Looking for my old 800XL & stuff

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 04:19:52 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <lr_fd.328122$D%.237003@attbi_s51>
Source record: 14184

>
> Thanks
> Chuck in Minot ND
>
>
>
>

Damn Chuck, Why not, Minot?

/thanking God I was never sent there while I was in the AF......

Tony

3678. Re: XEGS floppy drive??

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 05:01:42 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10o0v9mqps23kb4@corp.supernews.com>
Source record: 14185

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10ni5mba8n5ou22@corp.supernews.com...
> I am looking for a floppy drive for my Atari XEGS.
>
> I would like to find one that matched the "style" of the XEGS but any
model
> that worked would be fine.
>

XF551 360K drive, matches the XE style.

Tim

3679. WTB/WTT: XF551

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 05:27:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95904AA7F250emuslor@130.133.1.4>
Source record: 14186

I'd like to get ahold of an XF551 in good condition. Anyone have one for sale or trade?

thanks

--
Slor

3680. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 08:56:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ku2gd.1740$_3.23993@typhoon.sonic.net>
Source record: 14187

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> the demo requires 15 rambanks. for a Rambo 256k try the following banks:
> 83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef

Sadly, this is what P.I.T. defaults to, and only works for the first
half of the animation on my 800XL.

> and if you happen to have a Compyshop or Megaram type RD, try:
> 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef

I'll try this one next. Thx!

-bill!

3681. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 15:42:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280837520.24195-100000@onyx.spiritone.com>
Source record: 14188
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://BensCatalogs.Atari.org Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3682. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 15:47:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280844550.24195-100000@onyx.spiritone.com>
Source record: 14189
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3683. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 15:50:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280847380.24195-100000@onyx.spiritone.com>
Source record: 14190
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
Also from Atari in the XE Video Game Cartridge Series: Archon! Ballblazer!
David's Midnight Magic! GATO! Rescue on Fractalus! Star Raiders II! All
Brand New in the Box! For Your Atari!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3684. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 15:53:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>
Source record: 14191
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & vote with your money showing your support! Vote for your favorite Atari Dealer. Vote for Bravo Sierra this November! And get a FREE Gift with each purchase this month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Thanx and have a great day!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3685. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 18:07:52 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0410281007.6c2dfa1@posting.google.com>
Source record: 14192

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<41743d27$0$151$3a628fcd@reader1.nntp.hccnet.nl>...
> Howdy folks
>
> Where can I find large quantities of ATR's on a FAST site?
>
> CU Mathy van Nisselroy
>
> PS please cc to mathy_remove this @mathyvannisselroy.nl

Don't know if it is fast but :

http://redraven.perso.cegetel.net/

Have a big zip with 800 ATARI disks (double-sides!)

REDRAVEN

3686. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 18:34:13 UTC
From: Greg <grzegorzkwiatek@interia.pll>
Message-ID: <clrdtd$9m5$1@achot.icm.edu.pl>
Source record: 14193

William Kendrick wrote:
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
>
> Did they do the demo entirely before doing the video? I guess a better
> question is: were parts of the demo based on some real-life stuff/locations?

No, the demo was created ONE year before the video.

Greg/Grayscale project (right guard ;-)

All the best...

3687. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 19:17:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <FBbgd.1776$_3.24469@typhoon.sonic.net>
Source record: 14194

Greg <grzegorzkwiatek@interia.pll> wrote:
> No, the demo was created ONE year before the video.

Well you guys sure made a good replica in real life of the thing! :^)

> Greg/Grayscale project (right guard ;-)
> All the best...

Thx! And thx for the Greetz in the credits of the video! It was scrolling by alphabetically, for the most part, and I got disappointed when I didn't see my name (or New Breed Software), but then *SURPRISE!*, there I was! :^)

http://www.newbreedsoftware.com/bill/news/images/numen3-greetz.jpg

PS - How long did it take you guys to produce that video!? Somehow, I think it must have taken as long as it did to write the demo! ;^)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3688. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 19:22:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <6Gbgd.1777$_3.24356@typhoon.sonic.net>
Source record: 14195

phozz bare <phozz@nowhere.com> wrote:
> Hi,

> I'm looking for information regarding the music running during the first
> sequence of the Atari Expo Demo 1991. Does anyone know who composed it? Does
> it have a name? Is there a MIDI (or other) file of it?

Great, now I have that song in my head (despite not playing Expo '91 demo
or Wall in a number of /years!/) :^)

> I also used this tune for my Tetris clone 'The Wall' (by copying the
> appropriate file from the demo disk and appending to the game, no hack
> required). So, if you think you might know but don't have access to that
> demo, you can also listen to the game.

The Wall, EXE version:
ftp://atari.fornax.sk/pub/atari/8bit/Games/Files/thewall.exe

The Wall, ATR version:
ftp://ftp.spudster.org/pub/atari/cth/games2/atr/t/thewall.zip

Atari Expo 1991 Demo, ATR version:
ftp://ftp.spudster.org//pub/atari/cth/games2/atr/a/atariexpo1991demo.zip

Atari Expo 1991 Demo, DCM version:
ftp://atari.fornax.sk/pub/atari/8bit/DEMOS/images/EXPO1991.DCM

Enjoy ;)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3689. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 19:28:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <zLbgd.1781$_3.24466@typhoon.sonic.net>
Source record: 14196

William Kendrick <bill@newbreedsoftware.com> wrote:
>> I'm looking for information regarding the music running during the first
>> sequence of the Atari Expo Demo 1991. Does anyone know who composed it? Does
>> it have a name? Is there a MIDI (or other) file of it?

One clue that MIGHT help is the sequence in Expo'91 that plays the tune says:

SIMPLE DEMO
WRITTEN BY THE MISSING LINK

(hehe, kinda ironic, huh?)

That doesn't mean he/she wrote the tune. It could have just as easily been
ripped from a game. That was pretty common in early demos. (It seems
most of the great tune composers from the late 80s / early 90s were doing
games. These days, the demo groups have their own great tune composers,
so no ripping is required ;^))

-bill!

3690. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 19:32:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <dPbgd.1783$_3.24147@typhoon.sonic.net>
Source record: 14097

William Kendrick <bill@newbreedsoftware.com> wrote:
> The Wall, ATR version:
> ftp://ftp.spudster.org/pub/atari/cth/games2/atr/t/thewall.zip

My mistake, this is a Breakout clone from '88, not your Tetris clone from
the mid-90s. :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3691. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 21:00:08 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$fobb6i$er7$1@news.actcom.co.il>
Source record: 14098

> William Kendrick <bill@newbreedsoftware.com> wrote:
>>> I'm looking for information regarding the music running during the first
>>> sequence of the Atari Expo Demo 1991. Does anyone know who composed it?
>>> Does
>>> it have a name? Is there a MIDI (or other) file of it?
>
> One clue that MIGHT help is the sequence in Expo'91 that plays the tune
> says:
>
> SIMPLE DEMO
> WRITTEN BY THE MISSING LINK

That's not enough - there are another one or two demos on that disk that use the same tune, so even if Missing Link really did that demo (which is as simple as its name implies :) it doesn't mean they did the music.

Come on people.. Such a cool tune and no name or author?

-Itay

3692. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 21:05:45 UTC
From: Greg <grzegorzkwiatek@interia.pll>
Message-ID: <clrmpjjrl1@achot.icm.edu.pl>
Source record: 14099

William Kendrick wrote:
> Well you guys sure made a good replica in real life of the thing! :^)

Quite good ;-) For me, the most funny was Stickman. Nevertheless, the funniest thing was all those preparations, creations of effects and so on... We spend a lot of time together. This remind me the old "good" times, when the main (and only) duty was to answer the letter from an atari-friend, share the stuff via 5.25discs, go to a copy-party. Now, we have no time for it...

> PS - How long did it take you guys to produce that video!? Somehow, I think
> it must have taken as long as it did to write the demo! ;^)

About 4 month, but you should take a correction to the fact, that the video was created mainly during week-ends, because of work and other 'common' things... Anyway, it was really funny.

All the best

Greg/Grayscale

:: Grzegorz Kwiatek :: 1776083@GG :: grzegorzkwiatek@Skype
:: http://www.igf.edu.pl/~gregus :: http://grayscale.scene.pl

3693. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 21:34:28 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$m9db6i$nu7$1@news.actcom.co.il>
Source record: 14100

>>> I'm looking for information regarding the music running during the first
>>> sequence of the Atari Expo Demo 1991. Does anyone know who composed it?
>>> Does
>>> it have a name? Is there a MIDI (or other) file of it?

Ok, there are two demos on that disk with that music. The first has no reference to the music, the second has this text in the scroller:

nog bedankt jomaware, voor het startadres van de muziek van plastron, het scheelde een hoop zoekwerk.

Which, machine translated from Dutch, means:

Still jomaware thank, for the start address of the music of plastron, it made a difference a heap zoekwerk.

This sentence makes sense: To get the music running, all that has to be done is to load the music binary and jump to the entry address. The author is thanking someone (jomaware?) for making their life easier in finding out how to get the music to work. So again, the author of this demo is not the author of the music. "Jomaware" returns no results in google (I guess it does now, heh), time to figure out what plastron is (a band, I assume). Hmm.

-itay

3694. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-28 22:48:29 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$2pgb6i$4z7$1@news.actcom.co.il>
Source record: 14101

"phozz bare" <phozz@nowhere.com> wrote in message
news:newscache$m9db6i$nu7$1@news.actcom.co.il...
> Still jomaware thank, for the start address of the music of plastron, it
> made a difference a heap zoekwerk.

Well, looks like I answered my own question. Plastron was an (unfortunately unsuccessful) game developed for a company named Harlequin in 1990. The game's background music is, lo and behold, exactly the tune also used in the 1991 Expo Demo and The Wall. Apparently this is the music's source.

Game credits are:
Plastron
Copyright 1990 Harlequin
Coding Andy Mills and Andy Dickinson
Graphics & Music by Richard Munns
Produced by A.R.A.

More info at: http://www.jetbootjack.com/JBJ_plastron.html

-Itay

3695. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 01:02:01 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$nvmb6i$298$1@news.actcom.co.il>
Source record: 14102

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:FBbgd.1776$_3.24469@typhoon.sonic.net...
> Thx! And thx for the Greetz in the credits of the video! It was
> scrolling
> by alphabetically, for the most part, and I got disappointed when I didn't
> see my name (or New Breed Software), but then *SURPRISE!*, there I was!
> :^)

You did notice that you were also Greetzed in the real demo? It seems that
most of the credits were simply copied, along with the rest of the demo.

-itay

3696. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 07:09:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <61mgd.2026$_3.26371@typhoon.sonic.net>
Source record: 14103

phozz bare <phozz@nowhere.com> wrote:
> You did notice that you were also Greetzed in the real demo? It seems that
> most of the credits were simply copied, along with the rest of the demo.

Actually, it's been a year since I played the whole demo (but I will again
soon; the Vintage Computer Festival is less than 2 weeks away!).

So I probably did, but just forgot. :) I like being greeted. :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3697. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 07:10:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <72mgd.2027$_3.26800@typhoon.sonic.net>
Source record: 14104

William Kendrick <bill@newbreedsoftware.com> wrote:
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
>> Well,
>> the demo requires 15 rambanks. for a Rambo 256k try the following banks:
>> 83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef

> Sadly, this is what P.I.T. defaults to, and only works for the first
> half of the animation on my 800XL.

Hrm. This one comes close, but still doesn't work 100%.

>> and if you happen to have a Compyshop or Megaram type RD, try:
>> 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef

Heh, this doesn't work at all. So, I must have a Rambo of some sort.
I'll keep trying!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3698. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 07:36:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <fqmgd.2029$_3.26948@typhoon.sonic.net>
Source record: 14105

William Kendrick <bill@newbreedsoftware.com> wrote:
> William Kendrick <bill@newbreedsoftware.com> wrote:
>> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
>>> Well,
>>> the demo requires 15 rambanks. for a Rambo 256k try the following banks:
>>> 83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef

>> Sadly, this is what P.I.T. defaults to, and only works for the first
>> half of the animation on my 800XL.

> Hrm. This one comes close, but still doesn't work 100%.

Hrm, okay, maybe I don't have a Rambo upgrade, but a Newell one, or
something. The banks are close, based on what I saw on the 'net.

I just tried running the demo in Atari800 with the "-rambo" option, and it
worked flawlessly. So, at the least, I can demo it in the emulator at VCF. :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3699. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 07:41:59 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10o3t277uhm8q41@news.supernews.com>
Source record: 14106

On Wed, 27 Oct 2004 01:52:31 -0500, Ed Shepherd wrote:

> As my contribution to save immortal souls,I am the sin eater. Box up ALL
> your Atari 8bit hardware and software and ship it prepaid to me,and I
> will save your soul from eternal purgatory and damnation!
>
> Isn't that good of me?
>
> Happy Halloween! :)

hahahah now *that's* evil.... devilishly clever, but evil none-the-less :)
--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

3700. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 08:58:12 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410290058.7ddc0287@posting.google.com>
Source record: 14107
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>...
> I owe you a lot! You pay my bills. Defend me from attacks. Patronize me &
> vote with your money showing your support! Vote for your favorite Atari
> Dealer. Vote for Bravo Sierra this November! And get a FREE Gift with each
> purchase this month! E-Mail BenSells@Atari.org, goto my website below for
> details and/or Call Ben anytime (503)256-9974! Thanx and have a great day!

YEAH! BEN SMITH FOR FREAKIN PRESIDENT.

3701. Full romset and tosec for every system

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 10:32:14 UTC
From: Bill <nospam@no.org>
Message-ID: <T_ogd.65060$CT6.59038@sam.nntpserver.com>
Source record: 14108

Look here:

http://totalemulation.altervista.org

Section ROMSET

3702. Re: Full romset and tosec for every system

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 11:39:11 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$vdgc6i$zt9$1@news.actcom.co.il>
Source record: 14109

"Bill" <nospam@no.org> wrote in message
news:T_ogd.65060$CT6.59038@sam.nntpserver.com...
> Look here:
>
> [link removed]
>
> Section ROMSET

No, stay away. This is an evil Italian out to get your money for stuff you
can download elsewhere for free. He doesn't know English very well either,
the whole site is machine translated. Nothing to see here, move right along.

-itay

3703. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 11:42:32 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$hjgc6i$0u9$1@news.actcom.co.il>
Source record: 14110
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0410290058.7ddc0287@posting.google.com...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:<Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>...
>> I owe you a lot! You pay my bills. Defend me from attacks. Patronize me &
>> vote with your money showing your support! Vote for your favorite Atari
>> Dealer. Vote for Bravo Sierra this November!
>
> YEAH! BEN SMITH FOR FREAKIN PRESIDENT.

Agreed!! I, for one, welcome our new Atari dealing overlord.

(or maybe just been reading /. too much)

-itay

3704. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 15:22:13 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Fetgd.15336$wU.3727@newssvr15.news.prodigy.com>
Source record: 14111

"William Kendrick"
> Andreas Magenheimer <> wrote:
> > the ABBUC JHV in Herten/Germany is over now and so is the software
> > contest of ABBUC.
>
> Cool! Can any of this be downloaded somewhere? I'd like to show some/all
> of it at the Vintage Computer Festival! :^)
>
> Thx!
>
> -bill!
Just a comment. ABBUC has a dowload area, I'd guess the prize winners are
there. However, you must be a member (I guess) to access the download area.
Certainly a fair policy for the really great prizes and encouragement to
write A8 new stuff. I don't think ABBUC actually copyrights the prize
winners, and nobody seems to get the programs and put them someplace,....
well. shall I say?.....free.

3705. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 17:38:52 UTC
From: Matthias Reichl <usenet-200410@hias.horus.com>
Message-ID: <slrnco501c.4nf.usenet-200410@camel.hias.horus.com>
Source record: 14112

On Fri, 29 Oct 2004 15:22:13 GMT, Russ Gilbert wrote:
> "William Kendrick"
>> Cool! Can any of this be downloaded somewhere? I'd like to show some/all
>> of it at the Vintage Computer Festival! :^)
>
> Just a comment. ABBUC has a dowload area, I'd guess the prize winners are
> there. However, you must be a member (I guess) to access the download area.

Yes, that's correct. These programs were published on the last two
ABBUC disk magazines (IIRC no. 77 and no. 78).

> and nobody seems to get the programs and put them someplace,....
> well. shall I say?.....free.

I've uploaded the new version of MyPicoDos (a "gamedos" with support for
MyDOS subdirectories, 720-65535 sectors SD/DD disks/harddisks, high
speed SIO, optional long filenames, BIN/BAS/COM files, etc.) to my homepage

http://www.horus.com/~hias/atari/

MyPicoDos is GPL'ed and comes with full source code, an ATR-image with
the initializer program, and two directly bootable ATR images which are
useful for (peripheral-) emulator users.

so long,

Hias

3706. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 23:09:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25431@comcast.net>
Source record: 14113

>Hello, folks, I recently bought a used Atari 400, and when it arrived
>it was in pretty sorry-looking shape. I got it primarily to play the
>game I had as a kid, but I cannot get the thing to work. The power
>light comes on, but I get no picture. I opened the case, but it
>looked to me like there were no desoldered connections, and the cables
>looked secure. Anyone have any suggestions on what to look at first
>to get it running? There were no manuals with the system I bought. I
>have seen a few sites with field service manuals for sale, but the
>price is more than I paid for the 400, so I am a bit loathe to go that
>route yet. Any help would be appreciated.

Have you tried inserting a cartridge or something just to see if
you get some kind of sound? Also, what channel is the TV on and
what mode is it in?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3707. Re: The ATARI 8 Bit is EVIL, it's the computer of SATAN ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 23:09:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25432@comcast.net>
Source record: 14114
Cross-posted to: comp.sys.atari.8bit,can.uucp

>The ATARI 8 Bit is EVIL, it's the work of the devil, made to collect your
>souls and to turn you into brainless slaves of hell.
>
>If you like the ATARI 8 Bit, you will lose your soul to be damned
>for eternal torment in hell.Demons and devils will feast on your soul
>for all eternity.
>
>So stop using this evil system now to save your soul.
>
>Or the holy inquisition will come for you and burn your flesh to save
>your soul, because the devil must not collect more souls or nobody can
>prevent Armageddon.
>
>The ATARI 8 Bit is evil, using an ATARI 8 Bit is BLASPHEMY , only heretics and
>witches like the ATARI 8 Bit.And heretics and witches shall BURN !
>
>ATARI 8 Bit = hellish computer manufactured in Hell's Kitchen by Satan !

Nice try, but it did not work.......
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3708. 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-29 23:52:46 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4182d7c2$1@news.inet.com.pl>
Source record: 14115

I mean those RAMBO or another that would allow to run e.g. the Numen demo?

3709. If anyone would like to port this game...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 02:00:45 UTC
From: dunric@yahoo.com
Message-ID: <f26111c2.0410291800.16a56b47@posting.google.com>
Source record: 14116
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

...to the Commodore, Apple, Atari or Spectrum, feel free to do so:

http://www.geocities.com/dunric/westfront.html

(scroll down to "Golgatha II", near the middle of the page).

"Golgatha II: Demon World"
By: Paul Panks (dunric@yahoo.com)

Abstract:

Play an adventure/maze RPG game similar to Box Mania II on the classic Commodore 64 computer. Complete with redefined sprites, an in-game level editor and complex gameplay.

Pressing "p" will pause gameplay. During a pause, the gameplayer can also speed up or slow down the action in the game by pressing the "+" and "-" keys, respectively.

The in-game level editor allows editing of existing levels, or creation of entirely new levels. Levels can be as large as 20 x 20 in size. Since each character sprite is approximately 8 x 8 in size, this is equivalent to a 160 x 160 screen size dungeon.

Use the "S" coins to "Supercharge" (think: Pac-man). Once a coin is picked up, VAP can run into an Evil (either green, orange or red) and turn him blue (freeze him momentarily). Keep in mind, however, that in Golgatha II (as in pac-man) the evil will eventually "unfreeze" and we able to go after VAP again. This differs from Golgatha: The X-Chronicles, whereby freezing an Evil was permanent for that level.

"Atom Splitters" look like little stars, or an asterisk symbol. Touching them will cause VAP to lose at least one man, and possibly two. Such is the same if VAP walks over an "X" symbol, which is sometimes necessary (on some levels). Picking up the round, blue spheres will give a man back to VAP.

"Yellow Slime", or healing pools, are sometimes available on a dungeon level. This increases VAPs strength to maximum, so long as he is standing over it. Conversely, the "Red Pools" are like lava, and cause VAP to lose hearts, and a man, if all hearts are exhausted for that man.

"Green Slime" will also cause VAP to lose hearts. The "Oozer" monster can walk over the slime and move it around, forcing VAP to be very careful where he moves. VAP can also pick up the "Anti-Slime" containers, and remove slime from the dungeon floor.

Teleports (the purple "staircases") are a bit unwieldy, as they sometimes will move VAP into an area around the teleport (which may occasionally turn out to be a wall, in some instances). Just walk past it by moving into the next available dungeon floor space.

In 'Golgatha II', there are two tilesets the player can select from at game start. There is the new tileset, created especially for the sequel, with slightly upgraded level sprites, and the older sprite tileset (as in the original game).

I wrote the "Golgatha" series during a break between updates of "Westfront PC: The Trials of Guilder". I wanted to create a graphical game that was fun to play, could be ported to multiple platforms (such as Linux, Macintosh, Commodore 64/128, Atari 400/800, IBM PC/PC Jr., Apple II/IIe, Spectrum, etc.) and had interesting enough gameplay to make it a worthwhile maze/adventure game. I think I've succeeded in this matter, but that's ultimately up to the player to determine. =)

Sincerely,

Paul Allen Panks
dunric@yahoo.com

3710. Classic Gaming Expo 2004 photos on-line

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 02:52:22 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0410292251400.3699@shell1>
Source record: 14117

Thanks to FCUG treasurer, Dick Estel, photos from the Classic Gaming Expo 2004 are now on-line! CGE 2004 was held on August 21-22 at the San Jose Convention Center in San Jose, California.

Go to http://www.dickestel.com/classicexpo2004.htm#bernardo

Have a gander at the vast CGE display museum, the 4Jays.com booth, Seth Sternberger and 8-Bit Weapon, TOGA president Randy Abel, Michael at the Cloanto booth, Atarians Bill Kendrick and Dan Kramer, the CommodoreOne running a C= game, Jeri Ellsworth, and more. My favorite photo -- Jeri's C64 birthday cake!

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

3711. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 12:24:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <mn17o09prs97f2n1m3jp6fqngjsmd8cfj2@4ax.com>
Source record: 14118

(thanks itay)

On 27 Oct 2004 04:23:50 GMT, "Michael Current" <hunmanik@earthlink.net> wrote:

> 6.18) What preventative maintenance can I do on my Atari system?

Lee Hart suggested this section (January 2004). What should go here?

Please contribute to this section if you feel knowledgeable at preventative
maintenance of 8-bit Atari equipment!

Post here, or email me, thanks.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3712. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 16:36:15 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0410300836.2c80267a@posting.google.com>
Source record: 14119

> Cool! Can any of this be downloaded somewhere? I'd like to show some/all
> of it at the Vintage Computer Festival! :^)

I will be finishing JellyBeans... adding new music and some updated
screen graphics by Adam Powroznik soon. Actually the music and
screens are there, I just need to make the options screen (skill
level, Player neme etc...)

The in-game graphics have been updated from what I submitted to ABBUC
as well.

I will post more info here: http://geocities.com/vlastaar/jellybeans

JellyBeans won 7th.

--Chris

3713. Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 17:19:44 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0410300919.585ec035@posting.google.com>
Source record: 14120

Does anyone knows an alternative to ebay??, i don't live in the states
and don't have any other option when it comes to get stuff for my A-8,
just look at this guy!!!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8132972400

I've seen the same games sold for 2 or 3 dollars max, and i can't
fight freaks like him.

Javier. Greetings from Mexico the forgotten Atari-8Bit land...

3714. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-30 19:07:23 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10o7pjaok6mjvde@corp.supernews.com>
Source record: 14121

"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0410300919.585ec035@posting.google.com...
> Does anyone knows an alternative to ebay??, i don't live in the states
> and don't have any other option when it comes to get stuff for my A-8,
> just look at this guy!!!
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8132972400
>
> I've seen the same games sold for 2 or 3 dollars max, and i can't
> fight freaks like him.
>
> Javier. Greetings from Mexico the forgotten Atari-8Bit land...

Sadly there is non unless you get lucky here, or find a reseller (4jays?)
Some people have a LOT of extra cash to spend don't they? LOL

Tim

3715. Re: WTB/WTT: XF551

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-31 02:05:28 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10o8i376jrfp35e@corp.supernews.com>
Source record: 14122

"Slor" <slor@comcast.net> wrote in message
news:Xns95904AA7F250emuslor@130.133.1.4...
> I'd like to get ahold of an XF551 in good condition. Anyone have one for
> sale or trade?
>
> thanks
>
> --
> Slor

Here is one! Hurry up!!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5134156243&rd=1

Tim

3716. FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-31 15:53:54 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <cm320romq1@nemesis.news.tpi.pl>
Source record: 14123

Interfaces available again!!!!
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8143064833

XL version expected soon.

3717. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-10-31 16:13:15 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <41850eff$0$33608$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14124

"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0410300919.585ec035@posting.google.com...
> Does anyone knows an alternative to ebay??, i don't live in the states
> and don't have any other option when it comes to get stuff for my A-8,
> just look at this guy!!!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8132972400
>
> I've seen the same games sold for 2 or 3 dollars max, and i can't
> fight freaks like him.
>
> Javier. Greetings from Mexico the forgotten Atari-8Bit land...

LOL!

I don't think there is an alternative.

But the auction you cite is surely an exception - a silly price that must surely be a mistake because, as you say, those games can't be worth much more than $100 maximum. In any case that price is way beyond reasonable. Bloody hell, it's actually shocking.

Gareth.

3718. How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 00:12:47 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1099267967.795556.194110@z14g2000cwz.googlegroups.com>
Source record: 14125

I'm curious about how to take a .ATR game image and turn it into a .EXE file that could then be put on a mega-image. For instance, to take the full-disk version of MULE and turn it into the 330-sector EXE version of MULE, which can then be combined with a lot of other games on a disk.

What utility do I need to do this? Many of the full-disk games I have are protected or have purposefully corrupted directories. I have access to a huge library of utilities, but I'm stymied to know which one can extract games from disks.

Also, while I'm asking questions - SpartaDOS X sounds like the best possible DOS for an 8-bit with a hard drive. Where can I get this on a cartridge, or can I somehow run the SpartaDOS cartridge image from disk?

Thanks.

3719. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 02:56:36 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <EBhhd.18468$5b1.9652@newssvr17.news.prodigy.com>
Source record: 14126

"The Wanderer" <best not to use your real e-mail address, munge it.> wrote
in message news:1099267967.795556.194110@z14g2000cwz.googlegroups.com...
> I'm curious about how to take a .ATR game image and turn it into a .EXE
> file that could then be put on a mega-image. For instance, to take the
> full-disk version of MULE and turn it into the 330-sector EXE version
> of MULE, which can then be combined with a lot of other games on a
> disk.
>
> What utility do I need to do this? Many of the full-disk games I have
> are protected or have purposefully corrupted directories. I have access
> to a huge library of utilities, but I'm stymied to know which one can
> extract games from disks.
>
> Also, while I'm asking questions - SpartaDOS X sounds like the best
> possible DOS for an 8-bit with a hard drive. Where can I get this on a
> cartridge, or can I somehow run the SpartaDOS cartridge image from
> disk?
>
> Thanks.
It depends on the game. Most games that could be converted to .exe files
already have been. There is no utility to do it. A game like MULE is
probably too complex and big to make into an .exe. If you have copy
protected originals, you can make .PRO images using a PRO cable/interface.
You can't get a binary load SpartaX either, it too is too big and complex to
put into a file, uses a lot of bank switching. It may be possible to put
SpartaX on a maxflash cart, but I doubt it.
There may be a utility to convert some boot disk games to files, but not
most.

3720. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 05:07:08 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <4185c2b0.309389949@news>
Source record: 14127

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:

>You can't get a binary load SpartaX either, it too is too big and complex to
>put into a file, uses a lot of bank switching. It may be possible to put
>SpartaX on a maxflash cart, but I doubt it.

SpartaDOS X has already been put on a MaxFlash cartridge
(http://www.atarimax.com/flashcart/). The bank switching schemes were/are
very similiar so I guess it wasn't that difficult. No pass-through though.

Shawn Jefferson
(fix reply to for email)

3721. Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 08:04:42 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <u6mhd.41920$R05.31012@attbi_s53>
Source record: 14128

There will be several significant Atari exhibits at the upcoming Vintage
Computer Festival this weekend, November 6-7.

http://www.vintage.org/2004/main/

3722. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 15:18:08 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0411010718.6e682393@posting.google.com>
Source record: 14129

> I don't think there is an alternative.
>
> But the auction you cite is surely an exception - a silly price that must
> surely be a mistake because, as you say, those games can't be worth much
> more than $100 maximum. In any case that price is way beyond reasonable.
> Bloody hell, it's actually shocking.
>
> Gareth.

Oh, no, i've chequed the history bid of this guy, is pretty fun if you
wanna dive into it, he payed 100 for an action black cart, snifï¿½ï¿½ï¿½...

Javier.

3723. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 18:00:09 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <JQuhd.1599$TF6.479@newssvr16.news.prodigy.com>
Source record: 14130

```
"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in mes
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
>
> >You can't get a binary load SpartaX either, it too is too big and complex
to
> >put into a file, uses a lot of bank switching. It may be possible to put
> >SpartaX on a maxflash cart, but I doubt it.
>
> SpartaDOS X has already been put on a MaxFlash cartridge
> (http://www.atarimax.com/flashcart/). The bank switching schemes were/are
> very similiar so I guess it wasn't that difficult. No pass-through
though.
>
> ---
> Shawn Jefferson
> (fix reply to for email)
What's 'pass-through'?
```

3724. Best DOS for HDD system?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 18:23:20 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1099333400.041478.248490@c13g2000cwb.googlegroups.com>
Source record: 14131

This is somewhat related to my earlier question from yesterday: what's the best DOS for a system with a large (256 MB) HDD attached via an IDE interface? Ideally, I'd like a DOS that lets me create nested subdirectories, each containing hundreds of files. Batch file support would also be nice, though if I can write pseudo-batch files in Basic using XIO commands I'd consider that OK.

I see a lot of people using both MyDOS and SpartaDOS. Beyond the DOS 2 compatibility issue, what are the other pros and cons of these two DOSes against each other? Are there any other really good HDD DOSes I should be looking at?

SpartaDOS X doesn't seem to be an option, as I can't find a cart of it and you don't seem to be able to boot it from disk.

3725. Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 19:51:27 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <418693c0$0$157$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14132

Howdy folks

Check out my new Atari 8 bit boot CD page on my site at
www.mathyvannisselroy.nl/boot%20cd.htm

The idea is mine, the software is Matthias Reichl's. This software will be
available soon at his site too. http://www.horus.com/~hias/atari/

Change lots of ATRfiles into a CD image you can burn (on a PC or MAC) onto a
CD that can be booted from a CDROM drive that is connected to you BlackBox.
(in the above sentence, you can replace all occurences of "CD" with "DVD")

CU Mathy van Nisselroy

3726. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 19:55:52 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <418694c8$0$156$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14133

Howdy silverdr

> I mean those RAMBO or another that would allow to run e.g. the Numen demo?

That would include mine (which enables you to have 1MB, separate ANTIC and
CPU access and software control over BASIC, OS ROM, Selftest and Missile
Command (the latter only on the XEGS)). Check out
http://www.holyoak.com/atari/8bitcomp.html or
http://www.myatari.net/issues/may2001/index.htm

CU Mathy van Nisselroy

3727. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 21:14:33 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <4186a739$0$163$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14134

Howdy Redraven

> Don't know if it is fast but :
>
> http://redraven.perso.cegetel.net/
>
> Have a big zip with 800 ATARI disks (double-sides!)
>
> REDRAVEN

It's fast enough, but what do all these numbers (in the filenames)
represent? What kind of files are these?

CU Mathy van Nisselroy

3728. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 22:11:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <Bwyhd.2872$_3.34299@typhoon.sonic.net>
Source record: 14135

Chris Martin <cmartin@ti.com> wrote:
> I will post more info here: http://geocities.com/vlastaar/jellybeans

Wow, looks cool! I'll definitely be showing this at VCF, too!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3729. Re: Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 22:17:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <yByhd.2873$_3.34312@typhoon.sonic.net>
Source record: 14136

Sellam Ismail <sellam@vintage.org> wrote:
> There will be several significant Atari exhibits at the upcoming Vintage
> Computer Festival this weekend, November 6-7.

> http://www.vintage.org/2004/main/

Ooh! Besides me, and the game compo, what else!? Ah.... Atari STs,
by Philip Louie. Neat! :^)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3730. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-01 23:46:20 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <cjido09u2tbo3k9fij4mdf8jup27h017d2@4ax.com>
Source record: 14137

On Mon, 1 Nov 2004 20:51:27 +0100, "Music Shop Landgraaf"
<landgraaf.musicshop@hccnet.nl> wrote:

>Howdy folks
>
>Check out my new Atari 8 bit boot CD page on my site at
>www.mathyvannisselroy.nl/boot%20cd.htm
>
>The idea is mine, the software is Matthias Reichl's. This software will be
>available soon at his site too. http://www.horus.com/~hias/atari/
>
>Change lots of ATRfiles into a CD image you can burn (on a PC or MAC) onto a
>CD that can be booted from a CDROM drive that is connected to you BlackBox.
>(in the above sentence, you can replace all occurences of "CD" with "DVD")
>
>CU Mathy van Nisselroy

wow that is pretty cool... I assume from what I read that your cd is
limited to 100mb? So is that enough to fit just about every atari
800/xl/xe game released?

contact:

http://profiles.yahoo.com/kevstar242

3731. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 03:18:19 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0411011918.60285367@posting.google.com>
Source record: 14138

You might try the For Sale section of Atari Age,keeping in mind
that most of these guys are cartridge collectors.

www.atariage.com

3732. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 03:22:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <I3Dhd.2914$_3.34792@typhoon.sonic.net>
Source record: 14139

Chris Martin <cmartin@ti.com> wrote:
> I will be finishing JellyBeans... adding new music and some updated
> screen graphics by Adam Powroznik soon. Actually the music and
> screens are there, I just need to make the options screen (skill
> level, Player neme etc...)

Must... read... more closely. :^)

<snip>
> I will post more info here: http://geocities.com/vlastaar/jellybeans

Will a downloadable version be available before this weekend? :^)
If not, can I at least grab what you showed off at ABBUC, so I can demo
it at VCF? :^)

Thx!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3733. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 03:27:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <t8Dhd.2919$_3.34801@typhoon.sonic.net>
Source record: 14140

Russ Gilbert <russgilb@mungesbcglobal.net> wrote:
> What's 'pass-through'?

Some carts (SpartaDOS X, R-Time 8 cart, the MUX Multiplexer carts) have a cartridge slot on top, so you can do this:

Atari <- RTime-8 <- SpartaX <- Action!

...for example. So you can use Action! on your Atari, but still have SpartaDOS X as your DOS, and have clock capabilities with the RT8.

Here's a photo I found via Google Images:

http://home.planet.nl/~lojek000/MyATARI/SDX_files/SpartaDOSXSetR80.jpg

Just imagine another cart plugged into the top (which is on the right of the pict, since it's lying on it side).

Pretty spiffy!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3734. Re: Best DOS for HDD system?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 04:19:14 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <41870a1f.46442651@news>
Source record: 14141

"The Wanderer" <wandererstill@yahoo.com>:
>This is somewhat related to my earlier question from yesterday: what's
>the best DOS for a system with a large (256 MB) HDD attached via an IDE
>interface? Ideally, I'd like a DOS that lets me create nested
>subdirectories, each containing hundreds of files. Batch file support
>would also be nice, though if I can write pseudo-batch files in Basic
>using XIO commands I'd consider that OK.
>
>I see a lot of people using both MyDOS and SpartaDOS. Beyond the DOS 2
>compatibility issue, what are the other pros and cons of these two
>DOSes against each other? Are there any other really good HDD DOSes I
>should be looking at?
>
>SpartaDOS X doesn't seem to be an option, as I can't find a cart of it
>and you don't seem to be able to boot it from disk.

I like SpartaDos myself, but then I'm an old DOS command-line guy.
However, with the MyIDE inteface, unless you have burned a new OS rom, you
can't use SpartaDOS with it, since spartados uses ram under the OS to store
most of its routines.

Sparta is a command-line OS, while MyDOS is menu-driven like AtariDos. I
guess it depends on your preference.

Shawn Jefferson
(fix reply to for email)

3735. Re: Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 06:10:55 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0411020108100.12910@shell1>
Source record: 14142

On Mon, 1 Nov 2004, William Kendrick wrote:

>> http://www.vintage.org/2004/main/
>
> Ooh! Besides me, and the game compo, what else!? Ah.... Atari STs,
> by Philip Louie. Neat! :^)

Hey, Bill. I'll see you there! :-)

But no Warp 11 concert after
the show this time,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

P.S. Jeri Ellsworth will be there, looking for hacked Ataris. :-)

3736. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 09:44:29 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041102094427.3172A@ilba14195.www.blueyonder.co.uk>
Source record: 14143

In article <850110a.0410300919.585ec035@posting.google.com>,
monjarojas@yahoo.com.mx (Javier.) wrote:

> Does anyone knows an alternative to ebay??, i don't live in the states
> and don't have any other option when it comes to get stuff for my A-8,
> just look at this guy!!!
There is a specialist games/computers/classics auction site which I
believe is US based. I can 't remember the URL but asking at Atari-Age
will no doubt turn it up. I think Curt (Atari-history) uses it.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

3737. A Commodore (gasp!) adventure story! =)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 10:27:22 UTC
From: dunric@yahoo.com
Message-ID: <f26111c2.0411020227.15b65fb6@posting.google.com>
Source record: 14144

This is a story of an adventure game I wrote on the Commodore.
Enjoy! =)

"A Commodore Adventure"
By: Paul Allen Panks (dunric@yahoo.com)

They say insight often comes from having dreams. Thanks to a dream I had recently, I can now recall with clarity what happened to my original version of "West Front to Apse" (henceforth, called 'Apse').

In my dream, I was shown exactly how I went about coding the game itself, as well as the general timeframe for the game's creation. I even saw specific lines of code as I LISTed the game on screen, a rarity for the often fractured nature of the mind's dreamscapes.

This was a game I spent 8 long months working on, but it was also an amalgamation of two distict adventure games (one of which I finished the previous summer, in 1993). It was written in the 128 mode of the Commodore 128 (in BASIC 7.0). The game included an attractive sprite title ("WESTFRONT") overhanging a scrolling, WINDOWed text display. I also made use of function keys for the most frequently used commands (such as "GO NORTH", "INVENTORY", "MAP", etc). Because of the sprite display, I ran the game in 40 column mode.

To top things off, I included both short and long range displays of the gaming environment (viewable via the MAP command). The long range display showed a 3-dimensional, hyperbolic sprite of the mountainside (shaded in blue), with a bright dot showing the current player location (the dot would flash on and off slowly).

The short range display, conversely, would show (depending on which room the player was in) an interior view of the tavern, shop, church, etc. I only made this map for the first few rooms (due to space limitations). The graphics were incorporated into the program listing (206 blocks long, with a 74 block sequential data file).

The room descriptions were quite varied and very elaborate. I wanted to fill at least 320 characters (8 screen lines) with each individual room description. Some room descriptions were as large as two screens! Because of the enormous size of such descriptions, it became necessary to move most of them into a 74 block SEQuential file called "WESTDATA". The commas had to be left out, of course.

Influencing my decision to write Apse was the online MUD called "LustyMUD" (despite the name, it was/is a family-oriented Multi-User Dungeon game). The beauty of LustyMUD lay in the intricate and often

detailed room descriptions, and of course, the exceptional monsters, items, armor and quests. Player interaction was also a key element, but that was not transferable to an ordinary text adventure.

The game took place in Norway (don't ask me why; I flipped open a random World Book Encyclopedia and Norway was the most interesting place I found). I made sure to include descriptions of Oslo, Stavanger, Bergen, Trondheim and other towns. Even Flora Island was incorporated into the gameplay (the player had to travel by boat to Flora Island, where an old lighthouse could be explored at length).

My imagination was not limited to my own mind, however, and so I turned to popular culture to help fill in the blanks. A common joke at that time was to always include a Smurf Village into a new text adventure, so that the game had an element of dry humor. I included the bare essentials: a few mushroom houses, Papa Smurf, Jokey Smurf, Brainy Smurf, Smurf forest, Handy Smurf, Gargamel's castle, Gargamel and Asriel (Gargamel's cat). In Gargamel's castle, I placed a lump of gold, a beaker (for mixing potions), a spellbook and a few miscellaneous items.

But Gargamel seemed too wimpy an end boss, so I turned to Will Wright's "The Immortal" for help. My brother played this wonderful 3/4th perspective adventure game on his NES, and the help booklet was lying conveniently around. I leafed through that until I found the entry "Mordimar", an evil magician. He seemed devious enough for my tastes, and so I constructed a four room castle near Bergen, complete with a golden throne and a flowing fountain in the castle courtyard. I also included Gomar, a wise troll, into the game (placing him up in a tree). Apparently, Mordimar had taken the "life force" (Chi) out of the forest and only Gomar, the wise Troll, knew how to bring it back to the woodland creatures (hey, I'm not making this one up).

In all, I had roughly 8,000 bytes free upon reaching the 200+ block mark in BASIC 7.0. Variables, as you probably know, are stored in Bank 1 in Commodore 128 BASIC (Bank 0 contains the program itself). Thusly, I had over 120 KB to work with in molding my game into the contrived mess it became.

For a parser, I borrowed heavily from the October 1984 issue of Compute!'s Gazette. The Gazette ran a feature article entitled "Teaching your computer English". It was a simple text adventure, but the parser was easily understood. I had never written a parser before, and so I incorporated a modified version into Apse. This led to the interesting "feature" of being able to type "GO NO" for "GO NORTH", "IN" for "INVENTORY" and "GE LA" FOR "GET LANTERN" (among other examples). My cousin Tim, who helped bug test the game, enjoyed this shortcut immensely:

Tim: (issues a GO NORTH command) "Ok, I just moved north..."
Paul: "You can use abbreviations, you know..."
Tim: "Really? Coooollll...."

Paul: "Try typing: GO NO instead of GO NORTH."
Tim: "Ok...Oh, neat! I like that feature!"
Tim: "Can I pick up the tree?"
Paul: "No."
Tim: (issues a GET TREE command in the forest) "It says 'Ok.' "
Paul: "Huh?"
Paul: "Check your inventory..."
Tim: (INVENTORY command reveals that he now has the TWO-HANDED SWORD)
"What the heck?"
Paul: "Wait a minute!..."

My other cousin, Ryan, also beta-tested Apse. I remember (quite vividly) the look of puzzlement on his face the very first time he played my game:

Ryan: "Why can't I examine anything?"
Paul: "Oh, you just examine _objects_ in the game..."
Ryan: "Oh, ok...hey, what's the wine for?"
Paul: "You drink it..."
Ryan: (drinks wine)..."Ok...I'm now in Smurf Village. How the hell did _that_ happen?"
Paul: "Keep playing, it gets better..."

Indeed it did get better, but only if the player exploited the bugs therein. You see, this game had many, many errors. For example, you could sell items to the Bergen shop (which I modeled after the online version) even if the items themselves had no value whatsoever. I remember setting a price of "0" for the scroll, but that could be sold (and purchased) for "0 gold coins". Doesn't make sense, does it?

The WIELD command was also buggy. In practice, the player should have been able to wield only one weapon at a time (especially the "TWO-HANDED SWORD"). But in some cases, the player could be wielding the "SCIMITAR" while he/she also was wielding the "DAGGER". Also perplexing was the inclusion of a "WINESKIN" (a kind of primitive water container). It could only hold water, but not wine. The "WINE BOTTLE" itself could only contain wine (never water).

And you couldn't pick up the wine bottle and drink it. You had to drink it from the tavern table for any useful effect. Drinking the wine sent the player to Smurf Village, while reading the spellbook (inside Gargamel's castle) sent him back to the Bergen Church.

One other "feature" I will always remember about this game: the sprite data would occasionally overwrite small portions of the game itself. I inadvertently BLOADed the sprite data for either the title or exterior surface map into locations 3584 through 4096. Since the beginning of BASIC 7.0 on the Commodore 128 was at location 4096, the first few lines of the game became corrupted.

But since the sprite data was always the same, every time I ran the game twice I received an error in Line 0. Fixing a few random

characters back to their original value fixed this error. A quick view of the BASIC 7.0 Reference Guide would have revealed that sprites ended at location 4095 (and not 4096), but I added 512 bytes to 3584 (instead of beginning my count at location 3583). Thus, I counted "3585" as byte 1, "3586" as byte 2, "3587" as byte 3, etc., instead of designating location 3584 as my first sprite byte (a block of 8 sprite shape definitions occupies 63 bytes per sprite data block; thus, 512 bytes/64-1 = 8 sprite shapes).

I began coding the first version of this game in May, June and July of 1993. I set aside that original adventure (originally written for the Commodore 64), and went back to school at Chaparral High in Scottsdale. I completed my Junior year in June of 1994, but while there watched a film entitled "All Quiet on the Western Front". Although this movie had not one iota of similarity between a traditional text adventure game and what it discussed, I nevertheless chose "Westfront" as my lead title for my new adventure game.

So how did "Apse" get added to the title "Westfront"? I was flipping through, yet again, a World Book Encyclopedia and read about the Christian Catacombs of Rome. One of the references discussed the origins of the catholic church. I learned how old catholic churches often had "Apses". An Apse is essentially a vaulted or domed recess of a church, sometimes at the end of it (at times, towards the eastern portion). The nave in the apse usually extended past the pews, occasionally reaching the altar itself. This all sounded very cool, but I wanted to reverse the standard eastern end to be "western". Thusly, I included the term "Apse" into the full name of the title.

Beginning in mid-1994 (perhaps around May or June), I loaded up the old version of "Westfront" and decided it needed a serious makeover. Between May of 1994 and February of 1995, I worked on coding "Westfront to Apse".

I spent countless hours at the keyboard, hammering away. I drew inspiration from everything: movies, books (including TSR Hobbies "Dungeons & Dragons"), television, magazines and even dreams. While working on Apse, I took it easy on my Senior-level classes. I even casually mentioned the game while playing paper football with my future fiancee in art class. We drew unflattering pictures of the student teacher, which the regular art teacher discovered (and lectured me about), but that was another story.

By mid-February 1995, I completed the final stages of Apse to my satisfaction. The result was a game encompassing over 80 rooms and 80 nouns. I think I limited Verbs to about 30 or 31. Overall, with the data and everything else, I had about 8,000 bytes of BASIC memory left after I hit the 200 Block mark. I was most proud of this game, even at one point asking the folks at comp.sys.cbm if they'd like a copy of it. I don't recall anyone ever showing interest, but that was in 1996, after all.

For a few years after completion, I set the game aside, almost losing memory of it. Then one day, in early 1997, I pulled it out and played around with it. I was ashamed of all the bugs in it, so I formatted over the original disk (knowing I had a backup copy of it) and wrote "Westfront II" to be less error prone and more like online MUDs. "Westfront II" was also written for the Commodore 128 (but this time in 80-column mode), and eventually included over 350+ rooms and 80+ nouns. I stored all of the program data in SEQ data files on disk.

"Westfront II" eventually became my popular text adventure "Westfront PC: The Trials of Guilder" on the Windows platform. That game, for trivia purposes, took 7 years to fully debug and complete. Thanks to the 32-bit architecture of Microsoft Windows (and PowerBASIC's Console Compiler), I was able to expand the game to 1,728 rooms and 4 continents. The game itself included over 200+ nouns, items, monsters, and other objects. I also included a staggering 50+ quests, as well as several dozen side quests and parlor games.

A few years ago (in 2002), I pulled out the old backup copy of Apse and loaded it up. Unfortunately, although I had the habit of saving two copies of the game to each disk (named "WESTFRONT" and "BACKUP", respectively), both programs stopped abruptly about 190 blocks in with "?DISK READ ERROR"s (meaning that both files were hopelessly corrupted).

LISTing either version of the game displayed approximately 3/4ths of the BASIC program listing, which was then followed by an endless stream of gibberish. Running the program halted it halfway through the initialization process, where an "?OUT OF DATA ERROR" would unfortunately occur (since the end of the program was DATA statements, the scrambled portion of the DATA forced the out of data error).

I tried saving both files to another disk, but they too wouldn't save properly. In frustration, I formatted over the disk and wondered if I mad additional copies of the game lying around. The only versions I found were, tragically, from late 1994 and did not include Mordimar, Norway or some of the other objects or areas that made the completed version so much fun. I eventually recoded the game in late 2003 from the remnants of the last existing version (approximately 153 blocks long). Thus, I was forced to recode nearly 35% of the game from scratch (e.g. from memory).

Once I completed the new version of Apse, I placed it up on the web for others to download and enjoy (I made a point to remove all of Smurf Village and replaced it with a "Golden Elf village", for copyright reasons; everything else remained the same). But the game wasn't an exact copy of the original, because some of the room descriptions also had to be rewritten from memory (as did the sprite definition of the title "WESTFRONT"). Although the sprite title of "WESTFRONT" had to be redrawn, the exterior surface map sprite was (thankfully) still preserved on a separate programming disk. I

included that into the new edition of Apse.

After much research, I determined that the dreaded Save-With-Replace bug was to blame for both files being corrupted (and thusly, overwritten). It was a long held practice of this programmer to type the command 'SAVE"@0:[program name]",8' at the end of each programming session. After eight months of saving the same program over and over again, you can quite imagine the errors this produced on disk.

The final chapter in the "Westfront to Apse" story has yet to be written. Currently, three of my programming disks believed to contain traces of the original, completed game have been sent to the ActionFront Data Recovery labs in Santa Clara, California. I also included a 1571 disk drive manual along with the diskettes (in order to better explain the unusual GCR format -- Group Code Recording -- of most Commodore formatted diskettes). Although I am not confident of full data recovery, I am hopeful that at least some remants of data are recoverable by ActionFront.

Sincerely,

Paul Allen Panks
dunric@yahoo.com

3738. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 11:26:19 UTC
From: Matthias Reichl <usenet-200411@hias.horus.com>
Message-ID: <slrncoermr.1do.usenet-200411@camel.hias.horus.com>
Source record: 14145

On Mon, 01 Nov 2004 18:46:20 -0500, Kevin wrote:
> On Mon, 1 Nov 2004 20:51:27 +0100, "Music Shop Landgraaf"
><landgraaf.musicshop@hccnet.nl> wrote:
>>Check out my new Atari 8 bit boot CD page on my site at
>>www.mathyvannisselroy.nl/boot%20cd.htm
>
> wow that is pretty cool... I assume from what I read that your cd is
> limited to 100mb? So is that enough to fit just about every atari
> 800/xl/xe game released?

No, it is not limited to 100mb. It should also be possible to create
a DVD with 4.7GB of Atari stuff - if you are able to find so many
ATR images :-)

At the ABBUC meeting we showed a CD with some 1300 images on it
which was approx. 300MB big.

Note: single density images use twice the space on CD as they use
on harddisk because the BlackBox only uses 128 bytes of a 256 byte
sector. So the CDs tend to get full pretty quick - but it should
still be no problem to build an "all and everything for the Atari
8bit" CD :-)

so long,

Hias

3739. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 12:48:00 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1099399680.197748.187140@c13g2000cwb.googlegroups.com>
Source record: 14146

I don't get it -- I thought the Atari couldn't address any space over
256MB?

3740. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 16:03:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sdOhd.1817$O11.780@newsread3.news.pas.earthlink.net>
Source record: 13997

The Wanderer wrote:

> I don't get it -- I thought the Atari couldn't address any space over
> 256MB?
>

It's the DOS that won't address anything over ~8 drives and 16 megs per drive. If someone wanted to roll a new DOS there is nothing other then backwards compatibility to keep them from using 24 bit pointers and going up by a factor of 256x.

3741. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 16:07:29 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0411020807.571e248a@posting.google.com>
Source record: 13998

> Will a downloadable version be available before this weekend? :^)
> If not, can I at least grab what you showed off at ABBUC, so I can demo
> it at VCF? :^)
>

I am working furiously this week to post an updated version. If the
title screen/high-score screens are not working properly by the end of
the week, I will give you an advanced version for this weekend sans
G2F graphics...

Have fun at the VCF...
Chris

3742. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 18:22:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <tfQhd.15291$Rf1.14072@newssvr19.news.prodigy.com>
Source record: 13999

"William Kendrick" <Bill, you get spam from posting with your e-mail
unmunged.> wrote in message news:t8Dhd.2919$_3.34801@typhoon.sonic.net...
> Russ Gilbert <russgilb@mungesbcglobal.net> wrote:
> > What's 'pass-through'?
>
> Some carts (SpartaDOS X, R-Time 8 cart, the MUX Multiplexer carts) have
> a cartridge slot on top, so you can do this:
>
> Atari <- RTime-8 <- SpartaX <- Action!
>
> ...for example. So you can use Action! on your Atari, but still have
> SpartaDOS X as your DOS, and have clock capabilities with the RT8.
>
> Here's a photo I found via Google Images:
>
> http://home.planet.nl/~lojek000/MyATARI/SDX_files/SpartaDOSXSetR80.jpg
>
> Just imagine another cart plugged into the top (which is on the right of
> the pict, since it's lying on it side).
>
>
> Pretty spiffy!
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!
OK. I see pass-through. Now, I looked at atarimax and didn't find an image
for SpartaDOSX. Is it there, or where is it? I looked in the discussion
group, there were a number of images, but I didn't see SpX. I guess the
important thing is that it is possible to maxflash SpX, not that it is
actually available.
I have the ROM dumps of SpX, but I think I dumped my 4.19 if I remember.
I think 4.22 is the last ROM.
Actually, I don't especially like SpX, prefer 3.2g. I get disk errors with
SpX, it is too fast for my old drives, I guess. SpX has built in hard drive
directory builds. I don't remember, it has been a long time since I hooked
up my 20 meg hard drives, with MIO and Adaptec SCSI to MFM adapter.
I play Atari fairly often, still, but mostly Sargon III (an example of
making a boot disk into a file, I did this myself, I also hacked so Sargon
III would look for the opening book on drive 2, no disk swapping. I play
using XLIT.
But I ramble.
Russg

3743. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 19:58:09 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1099425489.250084.225600@z14g2000cwz.googlegroups.com>
Source record: 14000

Is there such a DOS that supports over 256 MB?

3744. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 20:05:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <VLRhd.3166$_3.35079@typhoon.sonic.net>
Source record: 14002

Chris Martin <cmartin@ti.com> wrote:
> I am working furiously this week to post an updated version. If the
> title screen/high-score screens are not working properly by the end of
> the week, I will give you an advanced version for this weekend sans
> G2F graphics...
>
> Have fun at the VCF...

Awesome, thanks!

Hrm, I'm beginning to wonder if my one table's going to be big enough
for all the stuff I'll be bringing!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3745. Re: Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 20:06:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <8NRhd.3167$_3.35145@typhoon.sonic.net>
Source record: 14001

Robert Bernardo <rbernardo@iglou.com> wrote:
> Hey, Bill. I'll see you there! :-)

Right on!

> But no Warp 11 concert after
> the show this time,

Heh, I saw Warp 11 this past Saturday. I dressed up as 'Galaga.' :^)

http://www.newbreedsoftware.com/bill/photos/halloween-2004/

<snip>
> P.S. Jeri Ellsworth will be there, looking for hacked Ataris. :-)

Cool. I just tried to reach Bob Woolley to see if he can bring his
FrankenXLs.. er.. I mean... hacked 1200XLs to the show again.

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3746. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-02 21:27:18 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4187fba4$1@news.inet.com.pl>
Source record: 14003

Music Shop Landgraaf wrote:
> Howdy silverdr
>
>
>>I mean those RAMBO or another that would allow to run e.g. the Numen demo?
>
>
> That would include mine (which enables you to have 1MB, separate ANTIC and
> CPU access and software control over BASIC, OS ROM, Selftest and Missile
> Command (the latter only on the XEGS)). Check out
> http://www.holyoak.com/atari/8bitcomp.html or
> http://www.myatari.net/issues/may2001/index.htm
>

This looks great! Just, AFAIU there are still some unsolved glitches
with this design?

3747. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 01:31:25 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <n5dgo0higlgm3fln682iup126kogr5v7b3@4ax.com>
Source record: 14004

On Tue, 2 Nov 2004 12:26:19 +0100, Matthias Reichl
<usenet-200411@hias.horus.com> wrote:

>Note: single density images use twice the space on CD as they use
>on harddisk because the BlackBox only uses 128 bytes of a 256 byte
>sector. So the CDs tend to get full pretty quick - but it should
>still be no problem to build an "all and everything for the Atari
>8bit" CD :-)
>
>so long,

this could finally fufill my childhood fantasy of having a 1200xl with
every 8bit game built in... All I need is a 1200xl and blackbox!!

contact:

http://profiles.yahoo.com/kevstar242

3748. Assigning my OWN shortcut keys

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 02:01:30 UTC
From: danmarques@gmail.com
Message-ID: <d950ab0.0411021801.620f0b49@posting.google.com>
Source record: 14005

This is probably a dumb question which the answer is right in front of my eyes...butttt here it goes, any help is much appreciated

And yes ive read all the help files in windows, and chances are yes the one you were going to suggest..lol but anyhow...when i go to right click on the program .exe (eg. im trying to do it for msn messenger), i click properties, but then i dont see "Click the Program tab for an MS-DOS program or the Shortcut tab for a Windows program". How do i go about creating the shortcut key of my choice for msn messenger...the only tabs that appear when i right click the .exe and go to properties is: general, version, compatibility and summary. Please help me out, thanks

Dan

3749. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 05:21:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1099459293@rtfm.mit.edu>
Source record: 14006
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3750. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 05:25:48 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <41886b93.52753857@news>
Source record: 14007

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:

>OK. I see pass-through. Now, I looked at atarimax and didn't find an image
>for SpartaDOSX. Is it there, or where is it? I looked in the discussion
>group, there were a number of images, but I didn't see SpX. I guess the
>important thing is that it is possible to maxflash SpX, not that it is
>actually available.
>I have the ROM dumps of SpX, but I think I dumped my 4.19 if I remember.
>I think 4.22 is the last ROM.

http://www.atarimax.com/flashcart/forum/viewtopic.php?t=32

It's in the FlashCart Discussion forum. It's SpartaDOS 4.22 that has been
turned into a flashable cartridge.

Shawn Jefferson
(fix reply to for email)

3751. Re: Best DOS for HDD system?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 06:19:14 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0411022219.1afadca1@posting.google.com>
Source record: 14008

I have a version of SpartaDos that is supposed to be modified to work
with the MyIDE interface.
I don't know how to post it,so if you want it,E-mail me.

3752. Re: Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 07:04:52 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0411030201090.21242@shell1>
Source record: 14009

On Tue, 2 Nov 2004, Bill Kendrick wrote:

> Heh, I saw Warp 11 this past Saturday.

Lucky devil! I was thinking of going, but I had a university
paper to write.

> I dressed up as 'Galaga.' :^)
>
> http://www.newbreedsoftware.com/bill/photos/halloween-2004/

O.K., I'm just viewing this on a text browser right now and will
get to the photos eventually when I get to a graphical browser.
Did Kiki Stockhammer of Warp11 get close again? ;-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3753. TCPSER 1.0rc8 Available

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 09:08:09 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <Zd1id.359287$D%.20072@attbi_s51>
Source record: 14010
Cross-posted to: comp.sys.atari.8bit,comp.sys.acorn

Followups set to comp.sys.cbm

TCPSER is a utility that turns a PC/workstation Serial port into an
emulated Hayes(tm) compatible modem, with the phone connection replaced
by TCP/IP.

Both inbound and outbound "calls" are supported, and the EIA232 DCD
signal is properly emulated to allow TCPSER's use with Bulletin Board
Systems.

The utility runs under Windows (via cygwin) or *NIX (source is POSIX C,
and might be portable to other systems with a reasonable POSIX
subsystem, though I make no guarantees).

A short list of features:
o One instance can support multiple serial ports.
o Each serial port is bridged to the same TCP/IP listen port. This
allows a single TCP/IP port to be routed to the first available "modem"
port, which is very useful for multi-line BBS support
o Different text files can be sent for connect, answer, busy, and/or
no-answer conditions. files can differ between local and remote connections
o Support for almost all Hayes normal and extended commands.
Proprietary commands fail fail gracefully, enabling existing init
strings to be used without errors
o As of rc8, direct connect operation is supported (for games that
required the phone connection to be present when the modems went off-hook)
o Properly emulates Hayes commands interpreter
a/ executes last command
you can turn responses on or off, text or numeric
atdt without a number takes phone off-hook
atdl dials last number
ath1 takes modem off-hook
etc.
o Rudimentary support for phone book. Also called aliasing, this can be
used to simply map longhostname.com to 555-1212, or it can be used to
icrcumvent older modem applications that only allow numeric data entry:
5551212 -> machine.host.com
o Understands and interprets Telnet NVT commands. Thus, this program
can be used to "dial" a telnet service. (Though, you need to set your
TERMinal after logging in)
o When not connected to a telnet service, TCPSER is 8-bit clean, meaning
it can successfully be used to transfer files across the Internet.

TCPSER is being used by a number of folks to bring up vintage "telnet"
BBS systems on older 8-bit computing platforms. Others are using it as

a low-cost way to put older computing systems on the Internet.

I encourage folks to try TCPSER and put your vintage/retro computing platform online. Existing users, I encourage you to upgrade to RC8 as soon as possible.

For those interested in more information on bringing a "retro" BBS up on the Internet, please visit www.telbbs.com

TCPSER is available at http://www.jbrain.com/pub/linux/serial/ and is released under the GPL.

Jim Brain

Note:

Existing null-modem cables can be used with TCPSER, though TCPSER uses the DTR line on the PC/workstation to emulate the DCD modem signal. Null modem cables normally tie DCD and DSR together. If proper DCD support is required and DSR must be high on the target platform, a small cable modification that disconnects DSR from DCD and bridges to DTR may be required. On target systems that float DSR high, simply pulling the DSR pin on the null modem cable end that attaches to the target computer will suffice.

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

3754. Re: Assigning my OWN shortcut keys

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 09:34:32 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041103093430.1260A@ilba14195.www.blueyonder.co.uk>
Source record: 14011

You might want to try a Windows group...

Iain Laskey
Practical PC Online www.practicalpc.co.uk

3755. Atari XL/XE DGS PD Library CD FS on eBay cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 10:27:33 UTC
From: dgs@clara.net
Message-ID: <3568e886.0411030227.158c68dd@posting.google.com>
Source record: 14012

Hello All,

I have a small quantity of my DGS PD Library CD-ROM as a 'buy-it-now'
on eBay for just GBP1.49 + shipping (GBP0.60 UK, GBP1.60 US). The link
is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8142605928

Dean Garraghty

3756. Re: Assigning my OWN shortcut keys

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 13:39:34 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10ohnsl1ejnd3c5@corp.supernews.com>
Source record: 14013

Hi Dan,
If you have a shortcut icon on the desktop then right click the icon and from menu select the properties option and then on the shortcut tab you will have the option to select a shortcut key.. tab or single click the shortcut key box and the with keyboard type CONTROL KEY+ALT KEY+[any other key of your choice] and this will be your keyboard shortcut.. This is very easy to do just not often done. Regular .EXE files do not have this option..

RoyE

"Dan" <danmarques@gmail.com> wrote in message
news:d950ab0.0411021801.620f0b49@posting.google.com...
| This is probably a dumb question which the answer is right in front of
| my eyes...butttt here it goes, any help is much appreciated
|
| And yes ive read all the help files in windows, and chances are yes
| the one you were going to suggest..lol but anyhow...when i go to right
| click on the program .exe (eg. im trying to do it for msn messenger),
| i click properties, but then i dont see "Click the Program tab for an
| MS-DOS program or the Shortcut tab for a Windows program". How do i go
| about creating the shortcut key of my choice for msn messenger...the
| only tabs that appear when i right click the .exe and go to properties
| is: general, version, compatibility and summary. Please help me out,
| thanks
|
| Dan

3757. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-03 16:58:57 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <l78id.26196$Qv5.20276@newssvr33.news.prodigy.com>
Source record: 14014

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:41886b93.52753857@news...
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
>
> >OK. I see pass-through. Now, I looked at atarimax and didn't find an
image
> >for SpartaDOSX. Is it there, or where is it? I looked in the discussion
> >group, there were a number of images, but I didn't see SpX. I guess the
> >important thing is that it is possible to maxflash SpX, not that it is
> >actually available.
> >I have the ROM dumps of SpX, but I think I dumped my 4.19 if I remember.
> >I think 4.22 is the last ROM.
>
> http://www.atarimax.com/flashcart/forum/viewtopic.php?t=32
>
> It's in the FlashCart Discussion forum. It's SpartaDOS 4.22 that has been
> turned into a flashable cartridge.

> Shawn Jefferson
> (fix reply to for email)
OK, I found the flash image on atarimax for SpX 4.22. It is the first time
I've tried to burn an image. I boot from the image, using APE DOS 1.18,
registered, the burn screen comes up, I say burn, it erases OK, but I get an
error with the actual burn, it says error at verify.
The cart had Disk Wizard II on it, so I did the boot without the cart,
inserted the cart and tried. I tried several times. Is, maybe, the image
bad, or can someone give me some tips on what I might be doing wrong?
Thanx
Russg

3758. Re: Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 00:58:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <P8fid.3361$_3.36162@typhoon.sonic.net>
Source record: 14015

Robert Bernardo <rbernardo@iglou.com> wrote:
> O.K., I'm just viewing this on a text browser right now and will
> get to the photos eventually when I get to a graphical browser.
> Did Kiki Stockhammer of Warp11 get close again? ;-)

Heh, not this time. (And besides, it was kinda unnerving for me :^))
G Street was pretty packed with Star Trek nerds, so they stayed up on
stage.

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3759. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 01:07:57 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <418980ca.33990744@news>
Source record: 14016

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:

>OK, I found the flash image on atarimax for SpX 4.22. It is the first time
>I've tried to burn an image. I boot from the image, using APE DOS 1.18,
>registered, the burn screen comes up, I say burn, it erases OK, but I get an
>error with the actual burn, it says error at verify.
>The cart had Disk Wizard II on it, so I did the boot without the cart,
>inserted the cart and tried. I tried several times. Is, maybe, the image
>bad, or can someone give me some tips on what I might be doing wrong?

I'd ask in the Flashcart forums... you may have a bad cartridge?

Shawn Jefferson
(fix reply to for email)

3760. Re: Atari newbie needs some diagnostic help

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 02:53:00 UTC
From: jedi_1999@yahoo.com
Message-ID: <dfadafa.0411031853.2cf7d3bb@posting.google.com>
Source record: 14017

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<418278e4c25431@comcast.net>...

>
> Have you tried inserting a cartridge or something just to see if
> you get some kind of sound? Also, what channel is the TV on and
> what mode is it in?
>
> --
> Edward S. Baiz Jr.
> (Gamer)

I have tried about six different cartridges, all with no luck. The TV
is just a standard old TV which runs my 2600 just fine. I have tried
channels 2, 3, and 4. I still get no sound and no picture. When the
400 is on, the screen simply goes black and sound cuts off.

3761. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 16:20:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411040817360.637-100000@onyx.spiritone.com>
Source record: 14018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3762. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 16:22:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411040820280.637-100000@onyx.spiritone.com>
Source record: 14019
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3763. Re: Best DOS for HDD system?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:11:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cmdvh5bma1@reader08.wxs.nl>
Source record: 14020

If you use the soft-os of MyIDE you can not use spartados indeed.

But you can try BEWEDOS. That dos does not use ram under os. Btw. BEWEDOS
is a very cool alternative for SpartaDos.

Marius

"Ed Shepherd" <dinosaur@corner.net> schreef in bericht
news:7a61c6b3.0411022219.1afadca1@posting.google.com...
>I have a version of SpartaDos that is supposed to be modified to work
> with the MyIDE interface.
> I don't know how to post it,so if you want it,E-mail me.

3764. Re: Numen demo, in real life

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:13:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A7F5C.C8E6A743@students.uni-mainz.de>
Source record: 14021

Well,
afaik the demo came first, the video later. But we should better ask the
members of Taquart to be sure... -Andreas.

William Kendrick schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > Yep,
> > this video is available on the ABBUC Jahresgabe 2003 - a DVD with some
> > nice Atari videos. Afaik some scenes (e.g. the parking garage scene)
> > were filmed at a "Media Markt" (big *german* computer,video, hifi,...
> > store) in Poland... It is a great + crazy video worth seeing...
>
> Did they do the demo entirely before doing the video? I guess a better
> question is: were parts of the demo based on some real-life stuff/locations?
> :)
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3765. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:19:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A80D1.485E0246@students.uni-mainz.de>
Source record: 14022

Well,
you know ABBUC is a club that has a disk magazine. So all programs of
the software contest can be found on the latest ABBUC magazines 76 and
77 (or 77 + 78?). To get these magazines one can simply become a member
of ABBUC or try to get them at ebay. Members of ABBUC can also freely
download all (older) ABBUC magazines...

But, as of yet there is no homepage where one can download the programs
from the ABBUC contest. Thats because a) ABBUC club members have to pay
for the magazines (so why should other Atarians get them for free?) and
b) ABBUC did NOT! get the copyright of these programs, meaning the
authors are allowed to upload (or give away) their programs anywhere
after the contest... maybe we will create such a homepage in the
future, but I guess that some ABBUC members would complain about
that... -andreas.

William Kendrick schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > the ABBUC JHV in Herten/Germany is over now and so is the software
> > contest of ABBUC.
>
> Cool! Can any of this be downloaded somewhere? I'd like to show some/all
> of it at the Vintage Computer Festival! :^)
>
> Thx!
>
> -bill!

3766. Re: Question about demo tune

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:26:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A8268.925D1CF4@students.uni-mainz.de>
Source record: 14023

Well,
Plastron is a game, distributed in the 80s by Harlequin software (you
can still find a copy at the author`s homepage: www.jetbootjack.com or
something similar)... -Andreas.

phozz bare schrieb:
>
> >>> I'm looking for information regarding the music running during the first
> >>> sequence of the Atari Expo Demo 1991. Does anyone know who composed it?
> >>> Does
> >>> it have a name? Is there a MIDI (or other) file of it?
>
> Ok, there are two demos on that disk with that music. The first has no
> reference to the music, the second has this text in the scroller:
>
> nog bedankt jomaware, voor het startadres van de muziek van plastron, het
> scheelde een hoop zoekwerk.
>
> Which, machine translated from Dutch, means:
>
> Still jomaware thank, for the start address of the music of plastron, it
> made a difference a heap zoekwerk.
>
> This sentence makes sense: To get the music running, all that has to be done
> is to load the music binary and jump to the entry address. The author is
> thanking someone (jomaware?) for making their life easier in finding out how
> to get the music to work. So again, the author of this demo is not the
> author of the music. "Jomaware" returns no results in google (I guess it
> does now, heh), time to figure out what plastron is (a band, I assume). Hmm.
>
> -itay

3767. Re: Help identifying Atari XL demo - Stick figure karate

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:35:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A8482.C5DA65F6@students.uni-mainz.de>
Source record: 14024

Well,
here comes the next guess: original Rambo and Newell upgrades did have
256k RAM, but since 64k were to be used as base RAM, only 192k
eXtended-RAM were available then. In the emulators, Newell and Rambo are
treated as if they have 256k XRAM (meaning a total of 320kbytes), which
is not true for (most of) the original / true Rambo and Newell RAM
upgrades.

So, I guess you simply do not have enough XRAM to run the demo on a real
Atari.
Meaning: the demo requires a total of 320kbytes RAM, but you only have
256kbytes RAM available (due to a bug of these Newell/Rambo/...
upgrades, some banks of the 64k base RAM can still be used as RAMdisk or
XRAM, but obviously this does not work with PIT demo)... -Andreas.

P.s:: You can test your extended Atari with XRAM 0.18, 0.19 or 0.21 by
satantronic; or with EXTDRAM.COM by Lee Barnes, or with other XRAM /
Ramdisk test programs. These programs should show your available
rambanks as well as the total memory...

William Kendrick schrieb:
>
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > William Kendrick <bill@newbreedsoftware.com> wrote:
> >> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> >>> Well,
> >>> the demo requires 15 rambanks. for a Rambo 256k try the following banks:
> >>> 83,87,8b,8f,a3,a7,ab,af,c3,c7,cb,cf,e3,e7,eb,ef
> >
> >> Sadly, this is what P.I.T. defaults to, and only works for the first
> >> half of the animation on my 800XL.
> >
> > Hrm. This one comes close, but still doesn't work 100%.
> >
> Hrm, okay, maybe I don't have a Rambo upgrade, but a Newell one, or
> something. The banks are close, based on what I saw on the 'net.
>
> I just tried running the demo in Atari800 with the "-rambo" option, and it
> worked flawlessly. So, at the least, I can demo it in the emulator at VCF. :)
>
> -bill!
> bill@newbreedsoftware.com New Breed Software
> http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3768. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:40:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A85B9.E86A617B@students.uni-mainz.de>
Source record: 14025

Yep,
ABBUC does not get the copyright of the programs from the software
contest. So the authors (including you Russ !) are allowed to upload or
give away their programs after the contest. You can do this with your
dice game from the software contest 2003...

Or someone who isn`t a member of ABBUC could create a homepage and ask
the authors (of the software contest programs) to place their programs
there. If ABBUC itself would do that, I am quite sure that many members
would complain, since they have to pay for the ABBUC magazines (and for
being a member of the club). But as said before, after the contest is
over, the authors are allowed to upload or give away their
programs... -Andreas.

Russ Gilbert schrieb:
>
> "William Kendrick"
> > Andreas Magenheimer <> wrote:
> > > the ABBUC JHV in Herten/Germany is over now and so is the software
> > > contest of ABBUC.
> >
> > Cool! Can any of this be downloaded somewhere? I'd like to show some/all
> > of it at the Vintage Computer Festival! :^)
> >
> > Thx!
> >
> > -bill!
> Just a comment. ABBUC has a dowload area, I'd guess the prize winners are
> there. However, you must be a member (I guess) to access the download area.
> Certainly a fair policy for the really great prizes and encouragement to
> write A8 new stuff. I don't think ABBUC actually copyrights the prize
> winners, and nobody seems to get the programs and put them someplace,....
> well. shall I say?.....free.

3769. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:42:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A8639.3580ED5D@students.uni-mainz.de>
Source record: 14026

Well,
try the homepage of Satantronic (silly name, but nice Atari guys!), they
have schematics for a 1 Megabyte XL/XE ramdisk there, based on PC
SIMMs... -andreas

silverdr schrieb:
>
> I mean those RAMBO or another that would allow to run e.g. the Numen demo?

3770. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:47:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A8754.E5F0023E@students.uni-mainz.de>
Source record: 14027

Hmmm,
is this a serious subject ?!? I mean other than cleaning the atari
equipment from dust, avoiding short circuits, avoiding the non-loading
of (aged) 5,25" disks, the color-changing of Atari equipment due to
smoking, prevent it from being stolen, prevent it from being thrown
away, etc. - what else could one do ?!? -Andreas.

Michael Current schrieb:
>
> (thanks itay)
>
> On 27 Oct 2004 04:23:50 GMT, "Michael Current" <hunmanik@earthlink.net> wrote:
>
> > 6.18) What preventative maintenance can I do on my Atari system?
>
> Lee Hart suggested this section (January 2004). What should go here?
>
> Please contribute to this section if you feel knowledgeable at preventative
> maintenance of 8-bit Atari equipment!
>
> Post here, or email me, thanks.
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3771. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:52:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A8878.F179512A@students.uni-mainz.de>
Source record: 14028

Yeah,
in my eyes it should have won a much better place, but I still haven`t
figured out how to use the multiplayer option. Does one really need to
use two Ataris, two modems, a floppy and a telephone line (connected
between the two modems) to play the game in a network ?!? Well, my
null-modem cables did not seem to work.

Besides, the game seems only to work under Sparta-DOS format, with DOS 2
derivatives (like DOS 2.0, DOS 2.5, Bibo-DOS, Turbo-DOS, My-DOS, etc.)
it does not work - one has to use a Gamedos here (which then means that
modem support is not possible)... -Andreas.

Chris Martin schrieb:
>
> > Cool! Can any of this be downloaded somewhere? I'd like to show some/all
> > of it at the Vintage Computer Festival! :^)
>
> I will be finishing JellyBeans... adding new music and some updated
> screen graphics by Adam Powroznik soon. Actually the music and
> screens are there, I just need to make the options screen (skill
> level, Player neme etc...)
>
> The in-game graphics have been updated from what I submitted to ABBUC
> as well.
>
> I will post more info here: http://geocities.com/vlastaar/jellybeans
>
> JellyBeans won 7th.
>
> --Chris

3772. Re: Best DOS for HDD system?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 19:55:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A893E.6123EEA0@students.uni-mainz.de>
Source record: 14029

Hmmm,
I would guess Sparta DOS 3.2x, Sparta DOS 3.3x, Sparta DOs X cartridge,
MyDOS 4.5x or Top DOS Professionel (if you find that anywhere) should
work quite well with a HDD... MyDOS and Top DOS use the DOS 2.x format,
whereas Sparta uses its own format... -andreas.

The Wanderer schrieb:
>
> This is somewhat related to my earlier question from yesterday: what's
> the best DOS for a system with a large (256 MB) HDD attached via an IDE
> interface? Ideally, I'd like a DOS that lets me create nested
> subdirectories, each containing hundreds of files. Batch file support
> would also be nice, though if I can write pseudo-batch files in Basic
> using XIO commands I'd consider that OK.
>
> I see a lot of people using both MyDOS and SpartaDOS. Beyond the DOS 2
> compatibility issue, what are the other pros and cons of these two
> DOSes against each other? Are there any other really good HDD DOSes I
> should be looking at?
>
> SpartaDOS X doesn't seem to be an option, as I can't find a cart of it
> and you don't seem to be able to boot it from disk.

3773. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 20:21:01 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Oawid.48083$_g6.27819@okepread03>
Source record: 14030

I have plans for a 130xe upgrade I did years ago. It still works and works like a champ. LMK if interested.

Thomas

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:418A8639.3580ED5D@students.uni-mainz.de...
> Well,
> try the homepage of Satantronic (silly name, but nice Atari guys!), they
> have schematics for a 1 Megabyte XL/XE ramdisk there, based on PC
> SIMMs... -andreas
>
>
>
> silverdr schrieb:
>>
>> I mean those RAMBO or another that would allow to run e.g. the Numen
>> demo?

3774. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 21:23:14 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <65xid.20034$5b1.11047@newssvr17.news.prodigy.com>
Source record: 14031

(Shoot I replied to Shawn instead of posting to group. Here's what I said.)

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:418980ca.33990744@news...
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>:
>
> >OK, I found the flash image on atarimax for SpX 4.22. It is the first
time
> >I've tried to burn an image. I boot from the image, using APE DOS 1.18,
> >registered, the burn screen comes up, I say burn, it erases OK, but I get
an
> >error with the actual burn, it says error at verify.
> >The cart had Disk Wizard II on it, so I did the boot without the cart,
> >inserted the cart and tried. I tried several times. Is, maybe, the
image
> >bad, or can someone give me some tips on what I might be doing wrong?
>
> I'd ask in the Flashcart forums... you may have a bad cartridge?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

3775. Ramdisk Overview...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 21:30:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418A9F70.A47DEDD5@students.uni-mainz.de>
Source record: 14033

```
Hello folks,
here is a little Atari 8Bit Ramdisk / extra Ram overview (still
incomplete) and some examples what programs support or require Ramdisks
/ extra Ram:

------------------------------------------------------------------------

Subject 8.10: Atari 800/XL/XE extra RAM / Ramdisk Overview:
(Version 3.3 from November 2004 by A.M.)

A) Atari 400/800 Ramdisks:

- Size: 64k XRAM (+ 32k RAM)
Banks: 0 thru 3 (total memory = 96k RAM)
Types: Axlon (=Atari) and compatibles;

- Size: 128k XRAM (+ 32k RAM)
Banks: 0 thru 7 (total memory = 160k RAM)
Types: Axlon (= Atari) and compatibles;

- Size: 256k XRAM (+ 32k RAM)
Banks: 0 thru 15 (total memory = 288k RAM)
Types: D. Byrd and other selfmade / Axlon-compatible RDs;

- Size: 512k XRAM (+ 32k RAM)
Banks: 0 thru 31 (total memory = 544k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 1024k XRAM (+ 32k RAM)
Banks: 0 thru 63 (total memory = 1056k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 2048k XRAM (+ 32k RAM)
Banks: 0 thru 127 (total memory = 2080k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 4096k XRAM (+32k RAM)
Banks: 0 thru 255 (total memory = 4128k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

B) XL/XE - 64k base RAM plus XRAM:
```

- Size: 64k (total = 128k RAM, 4 banks)
- Banks: E3, E7, EB, EF (block E = 1 block * 4 banks)
- Types: 130XE-Ramdisk, Turbo-Freezer-XL + 64k, selfmade-ramdisks...

- Size: 128k (total = 192k RAM, 8 banks)
- Banks: A3,A7,AB,AF,E3,E7,EB,EF
(blocks AE = 2 blocks * 4 banks)
- Types: Compyshop 600XL with 192k, Turbo-Freezer-XL + 128k,
selfmade-RDs...

- Size: 256k / 26AE (total = 320k RAM, 16 banks)
- Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
(blocks 26AE, = 4 blocks * 4 banks)
- Types: Compyshop 800XL RD., Compyshop 130XE RD.,
Peters/David Megaram 1, Peters/David Megaram 2,
Peters/David Megaram 3 with 256k, selfmade RDs...

- Size: 256k / 8ACE (total = 320k RAM, 16 banks)
- Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
(blocks 8ACE = 4 blocks * 4 banks)
- Types: Newell, Rambo-XL, Scott Peterson, Atari Magazin,
TOMS, selfmade-RDs...

- Size: 512k / 26AE (total = 576k RAM, 32 banks)
- Banks: 21,23,25,27,29,2B,2D,2F,61,63,65,67,69,6B,6D,6F,
A1,A3,A5,A7,A9,AB,AD,AF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 26AE = 4 blocks * 8 banks)
- Types: none (that I know of) at the moment - but possible!

- Size: 512k / 8ACE (total = 576k RAM, 32 banks)
- Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 8ACE = 4 blocks * 8 banks)
- Types: Scott Peterson, TOMS, selfmade-RDs...

- Size: 512k / 02468ACE (total = 576k RAM, 32 banks)
- Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
(blocks 02468ACE = 8 blocks * 4 banks)
- Types: 1) upgrade / combination of 26AE and 8ACE ramdisk
types to 512k RAM or to *one* 02468ACE ramdisk;
idea by me, built by Bernhard Pahl (see his homepage
at http://www.b-pahl.de/atari8bit/ramdisk)
2) Upgrade of the Rambo XL to 512k by Dan Schmid
(see Pooldisk Too, Subdir ACE/ Acec202a.ATR and
Acec202b.ATR) and of course 3) selfmade ramdisks...

- Size: 1024k / 02468ACE (total = 1088k RAM, 64 banks)
- Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 02468ACE = 8 blocks * 8 banks)

- Types: Newell, Scott Peterson, TOMS, Satantronic`s 1MB-
PC-SIMM-RD, selfmade-RDs...

- Size: 1024k / 26AE (total = 1088k RAM, 64 banks)
- Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
6F,6E,6D,6C,6B,6A,69,68,67,66,65,64,63,62,61,60
2F,2E,2D,2C,2B,2A,29,28,27,26,25,24,23,22,21,20
(blocks 26AE = 4 blocks * 16 banks)
- Types: Mathy van Nisselroy`s 1024k XEGS-PC-SIMM-Upgrade!
(with some changes probably also usable for XL and XE,
see also: http://www.mathy-van-nisselroy.nl)

- Size: 1024k / 8ACE (total = 1088k RAM, 64 banks)
- Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
CF,CE,CD,CC,CB,CA,C9,C8,C7,C6,C5,C4,C3,C2,C1,C0
AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
8F,8E,8D,8C,8B,8A,89,88,87,86,85,84,83,88,81,80
(blocks 8ACE = 4 blocks * 16 banks)
- Types: none (that I know of) at the moment - but possible!

- Size: 1024k / 0123456789ABCDE (total = 1088k RAM, 64 banks)
- Banks: blocks 0123456789ABCDE each with 4 banks
= 16 blocks * 4 banks (does not make much sense, but...)
- Types: luckily, none at the moment...

- Size: 1024k / ??? (max. memory = 1088k, 64 banks)
- Port-Bits / Control-Bits: $D301 = 2,3,6,7
$D600 = 0,1 (or switches);
- Banks: $D301: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
$D600: F3,F7,FB,FF...
- Types: David/Peters Megaram 3 with 1024k RAM (and the switches
positioned to 1 x 1024k)

- Size: 2048k / 02468ACE (total = 2112k, 128 banks)
- Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
(blocks 02468ACE = 8 blocks * 16 banks)
- Types: selfmade-Ramdisks...

- Size: 2048k / 0123456789ABCDEF (total = 2112k, 128 banks)
- Banks: 01,03,05,07,09,0B,0D,0F,11,13,15,17,19,1B,1D,1F,
21,23,25,27,29,2B,2D,2F,31,33,35,37,39,3B,3D,3F,
41,43,45,47,49,4B,4D,4F,51,53,55,57,59,5B,5D,5F,
61,63,65,67,69,6B,6D,6F,71,73,75,77,79,7B,7D,7F,
81,83,85,87,89,8B,8D,8F,91,93,95,97,99,9B,9D,9F,

A1,A3,A5,A7,A9,AB,AD,AF,B1,B3,B5,B7,B9,BB,BD,BF,
C1,C3,C5,C7,C9,CB,CD,CF,D1,D3,D5,D7,D9,DB,DD,DF,
E1,E3,E5,E7,E9,EB,ED,EF,F1,F3,F5,F7,F9,FB,FD,FF;
(blocks 0123456789ABCDEF = 16 blocks * 8 banks)
- Types: selfmade-Ramdisks...

- Size: 4096k / 0123456789ABCDEF (total = 4160k, 256 banks)
- Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
(blocks 0123456789ABCDEF = 16 blocks * 16 banks)
- Types: Newell, FTE, selfmade-Ramdisks...

Well, I will not go into details with the disadvantages and
software-problems with ramdisks beyond 512k RAM (Selftest, XL/XE Basic,
RAM under the OS, separate Antic access, etc.). These problems mostly
occur with 1 Megabyte or bigger ramdisks and there are several hardware
and software solutions for them, alas not working correct with every
software or program. With 4 Megabyte extra RAM / Ramdisk, the PIA is
fully used/adressed, so that normally the base RAM at 4000-7FFF is not
available any longer. But again, there are tricks and solutions to
solve
this problem. Installing a second PIA for example makes it possible to
adress up to 256 Megabytes of extra RAM / Ramdisk - but who needs so
much
RAM on the Atari 8Bit computer ???

C) XL/XE - XRAM minus 64k Base-RAM:

- Size: 192k / 8AE (total = 256k RAM, usable = 12 banks)
- Banks: 83,87,8B,8F,A3,A7,AB,AF,E3,E7,EB,EF
(8AE = 3 blocks * 4 banks)
- Types: older Newell ramdisks (replace 64k by 256k);

- Size: 192k / ACE (total = 256k RAM, usable = 12 banks)
- Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
(ACE = 3 blocks * 4 banks)
- Types: newer Newell RDs, newer Buchholz-RDs, Rambo-XL,
selfmade Ramdisks (replace 64k by 256k)...

- Size: 448k / 2468ACE (total = 512k, usable = 28 banks)
- Banks: EF,EB,E7,E3,CF,CB,C7,C3,AF,AB,A7,A3,8F,8B,87,83
6F,6B,67,63,4F,4B,47,43,2F,2B,27,23
(2468ACE = 7 blocks * 4 banks)
- Types: selfmade-RDs (replace 64k by 512k)...

- Size: 896k? / 0248ACE (total = 1024k, usable = 56 banks)
- Banks: EF,ED,EB,E9,E7,E5,E3,E1,CF,CD,CB,C9,C7,C5,C3,C1,
AF,AD,AB,A9,A7,A5,A3,A1,8F,8D,8B,89,87,85,83,81,
4F,4D,4B,49,47,45,43,41,2F,2D,2B,29,27,25,23,21,
0F,0D,0B,09,07,05,03,01 (0248ACE = 7 blocks * 8 banks)
- Types: Bob Woolley`s 1200XL 1MB Upgrade, selfmade-RDs
(replace 64k by 1024k)...

Allthough these RAM upgrades are relatively easy to build
(and to install into the computer), they make problems with
quite some software. Some programs tend to use the base RAM
as extra RAM / Ramdisk with these upgrades, which will most
often result in a crash of the computer. Next, most extra RAM
testers will show more extra RAM (or a bigger Ramdisk) than
there is really available (e.g. with a 256k upgrade you will
see 240k extra RAM, but there is only 64k base RAM + 192k
extra RAM). Alas, this is a typical hardware problem for these
upgrades and it cannot be solved or avoided with software...

D) XL/XE: Parallel-Bus-Devices:
(600XL/800XL = Parallel Bus, XE = Cart.-Port + ECI)

- Size: 128k / AE (total = 192k RAM, 8 banks)
- Banks: A3,A7,AB,AF,E3,E7,EB,EF (blocks AE = 2 blocks * 4 banks)
- Types: Turbo-Freezer-XL by Bernhard Engl with 128k XRAM

- Size: 256k / 9ABE (total = 320k RAM, 16 banks)
- Banks: 93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF,E3,E7,EB,EF
(blocks 9ABE = 4 blocks * 4 banks)
- Types: Turbo-Freezer-XL by Bernhard Engl with 256k XRAM

- Size: 256k / ??? (total = 320k RAM, 16 banks)
- Banks: unknown !!
- Types: Yorky-XL by Richard Gore / Derek Fern (from
GB/UK) with 256k XRAM

- Size: 256k / ??? (total = 320k RAM, 16 banks)
- Banks: unknown !!
- Types: Multi-Input-Output-Harddisk-Interface (MIO) with 256k
XRAM by ICD

- Size: 1024k / ??? (total = 1088k RAM, 64 banks)
- Banks: unknown !!
- Types: Multi-Input-Output-Harddisk-Interface (MIO) with 1024k
XRAM by ICD

E) XL/XE: RAM/Flash-ROM/... Cartridges:

- Rambox II with 256k RAM by JRC (Czech Republic; with special
Ramdisk drivers for TT-DOS and Bewe-DOS!)
- Ramcart 128k by ??? (Poland or Czech Republic)
- Ramcart 256k by ??? (Poland or Czech Republic)
(for some hints and pics see: www2.asw.cz/~kubecj/acarts.htm)
- Flash-ROM cart. 512k by Stefan Dorndorf (Never released! But I do own
a non-functional prototype-pcb; it should have used 64k for the OS
and the remaining 448k as user-memory; the chip was organized in 64k
blocks, thus the min. program space would always have been 64kbytes!)
- Flash-ROM cart 128k / 1Mbit "Atarimax" by Stephen Tucker
(allthough they are not usable as extra RAM / Ramdisk at the moment,
I am quite sure that it is possible to write some drivers and thus
use the Atarimax Flash-ROM carts as extremely fast floppy drives!)
- Flash-ROM cart 1024k / 8Mbit "Atarimax" by Stephen Tucker
(for information and complete documentation plus software see:
www.atarimax.com/flashcart/documentation/index.html)
- and many others I do not know and I do not have any info about;

Even cartridges can be used as Ramdisks (= fast floppy drives),
especially RAM-carts or Flash-RAM carts. But they function like
most other Super- or Mega-Carts, meaning the bank-switching
techniques are also used there. Since the subject carts and
bank-switching carts is quite enormous, I will not discuss it or
present any information here. Just try to find a large description
by John K. Picken ("RAM/ROM Control on an XL/XE") if interested in that
subject (e.g. at Jindrich Kubec`s homepage: www2.asw.cz/kubecj/...).

Finally thanks and credits for this subject and lots of (used /
borrowed) information therefore go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl, Ron Hamilton,
Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard Pahl and
Walter Lojek. Also thanks to John K. Picken who wrote an excellent
article about A8 extra RAM / Ramdisks and A8 cartridges and their
technique of bank-switching. Well, if you still find errors, bugs,
mistakes, etc. in this list, then tell me *nicely* or in a friendly
way. Any updates and corrections can be send to: amp@abbuc.de
-Andreas Magenheimer

8.11 Ramdisk-supporting Software:
(This is version 3.3 from November 2004 by A.M.)

a) support for 64k Ramdisks (RD-block E):

DOS 2.5 (Atari), Bewe-DOS 1.x (Bewesoft), Bibo-DOS 5.x (Compyshop),
Bibo-DOS 6.x (Compyshop), DOS II+D Version 6.x (Stefan Dorndorf), DOS
XE
1.x (Atari), DOS XF (Reitershan), My-DOS 3.x (Wordmark), My-DOS 4.x
(Wordmark), Sparta DOS 2.x (ICD), Sparta DOS 3.x (ICD/FTE), Sparta DOS
3.3x (Stephen J. Carden), Sparta DOS 4.x (cart., John Hardie? or John
Harris?), Super DOS 2.x (Paul Nichols), Super DOS 5.x (Paul Nichols),
Top

DOS 1.x (R.K. Bennett), Turbo DOS 1.x (Reitershan), Turbo-DOS 2.x (Reitershan), X-DOS 2.x (Stefan Dorndorf), A-Base (???), ABBUC-Magazine Intro 52 (Karolij N./Heaven), ABBUC Magazine Intro 55 (Karolij N./Heaven),
Adalmar (Falk Buettner/PPP), Alphasys-Sound-Sampler-Software (Mirage/ANG),
A.R. The Dungeon (Philipp Price/Datasoft), A-Text (???), Atari Writer 80
(Atari), Atari Writer Plus (Atari), Basic-XE (OSS/ICD/FTE), Bop N'Wrestle
(Mindscape), The Brundles (KE-Soft), Datei 4.x (Norbert Schlia), Desktop
Atari (HBSF), Diskcomm. 3.x (by Bob Puff, under Sparta or MyDOS answer "use 130XE RAM?" with "N" and use your XRAM as Ramdisk D8: or D9: when formatted previously with a RD-driver!),

Diskworker (Petsoft), Extended Atari Basic (???), Extended Turbo Basic (???), Fampy 2.3 (Wolfgang Freitag/Friday), Fampy 6.1 (Wolfgang Freitag/Friday), Grafik+Sound Demo (Peter Sabath), Howfen DOS 3.x (???), Howfen DOS 4.x (???), Howfen Tape to Disk (???), Human Torch & the Thing (Questprobe/Saga+Marvel), Inertia 2.9 (MadTeam), I.K. Plus Demo (???), Megablast 1 (Thorsten Karwoth), Mental Age (???), Midi Mate II (Hybrid Arts), Midi Pattern Editor (Radek Sterba/Raster), Midi-Player (Ireneusz Kuczek), Midi Recorder (Ireneusz Kuczek), Midi Sequencer (Maciej Sygit), MSC-IDE Software (M. Belitz, S. Birrmanns), The Muppet Movie (MadTeam), Page-Designer (XLent), Paperclip II (Batteries Included), Spiderman (Questprobe/Saga+Marvel), Sweet Fantasy (Tight), The Browser (Tom Hunt / CTH), Theta Music Composer 2.x (Jaskier/Taquart), The Top 3 Demo (dancing
girl part "Veronika" by WFMH), Typesetter (XLent), The X-Files [Picture] Demo (Shpoon) and most Text-Editors (e.g. Speedscript, Antic Writer, T-Edit, Page 6 Writer, Compyshop-Editor, Textpro, etc.) as long as they are running under a DOS 2.x (DOS 2 derivative) or Sparta / Bewe DOS and the appropriate Ramdisk-driver;

b) support for 128k Ramdisks (ramdisk blocks AE):

DOS 2.5 (Atari), Bewe-DOS 1.x (Bewesoft), Bibo-DOS 5.x (Compyshop), Bibo-DOS 6.x (Compyshop), DOS II+D Version 6.x (Stefan Dorndorf), DOS XF (Reitershan), My-DOS 3.x (Wordmark), My-DOS 4.x (Wordmark), Sparta
DOS 2.x (ICD), Sparta DOS 3.x (ICD/FTE), Sparta DOS 3.3x (Stephen J. Carden), Sparta DOS 4.x (cart., John Hardie? or John Harris?), Super DOS
2.x (Paul Nichols), Super DOS 5.x (Paul Nichols), Top DOS 1.x (R. K. Bennett), Turbo DOS 1.x (Reitershan), Turbo-DOS 2.x (Reitershan), X-DOS 2.x (Stefan Dorndorf), The Brundles (KE-Soft), Datei 4.x (Norbert Schlia),
Fampy 2.3 (Wolfgang Freitag/Friday), Fampy 6.1 (Wolfgang Freitag/Friday),
Inertia 2.9 (MadTeam), Midi Pattern Editor (Radek Sterba/Raster), Midi

Player (I. Kuczek), Midi Recorder (I. Kuczek), Midi Sequencer (M.
Sygit),
The Browser (Tom Hunt/CTH), Diskcom. 3.x (By bob Puff, under Sparta or
MyDOS answer "use 130XE RAM?" with "N" and use your XRAM as Ramdisk D8:
or
d9: when formatted previously with a RD driver!) and most Text-Editors
(e.g. Speedscript, Antic Writer, T-Edit, Page 6 Writer,
Compyshop-Editor,
Textpro, etc.) as long as they are running under a DOS 2.x (any DOS 2
derivative) or Sparta / Bewe DOS and (formatted previously with) the
appropriate Ramdisk-driver;

c) support for 192k Ramdisks (ramdisk blocks ACE):

Bewe-DOS 1.x (Bewesoft), Bibo-DOS 5.x (Compyshop), Bibo-DOS 6.x
(Compyshop), DOS II+D Version 6.x (Stefan Dorndorf), DOS XF
(Reitershan),
My-DOS 4.x (Wordmark), Sparta DOS 2.x (ICD), Sparta DOS 3.x (ICD/FTE),
Sparta DOS 3.3x (Stephen J. Carden), Sparta DOS 4.x (cart., John Hardie?
or John Harris?), Super DOS 5.x (Paul Nichols), Turbo DOS 1.x
(Reitershan),
Turbo-DOS 2.x (Reitershan), X-DOS 2.x (Stefan Dorndorf), Diskcom. 3.x
(by
Bob Puff, under Sparta or MyDOS, answer "use 130XE RAM" with "N" and use
your XRAM as Ramdisk D8: or D9: when formatted previously with a Ramdisk
driver!), The Browser (Tom Hunt/CTH, Sparta DOS only!) and most Text-
Editors (e.g. Speedscript, Antic Writer, T-Edit, Page 6 Writer,
Compyshop-
Editor, Textpro, etc.) as long as they are running under a DOS 2.x (DOS
2
derivative) or Sparta / Bewe DOS and (formatted previously with) the
appropriate Ramdisk driver;

d) support for 256k Ramdisks (blocks 8ACE and/or 26AE):

Bewe-DOS 1.x (Bewesoft, 8ACE and 26AE), Bibo-DOS 5.x (Compyshop, 8ACE
and
26AE), Bibo-DOS 6.x (Compyshop, 8ACE and 26AE), DOS II+D Version 6.x
(Stefan Dorndorf, 8ACE and 26AE), DOS XF (Reitershan, 8ACE and 26AE),
My-DOS 4.x (Wordmark, 8ACE and 26AE), Sparta DOS 2.x (ICD, 8ACE and
26AE),
Sparta DOS 3.x (ICD/FTE, 8ACE and 26AE), Sparta DOS 3.3x (Stephen J.
Carden, 8ACE and 26AE), Sparta DOS 4.x (cart., John Hardie? or John
Harris?, 8ACE and 26AE), Super DOS 5.x (Paul Nichols, 8ACE and 26AE),
Turbo DOS 1.x (Reitershan, 8ACE and 26AE), Turbo DOS 2.x (Reitershan,
8ACE
and 26AE), X-DOS 2.x (Stefan Dorndorf, 8ACE and 26AE), Anime 4ever
(Sente
Software Group, 8ACE), The Brundles (KE-Soft, 26AE), Datei 4.x (Norbert
Schlia, 26AE), The Browser (Tom Hunt/CTH), Diskcommunicator 3.x (by Bob
Puff, under Sparta or MyDOS, answer "use 130XE RAM" with "N" and use

your
XRAM as Ramdisk D8: or D9: when formatted previously with a RD driver!)
and most Text-Editors (e.g. Speedscript, Antic Writer, T-Edit, Page 6
Writer, Compyshop-Editor, Textpro, etc.) as long as they are running
under
Bibo DOS, Turbo DOS, My-DOS or Sparta DOS and (formatted previously
with)
the appropriate Ramdisk-driver;

e) support for up to 1 Megabyte Ramdisks:

My-DOS 4.x (Wordmark), Sparta-DOS 2.x (ICD), Sparta DOS 3.x (ICD/FTE),
Sparta DOS 3.3x (Stephen J. Carden), Sparta DOS 4.x (cart., John Hardie?
or John Harris?), The Browser (under Sparta DOS 2.x, 3.x and 4.x),
Diskcom
3.x (by Bob Puff, under Sparta or MyDOS, answer "use 130XE RAM" with "N"
and use your XRAM as Ramdisk D8: or D9: when formatted previously with a
RD driver!) and most Text-Editors (e.g. Speedscript, Antic Writer,
T-Edit,
Page 6 Writer, Compyshop-Editor, Textpro, etc.) as long as they are
running under My-DOS or Sparta DOS and (formatted previously with) the
appropriate Ramdisk-driver;

Thanks and credits for this subject go to: Bernhard Pahl, Russ Gilbert,
Ron Hamilton and Mathy van Nisselroy for sharing some info with me.
-A.M.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
(This is version 3.3 from November 2004 by A.M.)

a) 64k XRAM required (block E or simply 130XE):

130XE-Bank/Memory-Testers (various programs+authors), 130XE
Sectorcopiers
(various programs from Antic, Analog, Happy Computer, etc.), 130XE
Utilities (HAPS PD 0031), 130XE-Artshow (HAPS PD 0013), 130XE-Autoshow
(ABBUC PD 191, HAPS PD 0637), 130XE-Demo (S.A.G.), 130XE-Impossible-Demo
(Rudy Haegemann), Atari Writer Plus Super Menu (Ken Siders), Amiga-Boink
XE (Bob Armour), Animkomials meet Boris Valleyo (Animkomials+Boris
Valleyo), Boot Majster (Electron), Boss-X (Mirko Sobe, with MyDOS it
supports up to 1 Megabyte XRAM/Ramdisk and subdirs and up to 16 Megabyte
harddisk partitions), Boss-XE (Mirko Sobe, with MyDOS it supports up to
1 Megabyte XRAM/Ramdisk), Bill-Pie-Demo (Mad Team, supports up to 256k
XRAM: AE/8ACE), BMW-Animation (Mirko Sobe), CES-XE-Demo (original 130XE
version with 580 sectors by XANTH), Comet-Ani (MadTeam, supports up to
256k XRAM: AE/8ACE), Critical-Sound-Demo (Innovative), Coolcopy 130XE
(???/authors unknown), CAD-XE (HAPS-PD 0350), Castle of Blackthorne
(Thimo
Graef), Cavepack (XE-Version by Kemal Ezcan), Computer Baseball (Douglas
Blackwell), Danielle-(Gr.9-TB-)Ani (NBS/Bill Kendrick), Degas-View-XE

(Mat*Rat/Mathew Ratcliff), Diskcomm. 3.x (by Bob Puff, if you want to answer "use your 130XE RAM?" with "Y", then 64k XRAM are required!), Diskettenverwaltung 130XE (ABBUC PD 86), Draw XE (ABBUC PD 387), Ergo-Bibamus (Quasimodos, has RD-setup!), Extract Slideshow (Replay/Bit Busters), Fraktale & Colorprint (Peter Woetzel),

Gizmo`s Castle (XE-version by M. Kugler), Grafik Zeilen Editor (HAPS PD 0296), Hi-Res Designer (HAPS PD 0015), Hires Dump (ABBUC PD 113), Inertia
3.8 (MadTeam, supports up to 256k XRAM: 8ACE and 26AE with any DOS), Inertia 4.5 (MadTeam, supports up to 1 Megabyte XRAM: 8ACE and 26AE with any DOS), Igor Demo (MadTeam, diskside 1), Isolation Demo (MEC), Journey (Boot version by Polynomials, up to 256k XRAM: AE/26AE), Journey (File
version by MadTeam, up to 192k XRAM: AE/ACE/8ACE/26AE), Journey into Sound
(DGS/Dean Garaghty), Kaiser II (128k version by Carsten Strotmann), Killer
Whales Ani (MadTeam, supports up to 256k XRAM: AE/8ACE), Lajf-Demo (MadTeam), Landscape-XE-Demo (Karl Pelzer), Megablast-Sounddemo (DGS/Dean
Garaghty), MTV`s-Danielle = Danielle-Ani., Macro-Assembler XE (Thorsten Karwoth), Macro-Assembler-XE+ (Thorsten Karwoth, works with MyDOS only, supports up to 1 Megabyte XRAM), Masher-XE V1.0 (???/author unknown, supports up to 256k XRAM: E/AE/ACE/8ACE), Memdrv10 (Andre Bertram, tests up to 4 Megabyte XRAM, all portbits, standard 16k banks and exotic 32k banks, standard Port B $D301 and exotic Port B $D600), Menu 130 (Les Howarth), Midi Mate III (Hybrid Arts), Minesweeper 1-4 (4 game versions by
J.R.Chicko/S.A.S.), Mister X (Stefan Soelbrandt), Monitors, Debuggers & more (HAPS PD 0109), Multi-DOS 130 (Kuchera/Excellent), Multi-Tasking-OS (various ABBUC magazines), MTOS XE (CTH/Tom Hunt),

[Der] Neffe (XE-version or ABBUC PD 52), Neo-Tracker (EPI/Allegresse, runs
only under MyDOS, TopDOS or Sparta DOS 4.X cart., supports up to 1MB XRAM),
[The] Newspaper-Editor (HAPS PD 0294, similar to ABBUC PD 121 but this HAPS/Bellcom version is in english!), Nascar-Animation (Mirko Sobe), Nonjm
Demo (TIGHT), Owca-Demo (Animkomials), Owca-2-Demo (Animkomials), Oelbaron
(XE-version by ???/author unknown), Programm Verwaltung 130XE (HAPS PD 0434), Protracker 1.5 (MadTeam, supports up to 256k XRAM: 8ACE and 26AE, with any DOS), Parrot-XMAS-Demo (Anthony Ramos), Pedrokko-Sounddemos (Pedrokko, 10 Disks / 20 S.), Rechnen fuer Kinder (ABBUC PD 85), Rund um die Ramdisk (ABBUC PD 383, HAPS PD 1084), Raving Vierpz (Pentagram), Raytracing Animation (Karl Pelzer), Sample-Art-XE (Mozart/WSL, supports up to 1 Megabyte XRAM, alas it is buggy!), Shrink-XE (Peter Fitzsimmons),
[The] Small Printery (Walter Lojek, supports up to 1 Megabyte XRAM: 8ACE

and 26AE), Snapshot (???/author unknown), [The] Sound Utility (CTH/Tom Hunt, supports up to 1 Megabyte XRAM: E/ACE/8ACE, bug-free only under Sparta DOS!), Space Harrier (Sheddy/Chris Hutt), Strategy Baseball (HAPS PD 0302), Super-Print-Lab-XE (HAPS PD 0909), Sweet Fantasy (Tight),

Shiny-Bubbles (XE version by Brian Paul), T-34 (ANG/Mirage), Tape-Copy 130 (Joerg Gernreich), Tape-Ramdisk-Drivers (Pokey & SAG), Text-130 (B. Russmann), Textpro "+" (e.g. 4.54+ by Ronnie Riche), Textpro 5.x (Ronnie Riche), The Code Cruncher 3.0 (Soused Teat/A.Bienias), The Cruncher 5.0 (MSL/Magnus), The [Sparta DOS] Wedge (Ed Bachman), The Works (CTH/Tom Hunt), The Asskicker (Shadows), The Turtles-Demo (Ultra-Software), Total
Dazed (Tight), Trip 6 (Shadows), Too Hard 2 (Animkomials), Ultra Demo (Taquart), Vengeance (Excellent), Vent (Excellent+Pentagram), Video Blitz
(Helvetica Bold, also requires sep. Antic access!), WAF-Demo (W.A.F., two
parts of side 2!), [Die] Wuerttemberger-Disk (ABBUC PD 361, HAPS PD 1050 because side 2 contains the XE-version of Gizmo`s castle!), XL-2 (John K. Picken, supports up to 1MB XRAM, depending on the DOS!), Xyberscape-XE
(XE-version by Bill Le Masurier), X-Files Animation-Demo (Mad Team), Zero
Demo (New Generation), Zargon XE (ABBUC PD 611, HAPS PD 0485), [Der] Zeitungsredakteur (ABBUC PD 121, german!);

b) 128k XRAM required (blocks AE):

192k-Memory-Testers (various programs by various authors), Diskcom. 3.x (by Bob Puff, answer "use your 130XE RAM?" with "Y" and also answer "use additional RAM?" with "Y" to use full 128k XRAM), Igor Demo (MadTeam, diskside 2), Revenge of Hacker (Rasero Team), Too Hard 3 (Animkomials); Note: Quite a lot of 128k programs (block E) do also support 192k memory (blocks AE), just take a look above ! And all the programs that support up
to 1 Megabyte XRAM do also support 128k XRAM, see above...

c) 192k XRAM required (blocks ACE and others):

256k-Memory-Testers (various programs by various authors), Atari Writer Plus XE + Super Menu (Ken Siders), Dream Vision (ABBUC PD 480), MTOS 256 (CTH/Tom Hunt), American Natives (Fox-1, choose your DOS and RD-driver!),
Impossible but Real (MacGyver, has an auto-setup!), Reditus (Zelax, has an auto-setup!), Tit Demo (MadTeam, has an auto-setup!); Note: All programs that support up to 1 Megabyte XRAM do also support 192k XRAM, see above...

d) 256k XRAM required (blocks 8ACE or 26AE):

320k-Memory-Testers (various programs by various authors), APC-Archiver 1.0 (LBS/APC, 8ACE only!), APC-Packer 1.1 (LBS/APC, 8ACE only!), Audio/

Studio Master (ANG/Mirage, 26AE only?!), Back to Life 2
(Jaskier/Taquart,
has an auto-setup!) Kaiser II (320k version by Carsten Strotmann, 26AE &
8ACE), Multi-DOS 320 (Kuchera/Excellent, 8ACE only?!), Base-33
(AIDS/AIDZ,
26AE & 8ACE, hold down SHIFT upon bootup for setup!), Cogito-Demo (AIDS
/
AIDZ, uses banks 8C, thus 8ACE only!), Edelweiss-Demo
(A.R.+C.S.S.+S.V.L.,
26AE), Glasshead Demo (A.R.+C.S.S., 26AE), Halle 1994: The Wormhole
(Magic
Arts, 26AE), (Atari) Hardware-Demo (A.R.+C.S.S., 26AE), Imperial [Sound]
Demo (Innovative, 26AE & 8ACE), Khai-Et (AIDS/AIDZ, 26AE & 8ACE, hold
down
SHIFT upon bootup for setup!), Numen Demo (Taquart, 26AE & 8ACE, has an
auto-setup!), P.I.T.-Demo (Quasimodos, 26AE & 8ACE, has an auto-setup!),
Raytracing 320k (Elsni/Stephan Elsner, 8ACE only!), Sheol Demo (Bit
Busters, 8ACE only!), Stash-98-Demo (Rasero Team, 26AE and 8ACE, in the
first menu press A for 8ACE Ramdisks, else press B for second menu -
then
press C for manual Compyshop setup!), Starwars-Demo (A.R.+C.S.S., 26AE),
The Wormhole (Magic Arts, 26AE), Timekeep(er) (New Generation, 8ACE
only!
wait for depacking!), Too-Hard-4 (Animkomials, 26AE & 8ACE, has an auto-
setup!), Trabant Demo (A.R.+C.S.S., 26AE), Worms-Demo (Datri, 8ACE),
X-Demo (MadTeam, 26AE), X-Files 2 [TV-Intro] (MadTeam, 26AE & 8ACE);
Note: There are some 128k programs that also support 256k XRAM; and all
128k programs that support up to 1 Megabyte XRAM do also support 256k
XRAM
(8ACE and/or 26AE), see above...

e) 512k XRAM required (32 banks):

576k-Memory-Tester (various programs by various authors, e.g. a test
program by Scott Peterson); Note: All 128k programs that support up to
1 Megabyte XRAM do also support 512k XRAM, see above...

f) 1024k XRAM required (64 banks):

1088k-Memory-Tester (various programs by various authors, e.g. a test
program by Newell); Raytracing 1MB (Solocoder of A.C.E., works only on
Klaus Peters 1MB-Megaram 3 ! Boot version with 8 disksides; loading
time:
approximately 17 minutes!); Note: There are quite some 128k programs,
that also support up to 1 Megabyte XRAM, see above...

g) 2048k XRAM required (128 banks):

2112k-Memory Tester (have not seen one yet!);

h) 4096k XRAM required (256 banks):

4160k-Memory-Tester by ICD and later FTE;

Thanks and credits for this subject go to Russ Gilbert, Bernhard Pahl,
Ron Hamilton and Mathy van Nisselroy for sharing their info with me. Any
corrections and/or updates are welcome. - Andreas Magenheimer

---

Believe it or not, this version is shorter than previous (2.x) versions.
greetings, -Andreas.

3776. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 21:30:34 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <_bxid.20036$5b1.3118@newssvr17.news.prodigy.com>
Source record: 14032

(Pardon, I keep messing up.)

----- Original Message -----
From: "Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS>
Subject: Re: How to convert full-disk games to files?

> >inserted the cart and tried. I tried several times. Is, maybe, the
image
> >bad, or can someone give me some tips on what I might be doing wrong?
>
> I'd ask in the Flashcart forums... you may have a bad cartridge?

> Shawn Jefferson
> (fix reply to for email)
Thanks for the suggestion to ask in atarimax flash forem.
I found my problem and have suggestions for Andreas's question what
maintenence needs to our beloved A8s.
There's nothing wrong with my Flash cart. I just won't burn using my
modified 800XLs. Burns fine using 1200XLs. And burns using a stock 800XL.
Will not burn with my Newell Ramrod Omnimon dual OS mod 800XL, won't burn
using my Newell 256K 800XL, won't burn using a stock 130XE, will burn using
1200XLs and a stock 800XL, won't work right on stock 800s.
I burned the SpX 4.22. The cart won't work in my mod 800XLs, works fine in
the 1200XLs, stock 800XL. I have a SpX cart, it works on one 1200XL, but
not the other, works on stock 800XL. It seems like I remember it worked on
a stock 800.
To summarize, I'm getting inconsistent results with both the ICD SpX and the
4.22 burned Flash cart.
This gets to the question Andreas Maggenheimer asked Michael Current in a
more recent thread 'what maintenence needs be done on our A8s?'.
I'd guess that soft pencil erase cleaning of cart contacts is one thing.
I'm suspecting oxidation of both the cart contacts and the cart port on the
computers. I also experienced keyboard problems on my 1200XLs. After
hitting the keys multiple times, they started to work with a single stroke.
Here again, I suspect oxidation on the 1200XL keyboard contacts. I don't
know what kind of contacts the 1200XL keyboards have. I know my oldest
800XL has copper switches in the keyboard, later 800XLs had the membrane
type keyboards.
The suggestion I have? USE YOUR A8! I've left mine sitting in boxes for
years and I believe oxidation on contacts is a significant problem.

Now, I remember why I don't like SpX. There is no 'RUN' command. eg. you
can't RUN E477 to do a warm start. Second, I can't load my binary load
BASIC on 1200XL, I would guess because I didn't append a $2E0-1 RUNAD on it.
Sparta 3.x will run at the last load address, I think DOS 2/2.5 and maybe

MyDOS require the RUNAD at the end. I need the 'RUN' command. SpX also has high speed I/O, I think there's a way to turn it off, but I remember it screwing up real disks.
Thanks

3777. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 21:45:45 UTC
From: "Steve Sweet"
Message-ID: <cme7u9ido1@sparta.btinternet.com>
Source record: 14034
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its spam time

>I owe you a lot!

No you dont!

>You pay my bills.

No i dont!!

> Defend me from attacks.

Fuk off, butt munch! and take your spam with you!

> http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> Please Direct all Replies Through E-Mail to: BenSmells@Atari.org

--

Regards, Steve S.

3778. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 22:20:19 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10olaov2mj4kba5@corp.supernews.com>
Source record: 14035
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Looks like little Stevie is having another pms attack.

--
Don
Vancouver, USA

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cme7u9ido1@sparta.btinternet.com...
> Why its spam time
>
> >I owe you a lot!
>
> No you dont!
>
> >You pay my bills.
>
> No i dont!!
>
> > Defend me from attacks.
>
> Fuk off, butt munch! and take your spam with you!
>
> > http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> > http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> > Please Direct all Replies Through E-Mail to: BenSmells@Atari.org
>
> --
>
> Regards, Steve S.
>
>

3779. I have heard that the 6502 CPU is well designed for computer chess - why is this so?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-04 23:22:27 UTC
From: Casey Hawthorne <caseyhHAMMER_TIME@istar.ca>
Message-ID: <0celo0lfica0iamgcuq32t58cl70j2c7pu@4ax.com>
Source record: 14036

```
I have heard that the 6502 CPU is well designed for computer chess -
why is this so?

--
Regards,
Casey
```

3780. Re: I have heard that the 6502 CPU is well designed for computer chess - why is this so?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 01:45:56 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <oXAid.16256$Rf1.15184@newssvr19.news.prodigy.com>
Source record: 14037

"Casey Hawthorne" <caseyhHAMMER_TIME@istar.ca> wrote in message
news:0celo0lfica0iamgcuq32t58cl70j2c7pu@4ax.com...
> I have heard that the 6502 CPU is well designed for computer chess -
> why is this so?
>
> --
> Regards,
> Casey
I don't think it is better than any in its' class, Z80, 8086. The speed of a CPU makes for a better chess program, and 4 mz isn't going to be like what a chess program can do at 4 gigaherz. The more iterations a CPU can do in a time span, the better it will search a tree for a good move.
About chess programs in general. Most are repetitive, ie. they make the same moves every time you make the same moves, this is a weakness, not so much fun, you'd like it to be more random, maybe picking the second best move.
The old 8-bit chess programs are more fun for me because they are about my speed in chess. PC chess programs, like ChessMaster can be stronger than 95% of players. I rarely beat ChessMaster 3000 on a 666 mhz PC. The new ChessMaster is annoying because of its copy protections (some things never change), if you don't play it for two weeks you have to insert the CD, many games today require the stinking CD in, then there's the annoyance of 'autoplay' when you leave a CD in. CM 7000 I have and almost never play. You can get it to play a weaker game, but it insists on same time controls for computer and player if your are playing a rated game, I don't think deeply like I used to, so I play fast and don't want the computer to artificially take a long time, the computer can play instantaeously, no need for time.
I've rambled.

3781. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 02:02:33 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <qonlo0dqu8h1v6a5f6iqtuotq1qdqhp5j0@4ax.com>
Source record: 14038

On Thu, 04 Nov 2004 20:47:32 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hmmm,
>is this a serious subject ?!? I mean other than cleaning the atari
>equipment from dust, avoiding short circuits, avoiding the non-loading
>of (aged) 5,25" disks, the color-changing of Atari equipment due to
>smoking, prevent it from being stolen, prevent it from being thrown
>away, etc. - what else could one do ?!? -Andreas.

With no responses, I may just drop it. It made sense to me at the time..

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3782. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 03:20:59 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <vkCid.77926$xf6.62894@fe2.columbus.rr.com>
Source record: 14039
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cme7u9ido1@sparta.btinternet.com...
> Why its spam time
>
> >I owe you a lot!
>
> No you dont!
>
> >You pay my bills.
>
> No i dont!!
>
> > Defend me from attacks.
>
> Fuk off, butt munch! and take your spam with you!
>
> > http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> > http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> > Please Direct all Replies Through E-Mail to: BenSmells@Atari.org
>
> --
>
> Regards, Steve S.
>
>

Ever notice how easy it is to filter his spam but difficult to filter
everyone who replies to it?

3783. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 06:17:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.05.06.17.29.731291@nosspamatari-source.com>
Source record: 14040
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 05 Nov 2004 03:20:59 +0000, T Shadow wrote:
>
> Ever notice how easy it is to filter his spam but difficult to filter
> everyone who replies to it?

It's relatively simple. Generate a hash of the every line of text from
the spam and store it. Strip quotes out on new messages and process every
line. If the hashes match up more than X times, flag the reply as spam.
bam the whole thread is killed. People who write software are usually too
busy to implement crazy features like that ;-)

That and it'd be a cpu/ram hog and a half and most people try to prevent
stuff like that, nonetheless the compile-time option would be cool ;-)

Mark
http://portal.atari-source.com

3784. XEGS powersupply on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 14:31:58 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10on41hio396088@corp.supernews.com>
Source record: 14041

I own a XEGS and a powersupply. Both work great.

I just bought a 600XL for $8 (lol) but it has no PSU. I haven't received my 600XL yet and I am having a hard time finding good specs and pictures of it. Can the PSU from my XEGS work on the 600XL?

thanks

3785. Re: ABBUC software contest 2004 results...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 16:12:07 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0411050812.7b29ee77@posting.google.com>
Source record: 14042

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<418A8878.F179512A@students.uni-mainz.de>...
> Yeah,
> in my eyes it should have won a much better place, but I still haven`t
> figured out how to use the multiplayer option. Does one really need to
> use two Ataris, two modems, a floppy and a telephone line (connected
> between the two modems) to play the game in a network ?!? Well, my
> null-modem cables did not seem to work.

Thanks Andreas!

It can be used with 2 Ataris, 2 modems, and floppy, and a telephone
line, but really I was thinking it will work with APE (the R:
emulation with APE) works fine. I connected my Atari800Win to my real
Atari via APE for 2 player mode.

> Besides, the game seems only to work under Sparta-DOS format, with DOS 2
> derivatives (like DOS 2.0, DOS 2.5, Bibo-DOS, Turbo-DOS, My-DOS, etc.)
> it does not work - one has to use a Gamedos here (which then means that
> modem support is not possible)... -Andreas.

The version I submitted to ABBUC had a "loading" problem that I found
later (after submitting the game in October). I have fixed this since
then, so it will now work under other DOSes as well. Which means that
the ABBUC version is one player only under a gamedos. Sorry!

I am fixing several issues currently, so do not want to release it
just yet. But, a more functional version is coming... sorry for the
delay, but for now you will just have to wait. :)

-Chris

3786. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-05 17:58:48 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <sbPid.26723$Qv5.2956@newssvr33.news.prodigy.com>
Source record: 14043

"Michael Current" <hunmanik@MUNGEearthlink.net> wrote in message
> On Thu, 04 Nov 2004 20:47:32 +0100, Andreas Magenheimer
> <magea000@MUNGEstudents.uni-mainz.de> wrote:
>
> >Hmmm,
> >is this a serious subject ?!? I mean other than cleaning the atari
> >equipment from dust, avoiding short circuits, avoiding the non-loading
> >of (aged) 5,25" disks, the color-changing of Atari equipment due to
> >smoking, prevent it from being stolen, prevent it from being thrown
> >away, etc. - what else could one do ?!? -Andreas.
>
> With no responses, I may just drop it. It made sense to me at the time..
>
> -Michael
>
> Michael Current, mailto:hunmanik@MUNGEearthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/
I posted in another thread. The main suggestion I have is to use your A8s.
This keeps the keyboard working. I didn't have a problem with my 800XLs,
but my 1200XLs required typing the keys a bunch to get them to respond to
every keypress. USE YOUR A8s.
The problem, I suspect, is oxidation of contacts, in the keyboard, at the
cartridge slot, maybe the SIO port. Use of a soft eraser on cart edge
connector is one thing I think helps.
I would guess one could take the 1200XL keyboard apart and clean the mylar
traces with ??? 90% isopropyl alcohol and a Q-Tip. I still have my
original 800XL, it has copper switches in the keyboard, no mylar. I don't
know what my 800s have in the keyboard, but I would guess copper switches.
My original 800XL has all socketed chips also.
Russg

3787. Re: I have heard that the 6502 CPU is well designed for computer chess - why is this so?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 03:19:31 UTC
From: Chuck <clm701@hotmail.com>
Message-ID: <10oogfjj55ia231@corp.supernews.com>
Source record: 14044

If you go to the search engine Google, and type chess 8-bit, there are a lot of chess games listed for 8-bit machines that come up including the Atari home computers. There are a lot of reviews that may be helpful. But to answer if the 6502 was a good chess CPU, I don't know.

3788. Re: A Commodore (gasp!) adventure story! =)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 11:50:13 UTC
From: John Selck <selck_j@informatik.fhurhaw-hamburg.de>
Message-ID: <cmidpg$m9l$1@rzsun03.rrz.uni-hamburg.de>
Source record: 14045

Paul Allen Panks wrote:
> After much research, I determined that the dreaded Save-With-Replace
> bug was to blame for both files being corrupted (and thusly,
> overwritten). It was a long held practice of this programmer to type
> the command 'SAVE"@0:[program name]",8' at the end of each programming
> session. After eight months of saving the same program over and over
> again, you can quite imagine the errors this produced on disk.

the save-with-replace bug was fixed relatively early. the 1571 disk
drive does not have it.

3789. Re: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 11:54:10 UTC
From: John Selck <selck_j@informatik.fhurhaw-hamburg.de>
Message-ID: <cmie0u$m9l$2@rzsun03.rrz.uni-hamburg.de>
Source record: 14046

Rory McMahon wrote:

> Also a disk drive is essential. There are several to choose from like
> Atari 810,1050, XF551, Indus, Percom,etc. You should get a double
> density drive so that you can use any disks that someone might hand
> you. Please read the 8 bit FAQ to get an idea of what you may need.

i don't agree here. the xf551 is way too hard to get and if you get one
you pay lots of bucks for it. 1050 is the best choice.

3790. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 13:12:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc41@comcast.net>
Source record: 14048

>Howdy folks
>
>Check out my new Atari 8 bit boot CD page on my site at
>www.mathyvannisselroy.nl/boot%20cd.htm
>
>The idea is mine, the software is Matthias Reichl's. This software will be
>available soon at his site too. http://www.horus.com/~hias/atari/
>
>Change lots of ATRfiles into a CD image you can burn (on a PC or MAC) onto a
>CD that can be booted from a CDROM drive that is connected to you BlackBox.
>(in the above sentence, you can replace all occurences of "CD" with "DVD")
>
>CU Mathy van Nisselroy
>

Sounds good Mathy. I am doing the same thing with the 8-bit drive
emulator program 800XL-DJ. I am extracting the files from ATR
images and making bootable DI image files that I am putting on CD
that will run on Atari clone the Hades 060.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3791. Re: Auctions & Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 13:12:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc42@comcast.net>
Source record: 14047

>Does anyone knows an alternative to ebay??, i don't live in the states
>and don't have any other option when it comes to get stuff for my A-8,
>just look at this guy!!!
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8132972400
>
>I've seen the same games sold for 2 or 3 dollars max, and i can't
>fight freaks like him.
>
>Javier. Greetings from Mexico the forgotten Atari-8Bit land...

There are plenty of places that you could order from. Try the
sites below:

http://www.1632-sales.zenwebhosting.com/acatalog/

http://www.atariage.com/

http://www.myatari.com/

http://www.best-electronics-ca.com/

http://home.pacifier.com/~atari/

http://www.angelfire.com/mn/video61/

http://www.vme.net/dvm/aty/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3792. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 13:12:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc43@comcast.net>
Source record: 14049

>I'm curious about how to take a .ATR game image and turn it into a .EXE
>file that could then be put on a mega-image. For instance, to take the
>full-disk version of MULE and turn it into the 330-sector EXE version
>of MULE, which can then be combined with a lot of other games on a
>disk.
>
>What utility do I need to do this? Many of the full-disk games I have
>are protected or have purposefully corrupted directories. I have access
>to a huge library of utilities, but I'm stymied to know which one can
>extract games from disks.
>
>Also, while I'm asking questions - SpartaDOS X sounds like the best
>possible DOS for an 8-bit with a hard drive. Where can I get this on a
>cartridge, or can I somehow run the SpartaDOS cartridge image from
>disk?
>
>Thanks.

If you are looking for mega disk images, there are some mega ATR
image disks available. They are about 1 meg in size. MyDos loads
them nicely...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3793. Play Atari MULE Online

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 14:30:12 UTC
From: Space Horse <space_horse2002@nospam.yahoo.com>
Message-ID: <Xns959960C382109spacehorse@63.218.45.48>
Source record: 14050

M.U.L.E. fans from around the world are gathering at
http://gamesource.groups.yahoo.com/group/atarimule/ Join us!

3794. Newbie needs boot advice

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 16:48:46 UTC
From: volksrod70@hotmail.com
Message-ID: <a4b7e9c.0411060848.427e4c5f@posting.google.com>
Source record: 14051

I have been given a ALLDATA automotive computer, inside is a Atari
1040ST main board.
This computer has one floppy drive on the back and a SCSI cdrom on the
front for which I have many automotive repair discs.
Here is my problem, I turn on the machine and it attempts to read the
cdrom, and floppy drives. times out and then boots to what looks like
an Apple interface, I then have tried to read the original boot disk
that came with the machine, no go, will not format a blank 720k disk
either.
I have opened the machine, blown out with compresed air, unplugged and
plugged back in all cables, and removable chips.
It never had a keyboard, though a phone looking jack is on the front,
it was always used with a mouse.
Most of the machine appears to work but just can't read the drives.
I'd really like to be able to use this machine and would be gratefull
for any help.
Thanks to all that can help.
Douglas

3795. Re: A Commodore (gasp!) adventure story! =)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 20:08:12 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Maajd.8081$d5.68031@newsb.telia.net>
Source record: 14052

"Paul Allen Panks" <dunric@yahoo.com> skrev i meddelandet
news:f26111c2.0411020227.15b65fb6@posting.google.com...
> This is a story of an adventure game I wrote on the Commodore.
> Enjoy! =)
> ...

I have read your story and I like it.

I and a friend once wrote an action game for the Atari 400/800/XL/XE computer, called "Street Killer". Tasteless, but still a cool programming project typical for the early 1980s, when it was possible for one single person to write a best-selling, state of the art computer games.

In our case it was 1984, and definitely not a state of the art computer game.

The game was saved on tape, then lost. I thought it was gone forever. But after 15 years, I found it while test loading files from tape.

The "Street Killer" game was indeed a crappy prototype-ish game with some interesting elements.

Anders

3796. Re: Newbie needs boot advice

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 21:26:01 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <6agqo018p2h13rf09slrafv88jnurb6g7g@4ax.com>
Source record: 14053

The 1040ST isn't an 8-bit computer. You may get more help in
comp.sys.atari.st

volksrod70@hotmail.com (Volksrod70):
>I have been given a ALLDATA automotive computer, inside is a Atari
>1040ST main board.
>This computer has one floppy drive on the back and a SCSI cdrom on the
>front for which I have many automotive repair discs.
>Here is my problem, I turn on the machine and it attempts to read the
>cdrom, and floppy drives. times out and then boots to what looks like
>an Apple interface, I then have tried to read the original boot disk
>that came with the machine, no go, will not format a blank 720k disk
>either.
>I have opened the machine, blown out with compresed air, unplugged and
>plugged back in all cables, and removable chips.
>It never had a keyboard, though a phone looking jack is on the front,
>it was always used with a mouse.
>Most of the machine appears to work but just can't read the drives.
>I'd really like to be able to use this machine and would be gratefull
>for any help.
>Thanks to all that can help.
>Douglas

Shawn Jefferson
(fix reply to for email)

3797. Re: Atari 8 bit boot cd (been there, done that)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 23:51:21 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <418d637f$0$155$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14054

Howdy "The Wanderer"

> I don't get it -- I thought the Atari couldn't address any space over
> 256MB?

MyDOS, Sparta and BeWeDOS will address 16 MB.
The BlackBox will allow partitions to be 64 MB.
The BlackBox partitionlist is limited to 96 partitions (of up to 64 MB if somebody writes the DOS to support that, or up to 16 MB at the moment). There's no real limit to the amount of partitionlists you can use. The Blackbox loads the correct Partitionlist if you go to BlackBox menu option B, change the sector at which that partitionlist starts, then go to BBmenu option A and load partition via P from there. Matthias came up with a methode of keeping track of where all the partitionlists are. This limits us to 65535 partitionlists at the moment. But I'm sure we can come up with a way to expand that if we ever need to. The BlackBox can address up to 4 gig for sure and maybe just maybe even twice that much.

Check out the information on my site. www.mathyvannisselroy.nl

CU Mathy van Nisselroy

3798. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-06 23:58:01 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <418d650f$0$154$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 14055

Howdy Silverdr

> >>I mean those RAMBO or another that would allow to run e.g. the Numen
demo?
> >
> >
> > That would include mine (which enables you to have 1MB, separate ANTIC
and
> > CPU access and software control over BASIC, OS ROM, Selftest and Missile
> > Command (the latter only on the XEGS)). Check out
> > http://www.holyoak.com/atari/8bitcomp.html or
> > http://www.myatari.net/issues/may2001/index.htm
> >
>
> This looks great! Just, AFAIU there are still some unsolved glitches
> with this design?

Yes, but the addition of one chip (74LS74) to create a new Phi2 clock signal should cure them all. Check out my site at www.mathyvannisselroy.nl There should be a small piece of text on how to do that (IIRC).

CU Mathy van Nisselroy

3799. Atari Microsoft Basic Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 01:49:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041106204915.21945.00000303@mb-m06.aol.com>
Source record: 14056

I'm writing an application in (the little used and much maligned) AMSB, and I've run into a problem trying to read a LISTED file. I've successfully OPENed the file and assigned an IOCB, but when I try to read a line using LINE INPUT, I get nothing or a SYNTAX ERROR.

```
240 CLOSE #1: OPEN #1, FILE$ INPUT
310 LINE INPUT #1,LLINE$
```

I've tried several variations of line 310, but can't get it to work. The MSB manual only references inputing a complete line from the keyboard, so maybe this be can't be done. But I'd think that since it uses an IOCB, it wouldn't make any difference. (?) IIRC, this works in GW BASIC without a hitch. There is also a LINE INPUT...AT, but that is only set up for a disk sector/byte or screen input. I can probably drop back to using GET (bytes) from the open IOCB, but LINE INPUT seems a lot cleaner.

Any ideas (other than why don't I use another BASIC)?

-Larry

3800. Atari 130 XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 02:18:11 UTC
From: Dejvid Zaninovic <dzaninov@nj.rr.com>
Message-ID: <DBfjd.121146$Ot3.107440@twister.nyc.rr.com>
Source record: 14057

In case anybody is interested:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5137297949

3801. Re: Atari Microsoft Basic Question

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 03:22:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041106222207.21909.00000292@mb-m06.aol.com>
Source record: 14058

Ahhh -- found the problem. The first character of the LISTED file was an EOL
155. The LINE INPUT does work with the disk file -- I just needed to keep on
and get past the initial EOL. I don't recall running into an EOL as the first
character in a text file before, but live and learn!
-Larry

3802. Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 07:40:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <Rjkjd.3940$_3.45426@typhoon.sonic.net>
Source record: 14059
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

I've placed my photos from Day 1 of the VCF 7.0
(the 2004 Vintage Computer Festival being held in
Mountain View, California this weekend) online:

http://www.newbreedsoftware.com/bill/photos/vcf70/

My exhibit booth has an Atari 800XL, Atari 2600 Jr and two Atari Lynxes.
I'm also showing off the following contemporary stuff:

Stelladaptor (connect Atari joystick to PC)
AtariMax flash cart (store programs or a disk image on a cart)
SIO2PC cable (boot Atari off of a PC)
Burger Drop ("Burger Time" game clone for XL)
Space Harrier XE ("Space Harrier" game clone for XL)
Jellybeans (puzzle game for XL)
DynaBlasters ("Bomberman" game clone for XL)
MicroUSB (a USB host cartridge for the Atari)

Unfortunately, the USB devices I have (a keyboard/trakball combo and
a steering wheel I borrowed from someone) don't seem to work well with the
current drivers, so I can't actually demo it. (I did print up 100 flyers
with photos, information, and the MicroUSB website address.)

I chose not to participate in the judging/awards, since I'm just there to
have fun.

If you're in/near the San Francisco Bay Area, the exhibit floor is open
again tomorrow (Sunday, November 7th, 2004) from 2pm to 6pm. Drop by and
say 'hi!'

Enjoy the photos! (If I take some tomorrow, I'll post more at the same
address.)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3803. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 13:20:40 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041107082040.10502.00000102@mb-m25.aol.com>
Source record: 14060

Hi Bill-

Thanks for posting the great photos from VCF7. I look forward to your next batch. I wanted to go this year, but had a conflict. Hopefully next year.

I remember something about a USB cart for the Atari -- how about posting the web site link?

Thanks,
Larry

3804. Re: 800XL/130XE RAM expansions docs/schematics available?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 18:43:01 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <418e6ca0$1@news.inet.com.pl>
Source record: 14061

Music Shop Landgraaf wrote:

>>> That would include mine (which enables you to have 1MB, separate
>>> ANTIC and CPU access and software control over BASIC, OS ROM,
>>> Selftest and Missile Command (the latter only on the XEGS)).
>>> Check out http://www.holyoak.com/atari/8bitcomp.html or
>>> http://www.myatari.net/issues/may2001/index.htm
>>>
>>
>> This looks great! Just, AFAIU there are still some unsolved
>> glitches with this design?
>
>
> Yes, but the addition of one chip (74LS74) to create a new Phi2 clock
> signal should cure them all. Check out my site at
> www.mathyvannisselroy.nl There should be a small piece of text on
> how to do that (IIRC).

Thank you. Will have a closer look there too.

3805. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-07 20:34:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <eFvjd.4033$_3.46547@typhoon.sonic.net>
Source record: 14062

LarryWhite <llppwhite@aol.comnsp> wrote:
> I remember something about a USB cart for the Atari -- how about posting the
> web site link?

http://www.microusb.org/

Enjoy! :)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3806. Re: 8Bit \Switch ON

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 00:43:41 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <cmmfft01nqs@news3.newsguy.com>
Source record: 14063

Graham Prout <graham.prout@ntlworld.com> wrote:
> What type/Coulor screen are you surposed to get when you first switch on a
> 130xe, as i have just made a psu and i am getting a RED screen on the tv.

It will sometimes give you a red screen if the power supply isn't correct or
putting out enough juice. Check your power supply.

--
Ryan 'Gozar' Collins

3807. Do you have the Pedrokko Demo Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 01:47:31 UTC
From: Paul <#REMOVE#prixon@lycos.co.uk>
Message-ID: <418ed032$0$33619$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14064

Hi,

Does anyone have copies of the 10 "Pedrokko" sound demo disks?

I would really like to obtain a copy of them (or ATRs or whatever) but can't seem to find them anywhere!

Cheers
P

3808. FS:Many boxed+new ATARI 800 XL and 2600 cartridges:

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 06:47:21 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0411072247.e5295ba@posting.google.com>
Source record: 14065

I'm giving up business until end of 2004 and still have large qts. of
hardware and games.

Please note : I cannot ship single games, because min. shipping of a package is
$35 (for up to 35 games).

Payment is possible with paypal.

ATARI XL/XE games are NTSC.ATARI 2600 games mostly PAL when NTSC isn't
mentioned.

Contact : webmaster@klassische-videospiele.de
or lord-chaos@t-online.de

All games new & boxed.

Thimo

Hardware :

CX-30 Paddles , ATARI, new and boxed , $8 , ca. 20-30 available
CX-50 Keyboard Controllers, new and boxed, $6 , ca. 100 available
Telegames Joysticks , new and boxed, $5, ca. 100 available

Footpedals, ca. 800 available, $1 each (heavy), $0.50 if you take them
all.
(They take a lot of space and I have to throw them away if nobody buys
them).

Sears Paddle/Joystick Controller, $3, ca. 100 available

GAMES :

(*) means 20+ copies available

ATARI 2600 :

5.00 Acid Drop (Salu)
5.00 Adventure on GX-12 (Telegames)
5.00 Alpha Beam with Ernie (ATARI) Kids Controller req.
4.00 Armour Ambush (Telegames)
2.00 * Astro Blast (Telegames)
2.00 * Big Bird's Egg Catch (ATARI) Kids Controller req
4.00 Bobby geht heim (Bit Corp.)
3.00 * Bogey Blaster (Telegames)
2.00 * Bump 'n' Jump (Telegames)
3.00 * Chess
5.00 Circus ATARI (ATARI) Paddles req.
5.00 Circus Paddles req.

5.00 Commando (Activision)
2.00 * Cookie Monster (ATARI) Kids Controller req.
4.00 Dancing Plates (Bit Corp.)
4.00 Deadly Discs (Telegames)
5.00 Decathlon (Activision)
5.00 Double Dragon (Activision)
4.00 E.T. (ATARI) NTSC
8.00 Fatal Run (ATARI)
3.00 Football (Telegames)
9.00 Forest (Sancho)
5.00 Frostbite (Activision)
3.00 * Galaxian (ATARI) NTSC
3.00 * International Soccer (Telegames)
4.00 Jungle Hunt (ATARI) NTSC
5.00 Keystone Kapers (Activision)
2.00 * KF Superkicks (Telegames)
4.00 * Kung Fu Master (Activision)
4.00 Lock 'n' Chase (Telegames)
3.00 * Mission 3000 (Bit Corp.)
5.00 Moon Patrol (ATARI) NTSC
3.00 * My Golf (Salu)
5.00 Oscar's Trash Race (ATARI) Kids Controller req.
3.00 * Phantom Panzer (Bit Corp.)
2.00 * Pick 'n' Pile (UBI Soft)
2.00 * Quest for Quintana Roo (Telegames) mostly PAL
5.00 Rampage (Activision)
2.00 * RealSports Football (ATARI) NTSC
2.00 * Realsports Tennis (ATARI) PAL or NTSC
2.00 * RealSports Volleyball (ATARI) NTSC
6.00 River Raid 2 (HES, Activision)
3.00 * Schnecke gegen Eichhï¿½rnchen (Bit Corp.)
4.00 Sea Monster (Bit Corp.)
4.00 Sesam ï¿½ffne dich (Bit Corp.)
5.00 Smurf (CBS)
4.00 Space Attack (Telegames)
2.00 * Super Breakout (ATARI) Paddles req-
4.00 * Telegames Joystick (Telegames)
4.00 Tennis (Activision)
4.00 * Title Match Pro Wrestling (Absolute)
4.00 * Tomcat - F14 Fighter (Absolute)
4.00 * Universal Chaos (Telegames)
3.00 * Weltraum Tunnel (Bit Corp.)
5.00 Winter Games (Epyx)
3.00 World Championship Baseball (Telegames)

2.00 * Mat Mania ATARI 7800
2.00 * Sentinel ATARI 7800

ATARI 800 XL/XE Carts :

3.00 * Archon
3.00 * Ballblazer
5.00 Crime Buster (Lightgun)
3.00 * Crossbow (Lightgun)
4.00 Davidï¿½s Midnight Magic
4.00 * Desert Falcon
3.00 * Gato
3.00 * Hardball
3.00 * One on One
6.00 Rescue on Fractalus
3.00 * Star Raiders 2
3.00 * Thunderfox

XL carts

5.00 Eastern Front 1941
3.00 * Final Legacy
4.00 Millipede
5.00 Moon Patrol
3.00 * Pole Position
5.00 RealSports Football
3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

3809. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 16:12:46 UTC
From: krap@zwieracz.krap.pl
Message-ID: <cmo5tu$dj2$2@zwieracz.krap.pl>
Source record: 14066

Russ Gilbert <russgilb@mungesbcglobal.net> wrote:
> It depends on the game. Most games that could be converted to .exe files
> already have been. There is no utility to do it. A game like MULE is

that's not true for all the cases, as you can use a software like
iron hacker to freeze the fulldisk game and make it file. there are
lots of 'cracked by iron hacker' file versions of games.

> probably too complex and big to make into an .exe. If you have copy

a game M.U.L.E. already exists in a file form - in fact those are
two files, the second one is read after you're done with choosing
planeteers and proceed to planet IRATA.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

3810. Re: Do you have the Pedrokko Demo Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 20:54:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418FDCFB.782E97EA@students.uni-mainz.de>
Source record: 14067

Well,
I have them. e-mail me (use this adress or simply: amp#abbuc*de)and
I will return the ZIPped ATR images to you. Please note: Quite a lot of
the Pedrokko sound demos do require 128k memory to run... -Andreas.

Paul schrieb:
>
> Hi,
>
> Does anyone have copies of the 10 "Pedrokko" sound demo disks?
>
> I would really like to obtain a copy of them (or ATRs or whatever) but can't
> seem to find them anywhere!
>
> Cheers
> P

3811. Re: How to convert full-disk games to files?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 21:00:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <418FDE85.333E9B8@students.uni-mainz.de>
Source record: 14068

Well,
whats that iron hacker software ?!? Can somebody send me a copy with
instructions (so I can test it)...??? greetings, Andreas.

maciej grzeszczuk schrieb:
>
> Russ Gilbert <russgilb@mungesbcglobal.net> wrote:
> > It depends on the game. Most games that could be converted to .exe files
> > already have been. There is no utility to do it. A game like MULE is
>
> that's not true for all the cases, as you can use a software like
> iron hacker to freeze the fulldisk game and make it file. there are
> lots of 'cracked by iron hacker' file versions of games.
>
> > probably too complex and big to make into an .exe. If you have copy
>
> a game M.U.L.E. already exists in a file form - in fact those are
> two files, the second one is read after you're done with choosing
> planeteers and proceed to planet IRATA.
>
> --
> = krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
> === PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

3812. Re: XEGS powersupply on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-08 21:05:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ovnrtd3lh1c7b@corp.supernews.com>
Source record: 14069

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10on41hio396088@corp.supernews.com...
> I own a XEGS and a powersupply. Both work great.
>
> I just bought a 600XL for $8 (lol) but it has no PSU. I haven't received
my
> 600XL yet and I am having a hard time finding good specs and pictures of
it.
> Can the PSU from my XEGS work on the 600XL?
>
> thanks
>

If the XEGS uses the same PS as the 800XL/130XE, then YES...

Tim

3813. Saving all my old 800XL program disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-10 03:08:55 UTC
From: Chuck <clm701@hotmail.com>
Message-ID: <10p31blrpvrbifc@corp.supernews.com>
Source record: 14070

I as many did kept a few copies of each and every disk I had back in the day. When I sold my Atari 800XL, the buyer already had every program I had, and only took my Atariwriter and Paperclip OEM disks. Well its been many years now since I sold my stuff, I don't have an Atari or know of anybody here that has one, and I still have all those old disks. I was cleaning my garage out today when I came to the shelf where I have stored them for years, and after opening the old dusty box and looking through them, old long forgotten memories came flooding in. For a few moments I was 16 years old again, and there I was back in a time I had long since forgotten.

It would be nice to be able to somehow take all those programs, a few I wrote myself, and somehow save them, that is if they have somehow survived being stored in my garage over all these years. Just wondering if there was any product or kit that would allow me to do this or if there was anybody in North Dakota or near Minot that could do this or just has an Atari system up and running that could check and see if the disks were even still readable.

Thanks
Chuck

3814. Re: Saving all my old 800XL program disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-10 03:25:26 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3k6supeqh.fsf@europa.pienet>
Source record: 14071

The disks are probably pretty much OK, the same as they were 15 years
ago. I did mine a couple years ago, copied them off to images on my
PC, and nearly all read like they did last time I used them. Same bad
sectors in the same places... The best way to archive might be to
get them read by someone with a couple Atari floppy drive on an sio2pc
cable to a PC.

Gregm

"Chuck" <clm701@hotmail.com> writes:

> I as many did kept a few copies of each and every disk I had back in the
> day. When I sold my Atari 800XL, the buyer already had every program I had,
> and only took my Atariwriter and Paperclip OEM disks. Well its been many
> years now since I sold my stuff, I don't have an Atari or know of anybody
> here that has one, and I still have all those old disks. I was cleaning my
> garage out today when I came to the shelf where I have stored them for
> years, and after opening the old dusty box and looking through them, old
> long forgotten memories came flooding in. For a few moments I was 16 years
> old again, and there I was back in a time I had long since forgotten.
>
> It would be nice to be able to somehow take all those programs, a few I
> wrote myself, and somehow save them, that is if they have somehow survived
> being stored in my garage over all these years. Just wondering if there was
> any product or kit that would allow me to do this or if there was anybody in
> North Dakota or near Minot that could do this or just has an Atari system up
> and running that could check and see if the disks were even still readable.
>
> Thanks
> Chuck

3815. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-10 05:22:09 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1100064103@rtfm.mit.edu>
Source record: 14072
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3816. Re: Saving all my old 800XL program disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-10 11:34:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041110063434.11861.00000347@mb-m16.aol.com>
Source record: 14073

> It would be nice to be able to somehow take all those programs, a few I wrote myself, and somehow save them, that is if they have somehow survived... <

If they have been kept dry, they probably have survived. If (as most are) Atari single density (FM format), they pretty much can only be read with an Atari drive. For a lot more info about transferring, check the most excellent FAQ's (link) under "Welcome to comps.sys.atari.8bit!". You'll probably want section 10.

On the brighter side, most every game that was popular and tons of other stuff can be found as ATR disk images on the web, and most are usable on an emulator. And by now, the emulators are excellent and still getting better each year!
Larry

3817. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-10 15:03:02 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cmtaj6$7ln$1@news.xmission.com>
Source record: 14074

Jerzy Dudek <jurek@cnd.pl> wrote:
> Interfaces available again!!!!
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8143064833

Does anybody (other than Jerzy) have one of these? Are these authentic? I bought a MyIDE a while back but have yet to use it.

I still own my BlackBox, but it gets only rare/occasinal use. It would be nice to stick a 20gb laptop IDE hD into the 8bit and be done with it.

Responses appreciated.

3818. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 02:53:10 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <msk5p01md8im2819mv051aucr23jgpvuu5@4ax.com>
Source record: 14075

"James E. King" <jamesk@deuce.xmission.com>:
>Does anybody (other than Jerzy) have one of these? Are these authentic? I
>bought a MyIDE a while back but have yet to use it.
>
>I still own my BlackBox, but it gets only rare/occasinal use. It would be
>nice to stick a 20gb laptop IDE hD into the 8bit and be done with it.
>
>Responses appreciated.

You might be interested in the Image Manager I wrote for the MyIDE
interface. It lets you assign names to the image slots, among some other
features.

http://www.mr-atari.com/

Check out the Third Party Software link.

Shawn Jefferson
(fix reply to for email)

3819. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 07:43:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002338ba@fmlynet.org>
Source record: 14077

FamilyNet Newsgate

Yeh, been meaning to try that.
We'll see how that goes.

As soon as my Atari 800 is set back up this weekend. :)

Doctor Clu

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
> "James E. King" <jamesk@deuce.xmission.com>:
>> Does anybody (other than Jerzy) have one of these? Are these authentic? I
>> bought a MyIDE a while back but have yet to use it.
>>
>> I still own my BlackBox, but it gets only rare/occasinal use. It would be
>> nice to stick a 20gb laptop IDE hD into the 8bit and be done with it.
>>
>> Responses appreciated.
> You might be interested in the Image Manager I wrote for the MyIDE
> interface. It lets you assign names to the image slots, among some other
> features.
> http://www.mr-atari.com/
> Check out the Third Party Software link.
> ---
> Shawn Jefferson
> (fix reply to for email)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3820. Re: Saving all my old 800XL program disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 13:20:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e01@comcast.net>
Source record: 14076

I am doing the same thing only I am copying them to my Atari Ste
and Hades060 using the same SIO2PC(ST) cable. Most of my 8-bit
disks work, but there are some that have touble loading or do not
load at all.

>The disks are probably pretty much OK, the same as they were 15 years
>ago. I did mine a couple years ago, copied them off to images on my
>PC, and nearly all read like they did last time I used them. Same bad
>sectors in the same places... The best way to archive might be to
>get them read by someone with a couple Atari floppy drive on an sio2pc
>cable to a PC.
>
>Gregm
>
>
>"Chuck" <clm701@hotmail.com> writes:
>
>> I as many did kept a few copies of each and every disk I had back in the
>> day. When I sold my Atari 800XL, the buyer already had every program I had,
>> and only took my Atariwriter and Paperclip OEM disks. Well its been many
>> years now since I sold my stuff, I don't have an Atari or know of anybody
>> here that has one, and I still have all those old disks. I was cleaning my
>> garage out today when I came to the shelf where I have stored them for
>> years, and after opening the old dusty box and looking through them, old
>> long forgotten memories came flooding in. For a few moments I was 16 years
>> old again, and there I was back in a time I had long since forgotten.
>>
>> It would be nice to be able to somehow take all those programs, a few I
>> wrote myself, and somehow save them, that is if they have somehow survived
>> being stored in my garage over all these years. Just wondering if there was
>> any product or kit that would allow me to do this or if there was anybody in
>> North Dakota or near Minot that could do this or just has an Atari system up
>> and running that could check and see if the disks were even still readable.
>>
>> Thanks
>> Chuck

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,

Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3821. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 13:47:09 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0411110547.5bd5b4c2@posting.google.com>
Source record: 14092

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<4186a739$0$163$3a628fcd@reader1.nntp.hccnet.nl>...
> Howdy Redraven
>
> > Don't know if it is fast but :
> >
> > http://redraven.perso.cegetel.net/
> >
> > Have a big zip with 800 ATARI disks (double-sides!)
> >
> > REDRAVEN
>
> It's fast enough, but what do all these numbers (in the filenames)
> represent? What kind of files are these?
>
> CU Mathy van Nisselroy

Well,
All those number are the disks number from my "private" collection of
disks
So, it go from 001a.atr (and the other side 001b.atr) to almost
700.atr if i remenber well.
the listing is on disk 000a.atr
or, you can download and/or view the listing/the disks here too :
http://the-redraven-site.chez.tiscali.fr/
Hope you'll like it.

REDRAVEN

3822. Re: XEGS powersupply on a 600XL?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 17:13:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41939DBC.EBD5655C@students.uni-mainz.de>
Source record: 14078

Well,
the XEGS has the same power supply as the XL / XE computers (at least
here in Europe)... -Andreas.

Tim schrieb:
>
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10on41hio396088@corp.supernews.com...
> > I own a XEGS and a powersupply. Both work great.
> >
> > I just bought a 600XL for $8 (lol) but it has no PSU. I haven't received
> my
> > 600XL yet and I am having a hard time finding good specs and pictures of
> it.
> > Can the PSU from my XEGS work on the 600XL?
> >
> > thanks
> >
>
> If the XEGS uses the same PS as the 800XL/130XE, then YES...
>
> Tim

3823. Re: Do you have the Pedrokko Demo Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 22:01:28 UTC
From: Paul <#REMOVE#prixon@lycos.co.uk>
Message-ID: <4193e142$0$17309$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 14079

Will do ... great, thanks!

P

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:418FDCFB.782E97EA@students.uni-mainz.de...
> Well,
> I have them. e-mail me (use this adress or simply: amp#abbuc*de)and
> I will return the ZIPped ATR images to you. Please note: Quite a lot of
> the Pedrokko sound demos do require 128k memory to run... -Andreas.
>
>
>
> Paul schrieb:
>>
>> Hi,
>>
>> Does anyone have copies of the 10 "Pedrokko" sound demo disks?
>>
>> I would really like to obtain a copy of them (or ATRs or whatever) but
>> can't
>> seem to find them anywhere!
>>
>> Cheers
>> P

3824. Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-11 23:33:17 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <1FSkd.28038$Qv5.10194@newssvr33.news.prodigy.com>
Source record: 14080

I happy to announce that in co-operation with ABBUC, the Atari XL/XE USB Cartridge is now available.

The cartridge is professionally produced, with all open-source software.

Pre-ordering begins now and ends with shipments starting 12/01/2004.

Limited edition pricing is $39.99 per cartridge (about 31 Euro). After 12/01/2004 the price will increase to $49.99.

For complete product information and the order form go to:

http://www.atarimax.com/usbcart/

Highlights:

:arrow: USB 1.1 Chipset compatible with 'Low' and 'High' Speed Devices.
:arrow: Hardware and software designed by ABBUC, the largest Atari 8-bit Users Club in the world.
:arrow: Open source software development.
:arrow: Hobbyist oriented design, no surface mounted parts.
:arrow: Highest quality color labels.
:arrow: Early beta software already shows great promise.
:arrow: PCB includes full layout for future 'slave mode' components.

ABBUC will also have cartridges available for purchase by its members and possibly on thier web page as well once product starts shipping.

3825. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 00:32:11 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <bs08p0d5iakp0bjo9cvre987dcobq5ouda@4ax.com>
Source record: 14081

If the 800 version of the MyIDE interface uses either $D100 or $D500 and
also the ide config RAM locations need to be the same as well. I don't
have any detection for anything else. If I knew what the locations used in
the 800 version were, I could add support for it (if it doesn't work right
now.)

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:
>FamilyNet Newsgate
>
> Yeh, been meaning to try that.
> We'll see how that goes.
>
> As soon as my Atari 800 is set back up this weekend. :)

>> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
>> You might be interested in the Image Manager I wrote for the MyIDE
>> interface. It lets you assign names to the image slots, among some other
>> features.
>> http://www.mr-atari.com/
>> Check out the Third Party Software link.

Shawn Jefferson
(fix reply to for email)

3826. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 01:03:11 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10p8321g3mudc4b@corp.supernews.com>
Source record: 14082

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:bs08p0d5iakp0bjo9cvre987dcobq5ouda@4ax.com...
| If the 800 version of the MyIDE interface uses either $D100 or $D500 and
| also the ide config RAM locations need to be the same as well. I don't
| have any detection for anything else. If I knew what the locations used
in
| the 800 version were, I could add support for it (if it doesn't work right
| now.)
|
|
|
| "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:
| >FamilyNet Newsgate
| >
| > Yeh, been meaning to try that.
| > We'll see how that goes.
| >
| > As soon as my Atari 800 is set back up this weekend. :)
|
| >> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
| >> You might be interested in the Image Manager I wrote for the MyIDE
| >> interface. It lets you assign names to the image slots, among some
other
| >> features.
| >> http://www.mr-atari.com/
| >> Check out the Third Party Software link.
|
|
| ---
| Shawn Jefferson
| (fix reply to for email)

Hi Shawn,

I have tried to use the Image Manager, but is all I get is a notice the I
don't have the setup correct. I have the ROM installed in the Atari not
loaded from Diskette. The ROM boots the hard drive and I have several
partitions and many images loaded that I can use with START Reset and
selecting the number that I want. I have the Hard OS ROM burned and
selected with the switch for booting MyIDE harddrive, but everytime I run
your program it gets the not setup correctly notice. What am I doing
wrong..? I have a 130 XE and it boots to D1: with D2: set as my APE SIO2PC
Drive..

Eager to use Image Manager,

Roy Dean

3827. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 03:29:43 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <mva8p0tuburfef00f4lsbomb6dceieqebo@4ax.com>
Source record: 14083

"RoyE" <r-dean@ charter.net>:

>I have tried to use the Image Manager, but is all I get is a notice the I
>don't have the setup correct. I have the ROM installed in the Atari not
>loaded from Diskette. The ROM boots the hard drive and I have several
>partitions and many images loaded that I can use with START Reset and
>selecting the number that I want. I have the Hard OS ROM burned and
>selected with the switch for booting MyIDE harddrive, but everytime I run
>your program it gets the not setup correctly notice. What am I doing
>wrong..? I have a 130 XE and it boots to D1: with D2: set as my APE SIO2PC
>Drive..
>
>Eager to use Image Manager,

Ah! I haven't burnt an image onto ROM yet for my setup, but I thought that
Mr. Atari had tested it with his... maybe I'm mistaken though.

What version of the ROM do you have? I used the source of 3.1 as a guide
for where to find all the locations.

At that point my software is looking for the flags/config settings at $03ED
with the internal interface. Is it saying that the hardware is not
initialized, or that the image space doesn't appear to be setup?

Shawn Jefferson
(fix reply to for email)

3828. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 09:40:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411120135210.643-100000@onyx.spiritone.com>
Source record: 14084
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3829. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 09:52:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411120140430.643-100000@onyx.spiritone.com>
Source record: 14085
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3830. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 10:54:30 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041112055430.06458.00000191@mb-m26.aol.com>
Source record: 14086

As the code is revised, can the cart be "flashed" to update it?

Is it *likely* that the Atari will ever be able to handle more complicated/faster devices such as floppy/ZIP/Hard drives? That would usher in a whole new era.

(Now if we can ever get the CPU "unstuck" from 1.79MHz and get a good 80-column display, we'd be ready to step into the 1990's. ;-)
-Larry

3831. Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 11:07:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00236b89@fmlynet.org>
Source record: 14091

FamilyNet Newsgate

Got my Atari 800 back online. Yahhh!! Just wanted to type something from the brown and biege machine just to show there is someone still typing away from it. :) .
Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3832. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 13:29:58 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10p9emifvv26477@corp.supernews.com>
Source record: 14087

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:mva8p0tuburfef00f4lsbomb6dceieqebo@4ax.com...
| "RoyE" <r-dean@ charter.net>:
|
| >I have tried to use the Image Manager, but is all I get is a notice the I
| >don't have the setup correct. I have the ROM installed in the Atari not
| >loaded from Diskette. The ROM boots the hard drive and I have several
| >partitions and many images loaded that I can use with START Reset and
| >selecting the number that I want. I have the Hard OS ROM burned and
| >selected with the switch for booting MyIDE harddrive, but everytime I run
| >your program it gets the not setup correctly notice. What am I doing
| >wrong..? I have a 130 XE and it boots to D1: with D2: set as my APE
SIO2PC
| >Drive..
| >
| >Eager to use Image Manager,
|
| Ah! I haven't burnt an image onto ROM yet for my setup, but I thought
that
| Mr. Atari had tested it with his... maybe I'm mistaken though.
|
| What version of the ROM do you have? I used the source of 3.1 as a guide
| for where to find all the locations.
|
| At that point my software is looking for the flags/config settings at
$03ED
| with the internal interface. Is it saying that the hardware is not
| initialized, or that the image space doesn't appear to be setup?
|
| ---
| Shawn Jefferson
| (fix reply to for email)

Hi Shawn,
The error is:
ERROR!

The MyIDE hardware doesn't appear to be
initialized. Make sure the hardware is
connected and MyIDE OS is installed.

press any key

I then press a key and the image manager dumps me back to DOS.
I will try switching off my OS on chip and use Soft OS to see if this

program will run with Soft OS..
Thanks for any help!
RoyE

3833. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 15:57:09 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <p35ld.18465$bX2.15417@newssvr15.news.prodigy.com>
Source record: 14088

LarryWhite wrote:
> As the code is revised, can the cart be "flashed" to update it?
>
> Is it *likely* that the Atari will ever be able to handle more
> complicated/faster devices such as floppy/ZIP/Hard drives? That would usher in
> a whole new era.
>
> (Now if we can ever get the CPU "unstuck" from 1.79MHz and get a good
> 80-column display, we'd be ready to step into the 1990's. ;-)

The cart contains no memory, just the USB host controller and interface to
the Atari computer and USB bus. So you just load the drivers from disk at the
moment.

Though eventually someone may come up with a way to make a much larger OS module
that contains things like IDE and USB drivers that are pluggable in some way.
But thats
another project all together. :)

I am not (yet) involved with writing any drivers so I can say what is or isnt
possible with
the Atari CPU. The chipset is a modern USB controller and certainly can speak
to any
USB 1.1 device, either low or high speed.

Until more people have the finished carts in hand its difficult to say if
anyone will take the
time to write larger more complicated drivers.

Steve

3834. Free Friday: Atari 2600 Battlezone

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 17:37:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns959F8073C641Cemuslor@130.133.1.4>
Source record: 14089
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In my infinite wisdom, I managed to get two of these. I have the cart and manual, and both are in excellent condition. Anyone who wants to drop a couple bucks for shipping is welcome to it.

--
Slor

3835. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-12 19:16:46 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10pa30v1pegl70b@corp.supernews.com>
Source record: 14090

Can you hook up a USB 3.5" 1.44MB Floppy drive to it?

That would rock!
Tim

3836. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-13 01:24:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <vndld.5037$_3.62934@typhoon.sonic.net>
Source record: 14093
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:
>
> I've placed my photos from Day 1 of the VCF 7.0
> (the 2004 Vintage Computer Festival being held in
> Mountain View, California this weekend) online:
>
> http://www.newbreedsoftware.com/bill/photos/vcf70/

I added the rest of my photos from the event (photos from Day 2: Sunday)
late last night. They're on the same page, just scroll down to the part
that says "Day 2" :^)

Day 2 seemed to have more attendees, and my booth got attacked by children
for a lot of the afternoon. It was fun! :^)

Enjoy!!!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3837. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-13 01:26:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <Bpdld.5038$_3.62827@typhoon.sonic.net>
Source record: 14094

Tim <tjlazer@crapmail.com> wrote:
> Can you hook up a USB 3.5" 1.44MB Floppy drive to it?

I think at the moment they have drivers for keyboards and steeringwheels. :^)
I had one that I brought to VCF 7.0 last weekend, but sadly the steeringwheel
and keyboard I had didn't work. :^(

Personally, I'm interested in memory devices (like Compact Flash card
readers) and USB ethernet. That'd rock!

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3838. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-13 04:28:08 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <o73bp01ut3gh0vt49qrrgl3f9tmdu12m7p@4ax.com>
Source record: 14095

"RoyE" <r-dean@ charter.net>:

>ERROR!
>
>The MyIDE hardware doesn't appear to be
>initialized. Make sure the hardware is
>connected and MyIDE OS is installed.
>
>press any key
>
>I then press a key and the image manager dumps me back to DOS.
>I will try switching off my OS on chip and use Soft OS to see if this
>program will run with Soft OS..
>Thanks for any help!

Do you know what version of the MyIDE OS ROM you have? Is it 3.1?

Shawn Jefferson
(fix reply to for email)

3839. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-13 14:18:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.13.14.18.16.158652@darkforce.ky.org>
Source record: 14096

On Sat, 13 Nov 2004 01:24:43 +0000, William Kendrick wrote:

> In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:
>>
>> I've placed my photos from Day 1 of the VCF 7.0
>> (the 2004 Vintage Computer Festival being held in
>> Mountain View, California this weekend) online:
>>
>> http://www.newbreedsoftware.com/bill/photos/vcf70/
>
>
> I added the rest of my photos from the event (photos from Day 2: Sunday)
> late last night. They're on the same page, just scroll down to the part
> that says "Day 2" :^)
>
> Day 2 seemed to have more attendees, and my booth got attacked by children
> for a lot of the afternoon. It was fun! :^)
>
> Enjoy!!!

Bill, thanks for those pics. The memories! :-)

PS and thanks for Tuxpaint (Part time Mandrake Linux user here).

3840. Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-13 21:34:08 UTC
From: Space Horse <space_horse2002@nospam.yahoo.com>
Message-ID: <Xns95A0A8E4A7FD7spacehorse@63.218.45.46>
Source record: 13947

Is there any adapter available that would allow me to plug an old Atari-style joystick into my PC gameport? =o)

3841. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-14 01:08:00 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <g00630gceqod$.dlg@dilgar.de>
Source record: 13948

On 13 Nov 2004 21:34:08 GMT Space Horse
<space_horse2002@nospam.yahoo.com> wrote:

> Is there any adapter available that would allow me to plug an old Atari-
> style joystick into my PC gameport? =o)

Several. Personally, I am using the Stelladaptor 2600 (plugs into any
USB port), but on eBay I also found adaptors plugging into the PC
gameport (apparently, a driver software is necessary to use these, while
the Stelladaptor runs without additional software).

Thorsten

3842. [semi-OT] Looking for an Atari Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-14 12:29:20 UTC
From: Davide Guida <davide.guida@email.it>
Message-ID: <MPG.1c016d235e24f389896bc@news.x-privat.org>
Source record: 13949

Sorry for semi-OT because Atari lynx is not really an 8bit, but I don't know how I can post this message, since all other Atari groups are not so "full" of messages :)

I'm looking for a cheap, working, Atari Lynx. Also without box, since I should play with, also without games, I already have a lot of them.

The important is: it should be fully working, of course :)

Please make your offer including postal expenses. I live in Italy.

Thanks in advance!
--
|---|
Davide Guida >>> davide.guida@email.it

X-Privat Sondaggio "Libera Usenet" - http://www.newsserver.it/freeusenet.php

3843. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-14 16:30:07 UTC
From: big_d_316@yahoo.com
Message-ID: <99102851.0411140830.5587557c@posting.google.com>
Source record: 13950

I know what would rule. A match to SpartaDos or MyDos so we can use pen drives on it. No more big klunky equipment plugged into our systems anymore.

3844. Re: Full romset and tosec for every system

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-14 18:20:42 UTC
From: the dude <dude@dude.com>
Message-ID: <Xns95A187C0A32C9dudedudecom@216.168.3.44>
Source record: 13951

"Bill" <nospam@no.org> wrote in news:T_ogd.65060$CT6.59038
@sam.nntpserver.com:

> Look here:
>
> http://totalemulation.altervista.org
>
> Section ROMSET
>
>

you are scum and Paypal has been notified

3845. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-15 05:13:22 UTC
From: secretspam@ihatespam.net
Message-ID: <419c3ae0.22561656@news.charter.net>
Source record: 13952

Where does one find one of these Stella adapters for sale?

On Sun, 14 Nov 2004 02:08:00 +0100, Thorsten Gï¿½nther
<guenther@dilgar.de> wrote:

>On 13 Nov 2004 21:34:08 GMT Space Horse
><space_horse2002@nospam.yahoo.com> wrote:
>
>> Is there any adapter available that would allow me to plug an old Atari-
>> style joystick into my PC gameport? =o)
>
>Several. Personally, I am using the Stelladaptor 2600 (plugs into any
>USB port), but on eBay I also found adaptors plugging into the PC
>gameport (apparently, a driver software is necessary to use these, while
>the Stelladaptor runs without additional software).
>
>Thorsten

3846. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-15 05:13:27 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-Gdk0nFkLOdHd@localhost>
Source record: 13953

someone would probably have to write a driver for that or any other
device that the cart does not supply a driver for. this should change
once the usb cart has wide distribution.

Ken

On Fri, 12 Nov 2004 19:16:46 UTC, "Tim" <tjlazer@CRAPmail.com> wrote:

> Can you hook up a USB 3.5" 1.44MB Floppy drive to it?
>
> That would rock!
> Tim
>
>

--

3847. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-15 10:20:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cn9vsl$e5v$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13954

Hi,

> Is there any adapter available that would allow me to plug an old Atari-
> style joystick into my PC gameport? =o)

Yes. I'm personally using my "El'Cheapo" adapter. No active electronics,
only a couple of resistors and two "Sub-D" connectors is all you need to
built one. You'll find the schematics for this adapter in the "Atari++"
archive. However, note that this doesn't convert digital atari joysticks
to analog ones. It is an interface that is just sufficient enough to allow
a program to read out the joystick position and thus requires additional
software support. The Atari++ emulator has this software built-in, of course.
Linux or Windows natively don't, thus this thing won't work with any other
emulator.

So long,
Thomas

3848. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-15 13:18:30 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0411150518.10da4433@posting.google.com>
Source record: 13955

secretspam@ihatespam.net (SgtSilicon) wrote in message
news:<419c3ae0.22561656@news.charter.net>...
> Where does one find one of these Stella adapters for sale?
>
>
> On Sun, 14 Nov 2004 02:08:00 +0100, Thorsten Gï¿½nther
> <guenther@dilgar.de> wrote:
>
> >On 13 Nov 2004 21:34:08 GMT Space Horse
> ><space_horse2002@nospam.yahoo.com> wrote:
> >
> >> Is there any adapter available that would allow me to plug an old Atari-
> >> style joystick into my PC gameport? =o)
> >
> >Several. Personally, I am using the Stelladaptor 2600 (plugs into any
> >USB port), but on eBay I also found adaptors plugging into the PC
> >gameport (apparently, a driver software is necessary to use these, while
> >the Stelladaptor runs without additional software).
> >
> >Thorsten

here :
http://www.atariage.com/store/product_info.php?products_id=267

"have you play ATARI today ?"

3849. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 04:05:47 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0411152258570.7119@shell1>
Source record: 13956

On Sun, 7 Nov 2004, William Kendrick wrote:

> I've placed my photos from Day 1 [and 2] of the VCF 7.0...

> http://www.newbreedsoftware.com/bill/photos/vcf70/

Thanks for the great photos, Bill!

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3850. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 04:13:21 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <qevip01evqv9lp52tuppo6q6q29kjmekto@4ax.com>
Source record: 13957

I use an adapter very much like that, but it is a parallel port one, I
think it's called directpad, or something like that. I have a driver for
windows and can use it with AtariWin800 Plus.

Thomas Richter <thor@cleopatra.math.tu-berlin.de>:
>Hi,
>
>> Is there any adapter available that would allow me to plug an old Atari-
>> style joystick into my PC gameport? =o)
>
>Yes. I'm personally using my "El'Cheapo" adapter. No active electronics,
>only a couple of resistors and two "Sub-D" connectors is all you need to
>built one. You'll find the schematics for this adapter in the "Atari++"
>archive. However, note that this doesn't convert digital atari joysticks
>to analog ones. It is an interface that is just sufficient enough to allow
>a program to read out the joystick position and thus requires additional
>software support. The Atari++ emulator has this software built-in, of course.
>Linux or Windows natively don't, thus this thing won't work with any other
>emulator.
>
>So long,
> Thomas

Shawn Jefferson
(fix reply to for email)

3851. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 05:11:38 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <10pj309btnqgrc7@corp.supernews.com>
Source record: 13958

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:o73bp01ut3gh0vt49qrrgl3f9tmdu12m7p@4ax.com...
| "RoyE" <r-dean@ charter.net>:
|
| >ERROR!
| >
| >The MyIDE hardware doesn't appear to be
| >initialized. Make sure the hardware is
| >connected and MyIDE OS is installed.
| >
| >press any key
| >
| >I then press a key and the image manager dumps me back to DOS.
| >I will try switching off my OS on chip and use Soft OS to see if this
| >program will run with Soft OS..
| >Thanks for any help!
|
| Do you know what version of the MyIDE OS ROM you have? Is it 3.1?
|
| ---
| Shawn Jefferson
| (fix reply to for email)

Yes, I have MyIDE OS ROM on chip and it is version 3.1. I got it fixed, but
I had to start from beginning with a different hard drive, and everything is
working now. Now is all I have to do is get 3 months of file coping back on
the new hard drive. But it is a lot faster now with your Image Manager, and
having done it once I should be able to get it done in a few weeks. Happy
holidays to all Atarians!!
RoyE

3852. Re: FS: 8-bit Atari HDD interfaces, brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 07:19:16 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <t7ajp0p4h3k6pkkvhpd654cvkg1c660goa@4ax.com>
Source record: 13959

"RoyE" <r-dean@ charter.net>:
>
>Yes, I have MyIDE OS ROM on chip and it is version 3.1. I got it fixed, but
>I had to start from beginning with a different hard drive, and everything is
>working now. Now is all I have to do is get 3 months of file coping back on
>the new hard drive. But it is a lot faster now with your Image Manager, and
>having done it once I should be able to get it done in a few weeks. Happy
>holidays to all Atarians!!

Great news!

I am working on version 2.0 which addresses a couple of problems in the
design of the program and should make finishing the sort and defrag program
easier on me. I'm adding a larger sector buffer for the image copying as
well, trying to speed that up. A few other features as well, unfortuantely
the image description format won't be compatible, but I may write a
conversion program for that...

Shawn Jefferson
(fix reply to for email)

3853. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 14:51:53 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <duomd.190$im.24@newsfe5-gui.ntli.net>
Source record: 13960

I hadn't heard of Jeri's C64-On-A-Stick project - amazing!
Busy girl, no wonder she hasn't written for ages.

What's the company commissioning these stick projects?
And how much do they pay? :-)

I saw the 2600-On-A-Stick a while back.

I'm working on an Atari 800XL in FPGA. The games would beat the 2600 and be
on a par with C64.
Plus you could load other games/apps through a USB port!

Right now I have 512K RAM, 256K ROM, RGB video out, PS/2 kbd/mouse, hardware
crosshairs/cursor, smooth vertical scrolling, printer port and RTC. USB
slave port to replace printer slave port real soon.

I need to get working: display lists, PM graphics, sound, joysticks,
paddles, Atari BASIC.

I don't like to announce this project before it is ready but there are
others snapping at my heels.

Anybody got any features they would like to add to a wish-list?

LCD output?
PC-monitor output?
Stereo sound generation?
80-column text?
65C816?
Battery backed RAM?
Memory card?

3854. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 14:58:56 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2goehxlu1b.fsf@legolas.mdh.se>
Source record: 13961

"Kryten" <kryten_droid_obfusticator@ntlworld.com> writes:

> What's the company commissioning these stick projects?

IIUC, it is Commodore World, i.e. Tulip and Ironstone Partners,
although the C64DTV right now doesn't sell through their own web
site but exclusively through QVC shopping network.

> I'm working on an Atari 800XL in FPGA. The games would beat the
> 2600 and be on a par with C64.

Would this be sanctioned by Atari/Infogrames? I have a feeling if
you sell finished units and not just put a DIY description on a
web page (or even then), you may eventually hear from them if you
haven't before.

--
Anders Carlsson

3855. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 15:38:07 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <z9pmd.198$im.13@newsfe5-gui.ntli.net>
Source record: 13962

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2goehxlu1b.fsf@legolas.mdh.se...
> "Kryten" <kryten_droid_obfusticator@ntlworld.com> writes:
>
>> What's the company commissioning these stick projects?
>
> IIUC, it is Commodore World, i.e. Tulip and Ironstone Partners,
> although the C64DTV right now doesn't sell through their own web
> site but exclusively through QVC shopping network.

Interesting. Makes sense, as they own the rights to the essential firmware.

>> I'm working on an Atari 800XL in FPGA. The games would beat the
>> 2600 and be on a par with C64.
>
> Would this be sanctioned by Atari/Infogrames? I have a feeling if
> you sell finished units and not just put a DIY description on a
> web page (or even then), you may eventually hear from them if you
> haven't before.

Atari are long dead in the hardware market.
IIUC, some company just bought the name for their games software business.
None of the original team are there. The only reason they might pay for
expensive lawyers is if they feel they are losing even more money (e.g.
being associated with other people's shabby products) or they could make
lots of money (e.g. if the ancient games libraries sold truckloads).
Personally I suspect they are busy chasing the mega-millions PC/Console game
market. A few nostalgic nerds are hardly worth it.

From my point of view, I am making a general purpose FPGA application
platform.
It can be loaded with bit patterns to make it emulate various machines,
including vintage computers.
In this aspect it is no different than a PC running emulators.
I don't claim or imply my project is anybody else's branded product, nor
would I provide anyone else's ROM images with it. PC emulators do the same.

I'll call it a Polymorph machine if it keeps other companies off my back.
:-)

If users wish to load bits they do not own into the Polymorph, that's their
lookout.
Nobody has yet managed to sue the makers of iPods, VCRs, CD/DVD writers,
guns, TiVo etc for the actions of their users.

So, anybody got any wishes for the Polymorph project?

3856. FS: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 17:39:06 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cnde6a$pe5$1@nemesis.news.tpi.pl>
Source record: 13963

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8147329736

Maybe last chance to buy it! Brand new!

3857. just a message

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-16 19:58:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cndmds$a99$1@reader10.wxs.nl>
Source record: 13964

Sometimes you get a message here the atari 8bit is evil, or bad, or stupid etc. and Atari 8bit users are even dumber etc. Well... I like to shout one thing out:

ATARI 8-BIT RULEZZZZZZZZZZ!!!!!!!!!!!!!!!!

Greetz,
Marius

3858. FS: ATARI 1050 with 2 PSUs, 4 SIO cables, 7 boxes of DS/DD

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 03:48:08 UTC
From: Dejvid Zaninovic <dzaninov@nj.rr.com>
Message-ID: <YRzmd.15474$ld2.2011225@twister.nyc.rr.com>
Source record: 13965

In case you are interested:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5140192047

3859. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 05:32:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1100669547@rtfm.mit.edu>
Source record: 13966
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3860. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 06:10:09 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0411170108140.17624@shell1>
Source record: 13967

On Tue, 16 Nov 2004, Kryten wrote:

> From my point of view, I am making a general purpose FPGA application
> platform.
> It can be loaded with bit patterns to make it emulate various machines,
> including vintage computers.

Hmmm, it sounds akin to the C1 Reconfigurable Computer (a.k.a. the
CommodoreOne).

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3861. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 11:49:12 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <YUGmd.50$xW6.13@newsfe5-gui.ntli.net>
Source record: 13968

"Robert Bernardo" <rbernardo@iglou.com> wrote in message
news:Pine.GSO.4.60.0411170108140.17624@shell1...

> Hmmm, it sounds akin to the C1 Reconfigurable Computer
> (a.k.a. the CommodoreOne).

Exactly.

However, they differ in scale.

Jeri's C1 has the footprint of a desktop PC, and uses two FPGA chips.
It uses a desktop case and PSU.

My gadget uses one FPGA, fits in a smaller case, and powered by a wall-wart.
Maybe by batteries eventually.

Jeri's project is like one of those big classic American cars that has been
thoroughly rebuilt and hot-rodded with nitrous. Mine is more like a
motorbike. You can enjoy both, but in different ways.

3862. Re: just a message

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 12:06:48 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411170406.71845a06@posting.google.com>
Source record: 13969

```
hello marius...

Right on pal, just keep the faith, and keep it real

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<cndmds$a99$1@reader10.wxs.nl>...
> Sometimes you get a message here the atari 8bit is evil, or bad, or stupid
> etc. and Atari 8bit users are even dumber etc. Well... I like to shout one
> thing out:
>
>
> ATARI 8-BIT RULEZZZZZZZZZ!!!!!!!!!!!!!!!!
>
>
> Greetz,
> Marius
```

3863. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 12:12:42 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411170412.1f15cd54@posting.google.com>
Source record: 13970

I've tried some of the disks (i d/l'd the whole lot thru flashget) and
some of them don't work on atari 800 win+ or atari ++ emu's

redraven@libertysurf.fr (redraven) wrote in message
news:<5e3c9b0e.0411110547.5bd5b4c2@posting.google.com>...
> "Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<4186a739$0$163$3a628fcd@reader1.nntp.hccnet.nl>...
> > Howdy Redraven
> >
> > > Don't know if it is fast but :
> > >
> > > http://redraven.perso.cegetel.net/
> > >
> > > Have a big zip with 800 ATARI disks (double-sides!)
> > >
> > > REDRAVEN
> >
> > It's fast enough, but what do all these numbers (in the filenames)
> > represent? What kind of files are these?
> >
> > CU Mathy van Nisselroy
>
> Well,
> All those number are the disks number from my "private" collection of
> disks
> So, it go from 001a.atr (and the other side 001b.atr) to almost
> 700.atr if i remenber well.
> the listing is on disk 000a.atr
> or, you can download and/or view the listing/the disks here too :
> http://the-redraven-site.chez.tiscali.fr/
> Hope you'll like it.
>
> REDRAVEN

3864. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-17 15:46:25 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cnfrohcqf1@news.xmission.com>
Source record: 13971

In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:

> I've placed my photos from Day 1 of the VCF 7.0
> (the 2004 Vintage Computer Festival being held in

Man, how I envy your being so close to that action. I was living up in Watsonville (20 minutes north of San Jose - over the Santa Cruz mountain) the last 2 years, but I've had to relocate back to Utah (family hated CA).

I only got into Mountan View, San Jose a few time while I was living there, and we mostly hit the Olive Garden and restaurants in that area.. or I'd buzz down to Weird Stuff in Sunnyvale to see if they have any interesting items to pick up.

3865. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 04:28:07 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.60.0411172314490.19346@shell1>
Source record: 13972

On Wed, 17 Nov 2004, Kryten wrote:

> Jeri's C1 has the footprint of a desktop PC, and uses two FPGA chips.
> It uses a desktop case and PSU.

Not necessarily. The developers are housing it in PC cases, but
that doesn't mean the C1 board cannot be put into something smaller.

> My gadget uses one FPGA, fits in a smaller case, and powered by a wall-wart.
> Maybe by batteries eventually.

The C1 board uses very little power. 3.3 volts and a tiny bit
of amperage is good enough to get it going.

> Jeri's project is like one of those big classic American cars that has been
> thoroughly rebuilt and hot-rodded with nitrous.

Ooo, Jeri would like that comparison.

> Mine is more like a
> motorbike. You can enjoy both, but in different ways.

:-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3866. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 11:49:52 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411180349.349c1885@posting.google.com>
Source record: 13973

Re: Atari hardware rights, you will have to also talk to WMS, as they
also own a awfull lot of Atari's h/w rights from PONG right through to
the Jaguar (and anything in between), infogrammes only own the rights
to the Atari name for software (it's a grey area as to whether they
own any hardware rights)

"James E. King" <jamesk@deuce.xmission.com> wrote in message
news:<cnfrohcqf1@news.xmission.com>...
> In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:
>
> > I've placed my photos from Day 1 of the VCF 7.0
> > (the 2004 Vintage Computer Festival being held in
>
> Man, how I envy your being so close to that action. I was living up in
> Watsonville (20 minutes north of San Jose - over the Santa Cruz mountain)
> the last 2 years, but I've had to relocate back to Utah (family hated CA).
>
> I only got into Mountan View, San Jose a few time while I was living there,
> and we mostly hit the Olive Garden and restaurants in that area.. or I'd
> buzz down to Weird Stuff in Sunnyvale to see if they have any interesting
> items to pick up.

3867. Re: Where to find large quantities of ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 13:23:11 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0411180523.3a1e6354@posting.google.com>
Source record: 13974

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0411170412.1f15cd54@posting.google.com>...
> I've tried some of the disks (i d/l'd the whole lot thru flashget) and
> some of them don't work on atari 800 win+ or atari ++ emu's
>
>
>
>
>
>
>
>
>
>
>
> redraven@libertysurf.fr (redraven) wrote in message
news:<5e3c9b0e.0411110547.5bd5b4c2@posting.google.com>...
> > "Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> wrote in message
news:<4186a739$0$163$3a628fcd@reader1.nntp.hccnet.nl>...
> > > Howdy Redraven
> > >
> > > > Don't know if it is fast but :
> > > >
> > > > http://redraven.perso.cegetel.net/
> > > >
> > > > Have a big zip with 800 ATARI disks (double-sides!)
> > > >
> > > > REDRAVEN
> > >
> > > It's fast enough, but what do all these numbers (in the filenames)
> > > represent? What kind of files are these?
> > >
> > > CU Mathy van Nisselroy
> >
> > Well,
> > All those number are the disks number from my "private" collection of
> > disks
> > So, it go from 001a.atr (and the other side 001b.atr) to almost
> > 700.atr if i remenber well.
> > the listing is on disk 000a.atr
> > or, you can download and/or view the listing/the disks here too :
> > http://the-redraven-site.chez.tiscali.fr/
> > Hope you'll like it.
> >

> > REDRAVEN

Well, lots need to be use WITHOUT Basic so with OPTION key pressed in
real Atari
or in emulator.
Some need basic, some need translator (or play only on 400/800)
And, always, the download need to be binary (if you can choose...)
I've put it all long ago and download some just to see if it's OK, and
all was right...

3868. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 16:31:50 UTC
From: ASI Industries <andrew@asi-industries.freeserve.co.uk>
Message-ID: <1100795510.OYMCphfnC6Ds5yKjUEBjTA@teranews>
Source record: 13975

yes, it's called a 9pin dsub Serial port 99% of pc/macs have got them,
there is pc drivers available somewhere around the Atari-8bit websites,
cant mind which as i ran an Atari CX-40 joystick on a PC/XT about 8 years
ago and it worked ok.

Space Horse <space_horse2002@nospam.yahoo.com> wrote in article
<Xns95A0A8E4A7FD7spacehorse@63.218.45.46>...
> Is there any adapter available that would allow me to plug an old Atari-
> style joystick into my PC gameport? =o)
>

3869. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 17:26:46 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cnim0mgil2@mamenchi.zrz.TU-Berlin.DE>
Source record: 13976

Hi,

> yes, it's called a 9pin dsub Serial port 99% of pc/macs have got them,
> there is pc drivers available somewhere around the Atari-8bit websites,
> cant mind which as i ran an Atari CX-40 joystick on a PC/XT about 8 years
> ago and it worked ok.

Ehem, are you sure this wasn't some kind of an April 1st joke?
Basically, the serial port has a completely different layout and
function, leave alone that not even all pins are connected. You could
even cause short-cuts on the port by connecting a simple Atari joystick,
which is just an array of switches.

In other words, I express my high doubt about this being possible, but
you're welcome to prove me wrong. (-;

So long,
Thomas

3870. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 18:02:30 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Ws5nd.303$806.217@newssvr31.news.prodigy.com>
Source record: 13977

Who WMS?

carmel <carmel_andrews@MUNGEhotmail.com> wrote in message
news:6912483e.0411180349.349c1885@posting.google.com...
> Re: Atari hardware rights, you will have to also talk to WMS, as they
> also own a awfull lot of Atari's h/w rights from PONG right through to
> the Jaguar (and anything in between), infogrammes only own the rights
> to the Atari name for software (it's a grey area as to whether they
> own any hardware rights)
>
>
>
>
>
>
>
>
>
>
>
>
> "James E. King" <jamesk@deuce.xmission.com> wrote in message
news:<cnfrohcqf1@news.xmission.com>...
> > In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com>
wrote:
> >
> > > I've placed my photos from Day 1 of the VCF 7.0
> > > (the 2004 Vintage Computer Festival being held in
> >
> > Man, how I envy your being so close to that action. I was living up in
> > Watsonville (20 minutes north of San Jose - over the Santa Cruz
mountain)
> > the last 2 years, but I've had to relocate back to Utah (family hated
CA).
> >
> > I only got into Mountan View, San Jose a few time while I was living
there,
> > and we mostly hit the Olive Garden and restaurants in that area.. or I'd
> > buzz down to Weird Stuff in Sunnyvale to see if they have any
interesting
> > items to pick up.

3871. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 18:59:19 UTC
From: ASI Industries <andrew@asi-industries.freeserve.co.uk>
Message-ID: <1100804359.w16CU2Q7peLunlAYH7x+vA@teranews>
Source record: 13978

Hi Thomas, 100% no joke, anyway have you looked at the insides of a serial mouse as it usually only has 6 wires too, basically you plug it into a 9pin serial port and run the driver which is a com/exe file, just like a mouse driver, which gives you a 1 button mouse stick, the driver i got would only work in msdos.

Andrew Mcintosh
ASI Industries
--

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in article
<cnim0mgil2@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > yes, it's called a 9pin dsub Serial port 99% of pc/macs have got them,
> > there is pc drivers available somewhere around the Atari-8bit websites,
> > cant mind which as i ran an Atari CX-40 joystick on a PC/XT about 8
years
> > ago and it worked ok.
>
> Ehem, are you sure this wasn't some kind of an April 1st joke?
> Basically, the serial port has a completely different layout and
> function, leave alone that not even all pins are connected. You could
> even cause short-cuts on the port by connecting a simple Atari joystick,
> which is just an array of switches.
>
> In other words, I express my high doubt about this being possible, but
> you're welcome to prove me wrong. (-;
>
> So long,
> Thomas
>
>

3872. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 20:19:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411181217120.30435-100000@onyx.spiritone.com>
Source record: 13979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3873. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 20:24:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411181219580.30435-100000@onyx.spiritone.com>
Source record: 13981
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari BENefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3874. how cool!!!! (atari in sesamstreet)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 20:48:50 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cnj2bs$499$1@reader11.wxs.nl>
Source record: 13980

This morning I was at home due to some flue-illness. I watched some TV and I saw the programm: Sesamstreet (in the netherlands this is called Sesamstraat btw.)

there was a scene with Elmo and a working-man (making the "M")! On the background there was some kind of cupboard with all kind of stuff, and guess what!!!!!! In this cupboard I saw 2 atari items: an atari 400 and a 1027 printer!!!!!!!!!!!!!!!!!

I did not believe my eyes, but i'm sure about the atari 400... the 1027 might be something else.

Does anyone know more about this scene, and are there more scenes in sesamstreet with atari stuff?

Marius

3875. before I forget (about sesamstreet)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 20:50:44 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cnj2fe$4d6$1@reader11.wxs.nl>
Source record: 13982

```
The working-man is called Biff when I'm sure...
```

3876. abandoned emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 21:57:55 UTC
From: rtdos@rtdos.com
Message-ID: <58c84f5f.0411181357.57ba8b39@posting.google.com>
Source record: 13983

looking for abandoned emulators to place as downloads for my webportal
- http://rtdos.com/forum

not looking for or not interested in current emulators or emulators
that are still under development (it'd be too hard and fruitless to
keep up with the many that are still under development so i thought
i'd better at least seek out the ones that are abandoned for archival
purposes or if anyone wants to add to the development) - any with
source code would be nice.

3877. Re: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-18 23:55:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <xBand.17475$Km6.206942@news4.e.nsc.no>
Source record: 13984

"Jerzy Dudek" <jurek@nospam.cnd.pl> skrev i melding
news:cnde6a$pe5$1@nemesis.news.tpi.pl...
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8147329736
>
> Maybe last chance to buy it! Brand new!
>

Hi!

Is my interface on the way or what? I ordered one some weeks ago, but still
haven't seen it. Let me know if anything has gone wrong!

Vidar Olavesen

3878. Re: just a message

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-19 05:33:11 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0411182133.42a0da9e@posting.google.com>
Source record: 13985

Back in the day (circa 1980!) we expressed it as:

Atari Forever!

3879. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-19 09:04:31 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cnkcuv$i1n$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13986

Hi,

> Hi Thomas, 100% no joke, anyway have you looked at the insides of a serial
> mouse as it usually only has 6 wires too, basically you plug it into a 9pin
> serial port and run the driver which is a com/exe file, just like a mouse
> driver, which gives you a 1 button mouse stick, the driver i got would only
> work in msdos.

A serial mouse is called serial mouse because it has a serial port. So no wonder this works. It is not only the number of wires that worries me. It is the connection between them. For example, the joystick "forward" switch on an Atari style joystick port connects between pins 1 and 8. (Forward and GND). In a standard PC serial ("COM") port, pin 1 is "data carrier detect" and pin 8 is "clear to send". Both pins are input pins.

Now, please enlighten me how to get any information about an open or closed switch between two input ports.

So long,
Thomas

3880. Re: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-19 20:07:41 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <chksp0tf2g1k847ptq76lmrlpa85for3pi@4ax.com>
Source record: 13987

Hi,

Yes, these things are real. I just got one 2 days ago, but have not
tried it yet. I willh hook it up tomorrow and report back...

Rory McMahon

On Fri, 19 Nov 2004 00:55:45 +0100, "Vidar Olavesen"
<olavese@online.no> wrote:

>"Jerzy Dudek" <jurek@nospam.cnd.pl> skrev i melding
>news:cnde6a$pe5$1@nemesis.news.tpi.pl...
>> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8147329736
>>
>> Maybe last chance to buy it! Brand new!
>>
>
>Hi!
>
>Is my interface on the way or what? I ordered one some weeks ago, but still
>haven't seen it. Let me know if anything has gone wrong!
>
>Vidar Olavesen
>

3881. Re: how cool!!!! (atari in sesamstreet)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 04:45:55 UTC
From: Anonymous <NOSPAM@NOSPAM.COM>
Message-ID: <1100925957.pYyh2l34fkdhUOqpn5CSyg@teranews>
Source record: 13988

Well, that certainly is enlightening. It is nice to see a glimpse of the
80s and our own loved computer which kept us entertained for so much of our
lives, being shown on a television show like that.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:cnj2bs$499$1@reader11.wxs.nl...
> This morning I was at home due to some flue-illness. I watched some TV and
> I saw the programm: Sesamstreet (in the netherlands this is called
> Sesamstraat btw.)
>
> there was a scene with Elmo and a working-man (making the "M")! On the
> background there was some kind of cupboard with all kind of stuff, and
> guess what!!!!!! In this cupboard I saw 2 atari items: an atari 400 and a
> 1027 printer!!!!!!!!!!!!!!!!
>
> I did not believe my eyes, but i'm sure about the atari 400... the 1027
> might be something else.
>
> Does anyone know more about this scene, and are there more scenes in
> sesamstreet with atari stuff?
>
> Marius
>
>

3882. New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 04:51:30 UTC
From: Anonymous <NOSPAM@NOSPAM.COM>
Message-ID: <1100926289.3nXFpgRKKkk4IGBTtcBKWA@teranews>
Source record: 13989

What do you guys think of those nice new 80's Game Joysticks, where the joystick holds a whole bunch of games in it, you just plug it right in to the television.

I've seen Pacman, Centipede, Asteroids, Frogger, the list goes on. And one of the joysticks looks exactly (well, maybe a little larger, but not much) like the old Atari Joystick. The one joystick that I felt was easiest to handle out of all those other fancy ones.

3883. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 05:36:28 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ptlusjod5aj44@corp.supernews.com>
Source record: 13990

"Anonymous" <NOSPAM@NOSPAM.COM> wrote in message
news:1100926289.3nXFpgRKKkk4lGBTtcBKWA@teranews...
> What do you guys think of those nice new 80's Game Joysticks, where the
> joystick holds a whole bunch of games in it, you just plug it right in to
> the television.
>
> I've seen Pacman, Centipede, Asteroids, Frogger, the list goes on. And
one
> of the joysticks looks exactly (well, maybe a little larger, but not much)
> like the old Atari Joystick. The one joystick that I felt was easiest to
> handle out of all those other fancy ones.
>
>

I think they are cool, but would not buy one, as I have plenty of 800XL and
130XE's here and loads of game carts! :P

Tim

3884. Re: Atari-style joystick on my PC?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 07:42:49 UTC
From: ASI Industries <andrew@asi-industries.freeserve.co.uk>
Message-ID: <1100936569.Srfqpu06nT/aiiGCs/INfg@teranews>
Source record: 13991

Hi Thomas, sorry i forgot i also used a serial break-out box to re-wire on
the fly as the dsub pin combos do differ.
--
Andrew Mcintosh
ASI Industries = As i in does tries!
My crappy Win98SE system below.
http://service.futuremark.com/compare?2k3=3364941
Same System with WinXP 66.93 drivers =8252 3DMarks.

3885. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 08:46:31 UTC
From: mikew <mikew@hmgcc.gov.uk>
Message-ID: <419f0468$1@mail.hmgcc.gov.uk>
Source record: 13992

Hi Kryten,
Is this project an actual hardware implementation of an Atari 800 in
FPGA or a general purpose computing platform that can emulate an 800 ?
Subtle difference.

I have a full POKEY in FPGA ;-)

3.5" disk interface
Hard-disk
ISA card interface
PCI bridge
Network

Regards

Mike Mnemonic

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:duomd.190$im.24@newsfe5-gui.ntli.net...
> I hadn't heard of Jeri's C64-On-A-Stick project - amazing!
> Busy girl, no wonder she hasn't written for ages.
>
> What's the company commissioning these stick projects?
> And how much do they pay? :-)
>
> I saw the 2600-On-A-Stick a while back.
>
> I'm working on an Atari 800XL in FPGA. The games would beat the 2600 and
be
> on a par with C64.
> Plus you could load other games/apps through a USB port!
>
> Right now I have 512K RAM, 256K ROM, RGB video out, PS/2 kbd/mouse,
hardware
> crosshairs/cursor, smooth vertical scrolling, printer port and RTC. USB
> slave port to replace printer slave port real soon.
>
> I need to get working: display lists, PM graphics, sound, joysticks,
> paddles, Atari BASIC.
>
> I don't like to announce this project before it is ready but there are
> others snapping at my heels.
>
> Anybody got any features they would like to add to a wish-list?
>
> LCD output?

> PC-monitor output?
> Stereo sound generation?
> 80-column text?
> 65C816?
> Battery backed RAM?
> Memory card?
>
>

3886. Re: how cool!!!! (atari in sesamstreet)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 08:46:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4wDnd.6399$_3.82285@typhoon.sonic.net>
Source record: 13993

Anonymous <NOSPAM@nospam.com> wrote:
> Well, that certainly is enlightening. It is nice to see a glimpse of the
> 80s and our own loved computer which kept us entertained for so much of our
> lives, being shown on a television show like that.

Well, Sesame Street's been around forever. Was it a /new/ episode, or one
from 20 years ago? :)

I remember seeing a rerun of the Mr. Wizard science TV show back in the
early 90s, and he was showing the inside of an Atari computer. :)

-bill!

3887. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 08:49:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <vyDnd.6400$_3.82294@typhoon.sonic.net>
Source record: 13994

Anonymous <NOSPAM@nospam.com> wrote:
> What do you guys think of those nice new 80's Game Joysticks, where the
> joystick holds a whole bunch of games in it, you just plug it right in to
> the television.

I played, briefly, with the Atari 2600 stick that had Adventure in it.
I was displeased to see that my player (the little yellow dot) was not the
same color as the walls! It looks like the games were rewritten, or
something (rather than emulated via software or FPGAs).

I saw Jeri Ellsworth's Commodore-64-in-a-stick. It's frickin' awesome.
Since, inside, it really is a remade C=64, it looks flawless.

We need that for Atari XLs! :^)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3888. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 13:11:55 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <voHnd.65$3G1.5@newsfe5-gui.ntli.net>
Source record: 13995

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:vyDnd.6400$_3.82294@typhoon.sonic.net...

> I saw Jeri Ellsworth's Commodore-64-in-a-stick. It's frickin' awesome.
> Since, inside, it really is a remade C=64, it looks flawless.
>
> We need that for Atari XLs! :^)

I'm working on it! :-)

3889. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 14:07:18 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <qcInd.76$3G1.5@newsfe5-gui.ntli.net>
Source record: 13996

"mikew" <mikew@hmgcc.gov.uk> wrote in message
news:419f0468$1@mail.hmgcc.gov.uk...
> Hi Kryten,
> Is this project an actual hardware implementation of an Atari 800 in
> FPGA or a general purpose computing platform that can emulate an 800 ?
> Subtle difference.

I think I know what you mean.
The PC could be the latter for example.

I don't think I can publicly call it an Atari without the trade-name owner's
endorsement.

It would be the latter really, but of course it emulates old machines with
an FPGA instead of a CPU.

It could emulate other machines that have already been done in FPGA.
I haven't ported them yet, due to time, but shouldn't be too hard.

> I have a full POKEY in FPGA ;-)

I have a PS/2 keyboard interface, and the sound generator & pot interfaces
look fairly easy.

> 3.5" disk interface
> Hard-disk

FDC chips are fairly rare outside of PC support chipsets.
Besides, FDs are increasingly rare. My laptop doesn't even have one, nor
RS232.
Just LPT, USB, and memory card slots.

Hard disks are easier to interface to via IDE, but they are still quite big.
Right now my project sits in a case that is 220 x 100 x 30 mm internal.
I think it could shrink to 130 mm long for now.
If it ever got mass produced, as a couple of chips in epoxy blobs, then
we're looking at beermat size.

Anyway, a 3.5" FDD or HDD would be about the same size as my project!

Given these constraints, I think it will have to be Compact Flash or SD
cards.

The XL only has 64K, so you could fill it at least a thousand times over
with a cheap 64MB memory card.

I suppose I can make the FDC/HDC a separate item for heavy users.

The core project could eventually be something you can throw in the back of the car, or drop accidentally.

> ISA card interface

Again PC ISA cards are obsolete. What would you want it for?
A 6502 could use an ISA serial/parallel I/O card, but not be practical for a VGA card.

However, I might put the signals on a PC104 connector.
The pc104 signals are ISA compatible and easy for amateurs to make simple boards.
I could try to reproduce the bus signals as far as possible, but make no guarantees.

PC104 is still widely used in industry because it is easy to make boards and industrial applications often don't need PCI performance.

It would allow you access to boards like this:
http://www.arcom.com/products/icp/pc104/modules/AIMcom8.htm
for instance if you wanted eight serial ports.

> PCI bridge

If it needs to sit in a PC, one might as well run a software emulator.

> Network

With the internet, or just other XLs for multiplayer gaming?

3890. Re: how cool!!!! (atari in sesamstreet)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 15:50:22 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <1spup01kegr42rsthb2mjvcdviaufrqov2@4ax.com>
Source record: 13897

On Sat, 20 Nov 2004 08:46:56 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Anonymous <NOSPAM@nospam.com> wrote:
>> Well, that certainly is enlightening. It is nice to see a glimpse of the
>> 80s and our own loved computer which kept us entertained for so much of our
>> lives, being shown on a television show like that.
>
>Well, Sesame Street's been around forever. Was it a /new/ episode, or one
>from 20 years ago? :)
>
>I remember seeing a rerun of the Mr. Wizard science TV show back in the
>early 90s, and he was showing the inside of an Atari computer. :)
>
>-bill!

I remember Mr. Wizard. There was an episode where he had an Atari (800XL if I remember correctly) running Colourspace. But I mostly just remember him blowing stuff up.

Stephen

3891. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 19:31:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <7v4vp0lv2p988akk3higp3qqvljg1fappd@4ax.com>
Source record: 13898

On Thu, 18 Nov 2004 18:02:30 GMT, "russg" <russgilb@MUNGEsbcglobal.net> wrote:

>Who WMS?

WMS Industries was the ultimate corporate parent of Atari Games Corp. from March 29, 1996 (the date WMS subsidiary Midway Games purchased Atari Games from Time Warner) to April 6, 1998 (the date Midway Games spun off from WMS).

WMS still produced Williams and Bally pinball machines up to 1999. Since then they've focused entirely on producing casino gaming machines through their WMS Gaming subsidiary.

The corporate web site http://www.wms.com has been dormant since 1999.

http://www.wmsgaming.com is where their current information is.

Official corporate overview at
http://ir.wmsgaming.com/phoenix.zhtml?c=76037&p=irol-irhome

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3892. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 20:00:24 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <snNnd.26595$5b1.8101@newssvr17.news.prodigy.com>
Source record: 13899

Thanks, Michael.
Now... Can you tell me what a FPGA is? Sounds like a printed circuit board
hardware emulator.

Michael Current <hunmanik@MUNGEearthlink.net> wrote in message
news:7v4vp0lv2p988akk3higp3qqvljg1fappd@4ax.com...
> On Thu, 18 Nov 2004 18:02:30 GMT, "russg" <russgilb@MUNGEsbcglobal.net>
wrote:
>
> >Who WMS?
>
> WMS Industries was the ultimate corporate parent of Atari Games Corp. from
> March 29, 1996 (the date WMS subsidiary Midway Games purchased Atari Games
> from Time Warner) to April 6, 1998 (the date Midway Games spun off from
WMS).
>
> WMS still produced Williams and Bally pinball machines up to 1999. Since
then
> they've focused entirely on producing casino gaming machines through their
WMS
> Gaming subsidiary.
>
> The corporate web site http://www.wms.com has been dormant since 1999.
>
> http://www.wmsgaming.com is where their current information is.
>
> Official corporate overview at
> http://ir.wmsgaming.com/phoenix.zhtml?c=76037&p=irol-irhome
>
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3893. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 23:22:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d1@comcast.net>
Source record: 13900

>I happy to announce that in co-operation with ABBUC, the Atari XL/XE USB
>Cartridge is now available.
>
>The cartridge is professionally produced, with all open-source software.
>
>Pre-ordering begins now and ends with shipments starting 12/01/2004.
>
>Limited edition pricing is $39.99 per cartridge (about 31 Euro). After
>12/01/2004 the price will increase to $49.99.
>
>For complete product information and the order form go to:
>
>http://www.atarimax.com/usbcart/

This is super. I will certainly order a cartridge.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3894. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 23:22:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d2@comcast.net>
Source record: 13902

>LarryWhite wrote:
>> As the code is revised, can the cart be "flashed" to update it?
>>
>> Is it *likely* that the Atari will ever be able to handle more
>> complicated/faster devices such as floppy/ZIP/Hard drives? That would usher in
>> a whole new era.
>>
>> (Now if we can ever get the CPU "unstuck" from 1.79MHz and get a good
>> 80-column display, we'd be ready to step into the 1990's. ;-)
>
>The cart contains no memory, just the USB host controller and interface to
>the Atari computer and USB bus. So you just load the drivers from disk at the
>moment.
>
>Though eventually someone may come up with a way to make a much larger OS module
>that contains things like IDE and USB drivers that are pluggable in some way.
>But thats
>another project all together. :)
>
>I am not (yet) involved with writing any drivers so I can say what is or isnt
>possible with
>the Atari CPU. The chipset is a modern USB controller and certainly can speak

What drivers exit that the Atari 8-bit can make use of?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3895. Re: Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 23:22:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d3@comcast.net>
Source record: 13901

>FamilyNet Newsgate
>
>Got my Atari 800 back online. Yahhh!! Just wanted to type something from the
>brown and biege machine just to show there is someone still typing away from
>it. :) .
>Doctor Clu
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

That's great doc. Just how do you have your Atari 8-bit online? Are you using
a modem or an ethernet connection?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3896. Re: [semi-OT] Looking for an Atari Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-20 23:22:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d4@comcast.net>
Source record: 13903

>Sorry for semi-OT because Atari lynx is not really an 8bit, but I don't
>know how I can post this message, since all other Atari groups are not so
>"full" of messages :)
>
>I'm looking for a cheap, working, Atari Lynx. Also without box, since I
>should play with, also without games, I already have a lot of them.
>
>The important is: it should be fully working, of course :)
>
>Please make your offer including postal expenses. I live in Italy.
>
>Thanks in advance!

Try Best Electronics, B&C Computers or Bravo Sierra... One of the should have
one for sale...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3897. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 00:27:10 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <yhRnd.286$3G1.102@newsfe5-gui.ntli.net>
Source record: 13904

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:snNnd.26595$5b1.8101@newssvr17.news.prodigy.com...
> Thanks, Michael.
> Now... Can you tell me what a FPGA is?
> Sounds like a printed circuit board
> hardware emulator.

It's a silicon chip with an array of programmable logic.

You write a high level logic description,
which is compiled into a low-level logic description,
and a fitter fits that into whatever brand of FPGA you have.

Essentially, you design your own silicon chip.

3898. Kickman for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 01:12:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <6YRnd.6482$_3.82959@typhoon.sonic.net>
Source record: 13905

Was there ever a port of the arcade game (which I saw on my brother's C=64) "Kickman" for the Atari 8-bit?

I see there's a 2600 one (either done, or in progress), but can't find any info on an 8-bit one.

Were there any suitable clones? ;)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3899. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 01:18:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <r1Snd.6483$_3.82839@typhoon.sonic.net>
Source record: 13906

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> What drivers exit that the Atari 8-bit can make use of?

Currently there's USB keyboard, USB steering wheel, and USB analog joystick support.

Sadly, the keyboard I have didn't work 100% (it's a keyboard with a built-in trakball, so perhaps that was the problem). The steering wheel I borrowed didn't seem to work (it was some Microsoft brand). And I don't have a USB joystick.

Personally, the steering wheel seems the most interesting of them, so far. (Since I already have digital joysticks, a trakball and the Atari has a built-in keyboard, of course.)

Drivers I'd like to see include: CF memory card reader, USB ethernet and maybe USB printers (though that's not too important since I don't print from my Atari much, and if I really needed to, I could probably just use my SIO2PC cable!)

:)

-bill!
bill@newbreedsoftware.com New Breed Software
http://www.newbreedsoftware.com/ Tux Paint 0.9.14 is out!

3900. Re: CLAIM YOUR TWO FREE UNIVERSAL STUDIOS TICKETS!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 04:48:00 UTC
From: Anonymous <NOSPAM@NOSPAM.COM>
Message-ID: <1101012478.ntQLnUz8Ku3mYgNjlX2giQ@teranews>
Source record: 13907

OMG, why would I want to go there? Last time I was there, Universal Studios LITERALLY (no joke) just kept admitting people until I was actually walking shoulder to shoulder just to try and leave. There wasn't a single inch of space to decently walk in.

It just isn't the same anymore.

"CLAIM YOUR TWO FREE UNIVERSAL STUDIOS TICKETS!" <lisawill4u@yahoo.com>
wrote in message news:04112015395518405@news-server.cfl.rr.com...
> Universal Studios Orlando
>
> CLAIM YOUR TWO FREE UNIVERSAL STUDIOS TICKETS!
> Each "Star Ticket" is good for two days adult admission to
> Universal Studios Florida
> Good for 12 months, priority seating to select shows,
> no black-out dates, $200 retail value.
> Click Here To Redeem Your Tickets
>
>
>
> ---
> Click Here To Unsubscribe
>
> All marks are the property of their respective owners. All rights
> reserved. Universal elements and all related indicia TM & 2003 Universal
> Studios. 2003 Universal Orlando. All rights reserved. 231218/0203/AS
>
> All other material Copyright 2003 eTourandTravel, Inc.
>
>

3901. Re: Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 05:18:28 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cnp8f4hgl1@news.xmission.com>
Source record: 13908

Same here. Spent a few hours wiring my 256k XL, MUX and Syquest drives
back up. Sending this message via ICET, connected to a Win2K server via
Serial using a serial concentrator-type app on the Windows server.

Pretty cool.

I'll need to pull out the old games now!

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Got my Atari 800 back online. Yahhh!! Just wanted to type something from the

--
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3902. Atari XL/XE DGS commercial&PD CD-ROM - cheap on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 13:44:04 UTC
From: dgs@clara.net
Message-ID: <3568e886.0411210544.28d7fbfe@posting.google.com>
Source record: 13909

Hello All,

I am offering a small quantity of the DGS commercial AND PD CD-ROM at the special price of GBP1.99 + shipping as a buy-it-now on eBay. The link is below:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8148630505

This CD will get you all of the 191 PD disks in our library along with almost all of our commercial products. This is a bargain. Get one now before they all go!

Dean Garraghty

3903. CTH BBS Userid/password

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 16:01:12 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cnqe48$c2m$1@news.xmission.com>
Source record: 13910

I've been trying to access the CTH BBS (Via telnet), but seem to have
either forgotten my username/password or its been disabled.

Can you email me this information?

Thanks..

--
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3904. FS:Many boxed+new ATARI 800 XL carts and 2600/7800 games

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 20:53:31 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0411211253.2a8665b5@posting.google.com>
Source record: 13911

I'm giving up business until end of 2004 and still have large qts. of
hardware and games.

Shipping :

up to 15 games : $14
up to 40 games : $35

Payment is possible with paypal.

ATARI XL/XE games are NTSC.ATARI 2600 games mostly PAL when NTSC isn't
mentioned.

Contact : webmaster@klassische-videospiele.de
or lord-chaos@t-online.de

All games new & boxed.

Thimo

Hardware :

CX-30 Paddles , ATARI, new and boxed , $8 , ca. 20-30 available
CX-50 Keyboard Controllers, new and boxed, $6 , ca. 100 available
Telegames Joysticks , new and boxed, $5, ca. 100 available

Footpedals, ca. 800 available, $1 each (heavy), $0.50 if you take them
all.
(They take a lot of space and I have to throw them away if nobody buys
them).

Sears Paddle/Joystick Controller, $3, ca. 100 available

GAMES :

(*) means 20+ copies available

ATARI 2600 :

5.00 Acid Drop (Salu)
5.00 Adventure on GX-12 (Telegames)
5.00 Alpha Beam with Ernie (ATARI) Kids Controller req.
4.00 Armour Ambush (Telegames)
2.00 * Astro Blast (Telegames)
2.00 * Big Bird's Egg Catch (ATARI) Kids Controller req
4.00 Bobby geht heim (Bit Corp.)
3.00 * Bogey Blaster (Telegames)
2.00 * Bump 'n' Jump (Telegames)
3.00 * Chess

5.00 Circus ATARI (ATARI) Paddles req.
5.00 Circus Paddles req.
5.00 Commando (Activision)
2.00 * Cookie Monster (ATARI) Kids Controller req.
4.00 Dancing Plates (Bit Corp.)
4.00 Deadly Discs (Telegames)
5.00 Decathlon (Activision)
5.00 Double Dragon (Activision)
4.00 E.T. (ATARI) NTSC
8.00 Fatal Run (ATARI)
3.00 Football (Telegames)
9.00 Forest (Sancho)
5.00 Frostbite (Activision)
3.00 * Galaxian (ATARI) NTSC
3.00 * International Soccer (Telegames)
4.00 Jungle Hunt (ATARI) NTSC
5.00 Keystone Kapers (Activision)
2.00 * KF Superkicks (Telegames)
4.00 * Kung Fu Master (Activision)
4.00 Lock 'n' Chase (Telegames)
3.00 * Mission 3000 (Bit Corp.)
5.00 Moon Patrol (ATARI) NTSC
3.00 * My Golf (Salu)
5.00 Oscar's Trash Race (ATARI) Kids Controller req.
3.00 * Phantom Panzer (Bit Corp.)
2.00 * Pick 'n' Pile (UBI Soft)
2.00 * Quest for Quintana Roo (Telegames) mostly PAL
5.00 Rampage (Activision)
2.00 * RealSports Football (ATARI) NTSC
2.00 * Realsports Tennis (ATARI) PAL or NTSC
2.00 * RealSports Volleyball (ATARI) NTSC
6.00 River Raid 2 (HES, Activision)
3.00 * Schnecke gegen Eichhï¿½rnchen (Bit Corp.)
4.00 Sea Monster (Bit Corp.)
4.00 Sesam ï¿½ffne dich (Bit Corp.)
5.00 Smurf (CBS)
4.00 Space Attack (Telegames)
2.00 * Super Breakout (ATARI) Paddles req-
4.00 * Telegames Joystick (Telegames)
4.00 Tennis (Activision)
4.00 * Title Match Pro Wrestling (Absolute)
4.00 * Tomcat - F14 Fighter (Absolute)
4.00 * Universal Chaos (Telegames)
3.00 * Weltraum Tunnel (Bit Corp.)
5.00 Winter Games (Epyx)
3.00 World Championship Baseball (Telegames)

2.00 * Mat Mania ATARI 7800
2.00 * Sentinel ATARI 7800

ATARI 800 XL/XE Carts :

3.00 * Archon
3.00 * Ballblazer
5.00 Crime Buster (Lightgun)
3.00 * Crossbow (Lightgun)
4.00 Davidï¿½s Midnight Magic
4.00 * Desert Falcon
3.00 * Gato
3.00 * Hardball
3.00 * One on One
6.00 Rescue on Fractalus
3.00 * Star Raiders 2
3.00 * Thunderfox

XL carts

5.00 Eastern Front 1941
3.00 Final Legacy
4.00 Millipede
5.00 Moon Patrol
3.00 * Pole Position
5.00 RealSports Football
3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

3905. Infiltrator helicopter sequence: how to skip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-21 23:42:01 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <ef692$41a127fe$50ab149f$18888@news1.surfino.com>
Source record: 13912

Hello there!

I know I've posed this question now and again, but I'd really like to see
the second level of Infiltrator - only once! (-;

Did anyone manage to get past this dreaded helicopter sequence? Does anyone
firm in this game could make an ATR please? Please? (-:

Thanks,

Frank

3906. Wanted: XF551 or 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 03:55:45 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cnro01$c7i$1@news.xmission.com>
Source record: 13913

Seems that after my move back from California (to Utah), none of my 1050
disk drives (3 of them!) are working.

I'm in need of a new disk drive.

I'm already watching some of the eBay auctions, so maybe I'll pick one up
there but if you have one for trade/sale, contact me.

--
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3907. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 08:24:25 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0411220322400.5185@shell1>
Source record: 13914

On Wed, 17 Nov 2004, James E. King wrote:

> .. or I'd buzz down to Weird Stuff in Sunnyvale to see if they have any
> interesting items to pick up.

I was just at Weird Stuff yesterday. Great prices!

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3908. FS: ATARI 1050 Disk Drive with Super Archiver II upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 10:47:49 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0411220247.13dbb3c9@posting.google.com>
Source record: 13915

I have one last 1050 With SuperArchiver 2 upgrade in it. for sale
it comes with the Software and User Manual.

The Super Archiver 2 drive will allow you to copy any Protected Atari
Disk, while the copied disk can run on any other drive.

if you are interested please email me at: ndary-nospam-@bigfoot.com
(remove the -nospam-)

Best Regards
Nir Dary

3909. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 13:39:41 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshvb8fq7vnm8ng@news.tiscali.no>
Source record: 13916
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
> Do you have a classic gaming website? Would you like to move up higher
> on a Google or Yahoo search? Add your website to your Links page!
> Simple to do, just fill out the simple form and submit your link. I
> will review it to make sure it fits in at 8-Bit Classics. If it does,
> your link should be approved soon. On the form it does mention the
> requirement for cross linking 8bitclassics.com on your page someplace.
> This isn't a requirement, just something that would be appreciated :)
> Just fill in your normal URL if you won't be cross linking with 8-Bit
> Classics.

Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...

Reffy
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/
```

3910. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 14:36:20 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cnsth4$5vu$1@news.xmission.com>
Source record: 13917

The last few times I went down there, they had nothing remarkable. I remember a few years ago, I could find odd-ball One-off manufactured equipment like an Atari made Intel Laptop, DEC Rainbow hardware and other strange items.

I was down there in the Spring and I did manage to find some dual-case Syquest 44mb removable drives.. all ready to plug into my 8bit (using them now).

Robert Bernardo <rbernardo@iglou.com> spit out...:
> I was just at Weird Stuff yesterday. Great prices!

3911. Re: abandoned emulators

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 14:36:28 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411220636.28ff9bc4@posting.google.com>
Source record: 13918

Why don't you do a global search (on the interrnet) for the following

XL-IT
Pokey
Rainbow Emulator

These haven't been updated in yonks

rtdos@rtdos.com (* ProteanThread *) wrote in message
news:<58c84f5f.0411181357.57ba8b39@posting.google.com>...
> looking for abandoned emulators to place as downloads for my webportal
> - http://rtdos.com/forum
>
> not looking for or not interested in current emulators or emulators
> that are still under development (it'd be too hard and fruitless to
> keep up with the many that are still under development so i thought
> i'd better at least seek out the ones that are abandoned for archival
> purposes or if anyone wants to add to the development) - any with
> source code would be nice.

3912. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 15:55:14 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <41A20BE2.9030705@ti.com>
Source record: 13919

Hi Kryten,

Do you need a Verilog model of the PIA chip? I had started writing Verilog models of each chip within an Atari 8-bit computer back in 2003. The PIA is one of few chip models I had time to finish before other projects took over. (Of course this is the 2nd easiest to Freddie... I have that model too as well as the CO61618 XL MMU and C025953 XE MMU). I have part of the ANTIC chip, but it is not complete. My ultimate goal was to get these models into an FPGA. It looks like you are further along...

Please write me at cmartin@ti.com, if you would like any of these models, or need help writing others... or need help testing (I have access to many FPGA boards and even a Quickturn emulator for debug).

BTW, I like the idea of calling your FPGA computer a Polymorph... blatant Red Dwarf reference. :)

Cheers,
Chris

3913. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 17:58:56 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-zOWcnwLW5sdR@localhost>
Source record: 13920

hi Steven,
do you have info on the usb controller in the cart? or the
programming model. looks like the driver sdk is in forth language. any
info will help. thanks

Ken

On Fri, 12 Nov 2004 15:57:09 UTC, Steven J Tucker
<classics@atarimax.com> wrote:

> LarryWhite wrote:
> > As the code is revised, can the cart be "flashed" to update it?
> >
> > Is it *likely* that the Atari will ever be able to handle more
> > complicated/faster devices such as floppy/ZIP/Hard drives? That would usher in
> > a whole new era.
> >
> > (Now if we can ever get the CPU "unstuck" from 1.79MHz and get a good
> > 80-column display, we'd be ready to step into the 1990's. ;-)
>
> The cart contains no memory, just the USB host controller and interface to
> the Atari computer and USB bus. So you just load the drivers from disk at the
> moment.
>
> Though eventually someone may come up with a way to make a much larger OS module
> that contains things like IDE and USB drivers that are pluggable in some way.
> But thats
> another project all together. :)
>
> I am not (yet) involved with writing any drivers so I can say what is or isnt
> possible with
> the Atari CPU. The chipset is a modern USB controller and certainly can speak
> to any
> USB 1.1 device, either low or high speed.
>
> Until more people have the finished carts in hand its difficult to say if
> anyone will take the
> time to write larger more complicated drivers.
>
> Steve

--

3914. Re: Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 21:41:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0025513a@fmlynet.org>
Source record: 13928

FamilyNet Newsgate

Oh good. Last I remember you were having troubles. How did you get the computer fixed?

And the setup you mentioned sounds quite cool. You have Ice-T on the Atari side for the terminal, what program are you using on the win server?

Over here I finally have the 800 setup the way I used to.

For one, the 800 is running Bobterm, not great for terminal emulation, but great for macros. On the 800 Ice-T seems the best for ANSI and 80 column, but it doesn't have macros. And I get tired of manually entering numbers, URL's, passwords, etc. Sooo...

... I used the laplink trick. I have the modem, Atari 800, and a laptop PC connected by a blue laplink cable. I type on the 800, the laptop picks it up in its own program (which I am using Ripterm I believe). And viola! I have a setup where the 800 can do the driving, and a screen that displays color ANSI and Ripterm (though getting around in Ripterm can be fun at times.) :)

So I wish a more native solution for the 800 was possible, but when I think about it, the XEP80, ATR8000, 1090 XL, Black Box.... all these were computers in their own right to assist the Atari 8 in doing something. So don't feel so bad. :)

```
| \ / \
| | |
| | |
| / \ /
|/octor -lu
```

```
@>-->-----------------
```

Written on a....

> From: "James E. King" <jamesk@deuce.xmission.com>

> Same here. Spent a few hours wiring my 256k XL, MUX and Syquest drives
> back up. Sending this message via ICET, connected to a Win2K server via
> Serial using a serial concentrator-type app on the Windows server.

> Pretty cool.

> I'll need to pull out the old games now!

> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>> Got my Atari 800 back online. Yahhh!! Just wanted to type something from
> the

> --
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3915. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 21:52:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0025513b@fmlynet.org>
Source record: 13929

FamilyNet Newsgate

> From: Chris Martin <cmartin@ti.com>

> BTW, I like the idea of calling your FPGA computer a Polymorph...
> blatant Red Dwarf reference. :)

> Cheers,
> Chris

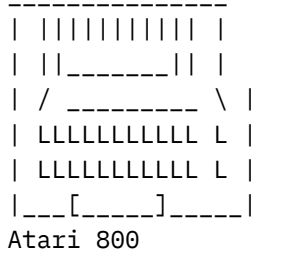
Red Dwarf, that is cool. I have usually chosen Hitchhiker's Guide, but Red Dwarf is the new Hitchhiker's Guide.

Of course some would say that Lexx was the new Hitchhiker's Guide, but I disagree. :D

```
| \ / \
| | |
| | |
| / \ /
|/octor -lu

@>-->-----------------
```

Written on a....



Atari 800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3916. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 22:14:28 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <8xtod.31284$Qv5.26108@newssvr33.news.prodigy.com>
Source record: 13921

Ken Ames wrote:
> hi Steven,
> do you have info on the usb controller in the cart? or the
> programming model. looks like the driver sdk is in forth language. any
> info will help. thanks

Ken,

The USB controller is the Cypress SL811HS Host/Slave Controller. The
circuit is designed by ABBUC members but I believe the data registers for
the chip can be accessed in the D5xx range.

You can get a datasheet for the chip with the complete register
description and application notes here:

http://www.cypress.com/products/datasheet.cfm?partnum=SL811HS

Steve

3917. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 23:03:09 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0411221503.78cbbcc7@posting.google.com>
Source record: 13922
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
Reflexion <ventruejusticar@hotmail.com> wrote in message
news:<opshvb8fq7vnm8ng@news.tiscali.no>...
> > Do you have a classic gaming website? Would you like to move up higher
> > on a Google or Yahoo search? Add your website to your Links page!
> > Simple to do, just fill out the simple form and submit your link. I
> > will review it to make sure it fits in at 8-Bit Classics. If it does,
> > your link should be approved soon. On the form it does mention the
> > requirement for cross linking 8bitclassics.com on your page someplace.
> > This isn't a requirement, just something that would be appreciated :)
> > Just fill in your normal URL if you won't be cross linking with 8-Bit
> > Classics.
>
> Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...
>
> Reffy

And neither is the TI...
```

3918. High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 23:04:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0025513f@fmlynet.org>
Source record: 13927

FamilyNet Newsgate

Here is a basic question about floppy disks.

There are single density, double density, and then there was the later
standards, like high density. Disks that the IBM was able to squeeze
1.44 meg, 2.6 meg, and so forth out of.

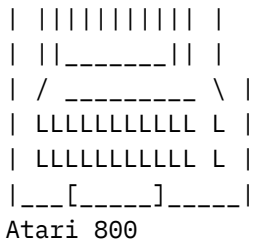
Short of converting my XF551 into a IBM floppy drive, are these disks
in any way able to be formatted into Atari format?

Thanks!

```
| \ / \
| | |
| | |
| / \ /
|/octor -lu
```

@>-->-----------------

Written on a....



Atari 800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3919. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-22 23:32:39 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>
Source record: 13923
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Sorry, it is a name of my site, doesn't mean that is only what I
offer.

Corey

On 22 Nov 2004 15:03:09 -0800, anoneds@netscape.net (Ben Yates) wrote:

>Reflexion <ventruejusticar@hotmail.com> wrote in message
news:<opshvb8fq7vnm8ng@news.tiscali.no>...
>> > Do you have a classic gaming website? Would you like to move up higher
>> > on a Google or Yahoo search? Add your website to your Links page!
>> > Simple to do, just fill out the simple form and submit your link. I
>> > will review it to make sure it fits in at 8-Bit Classics. If it does,
>> > your link should be approved soon. On the form it does mention the
>> > requirement for cross linking 8bitclassics.com on your page someplace.
>> > This isn't a requirement, just something that would be appreciated :)
>> > Just fill in your normal URL if you won't be cross linking with 8-Bit
>> > Classics.
>>
>> Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...
>>
>> Reffy
>
>And neither is the TI...

3920. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 00:05:21 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <59vod.1639$Zb.1@newsfe4-gui.ntli.net>
Source record: 13924

"Chris Martin" <cmartin@ti.com> wrote in message
news:41A20BE2.9030705@ti.com...
> Hi Kryten,
>
> Do you need a Verilog model of the PIA chip?

I'm working in VHDL. I heard it was strongly typed, which many people dislike but I find that if you give people lax rules they can get away with sloppy coding. I ought to learn Verilog too, but don't have the time...

I/O chips and multiplexers are easy enough as you say, and if I use someone else's code I can't sell it on without permission/royalties etc.

Any non-easy code is hard work to fathom (for me anyway).

I have a late model XL with Freddie and no GALs.

> I have part of the ANTIC chip, but it is not complete.
> My ultimate goal was to get these models into an FPGA.
> It looks like you are further along...

Still a long way to go!

My current display controller has 800XL compatible basic video/CPU cycle timings.
I'm using a 512K SRAM because they can run faster than DRAM, and they have no refresh demands.
That should be plenty for old software! And it could be battery-backed too.
However, a cost engineered design might use DRAM to reduce pin count and price.

> I have access to many FPGA boards and even a Quickturn emulator for debug.

Which ones have you got? I use a BurchEd B5.
I think a PC104 based board might be good, as the bussed pins are fixed.
I can also use one source to drive the CPU and 14.318 MHz bus clock.

When I get it working, I'll need a few Atari experts to look for faults.

> BTW, I like the idea of calling your FPGA computer a Polymorph... blatant
> Red Dwarf reference. :)

Absolutely. Though the trades description act might argue that 'poly' means 'many', and it can only do one platform at the moment. The Tandy CoCo would have been an easier next target but doesn't have such a large software base (though OS/9 might be rather cool). I have a 6809E in DIP40, but would prefer a 63C09E in PLC44 to save space.

The Atari 8-bitters never had Elite, which would have been a killer app.
Perhaps when I get the hardware done I could port the C source code to it.

Cheers, K.

3921. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 09:16:22 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2004.11.23.09.16.21.974498@strotmann.de>
Source record: 13925

On Mon, 22 Nov 2004 17:58:56 +0000, Ken Ames wrote:

> hi Steven,
> do you have info on the usb controller in the cart? or the
> programming model. looks like the driver sdk is in forth language. any
> info will help. thanks
>
> Ken

Hello Ken,

all info is on the MicroUSB Website, http://www.microusb.org. The driver SDK is in FORTH, because FORTH is really good in rapid prototyping new USB drivers. Once we know how the driver must work, we translate the FORTH code into Assembler. Using the USB Cart is very easy. In short, the SL811HS has 256 byte internal memory, where the first bytes are the internal registers.

To access the USB Controller, there are two Memory locations in the Atari

USBSEL = $D500
USBDTA = $D501

In USBSEL you write the number of the USB Chip Register to address, and in USBDTA your then read or write the value. The addressing scheme uses auto-increment, that is each read and write to USBDTA will increment USBSEL.

You can even programm the chip in Basic. Here is a short example to read and print all 256 Registers:
(TurboBasic)

```
10 USBSEL = $D500
20 USBDTA = $D501
30 POKE USBSEL,0
40 FOR I = 0 TO 256
50 ? Peek(USBDTA)
60 NEXT I
70 END
```

Because USB is not time critical, protoyping of Drivers can also be done in Basic or any other programming language.

Best regards

Carsten Strotmann

3922. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 09:23:27 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2004.11.23.09.23.26.877786@strotmann.de>
Source record: 13926

On Sun, 21 Nov 2004 01:18:15 +0000, William Kendrick wrote:
>
> Currently there's USB keyboard, USB steering wheel, and USB analog joystick
> support.

And USB digital Joypad, Mouse and Watcom TouchTables will soon be
available.

See device Matrix
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariDevMatrix

and USB FAQ
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBFaq

>
> Sadly, the keyboard I have didn't work 100% (it's a keyboard with a
> built-in trakball, so perhaps that was the problem). The steering wheel
> I borrowed didn't seem to work (it was some Microsoft brand). And I
> don't have a USB joystick.

Some USB devices like Keyboards and Wheels technically seems to have more
than one USB device build in, in the case of Bills Keyboard a trackball.
These USB devices are than attached to an build-in USB hub, and the HUB
will be connected to the HOst (tha PC or Atari). Because we don't have any
driver for USB Hubs today, this kind of devices will not work. As a rule
of thumb, all devices that allow other USB devices to be attached to it
must have an USB Hub, and there is no support today.

USB Hub support is possible in the USB Cart, but Hubs are complicated and
a driver will be big (10-30 K vs 200 byte for Keyboard).

Carsten Strotmann
http://www.microusb.org

3923. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 12:04:33 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041123120432.856A@ilba14195.www.blueyonder.co.uk>
Source record: 13930

In article <0025513b@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org
(Greg Goodwin) wrote:

> Red Dwarf, that is cool. I have usually chosen Hitchhiker's Guide,
> but Red Dwarf is the new Hitchhiker's Guide.
'New'? it's about 15 years old! The first 2 series were good but I think
it went downhill badly after that.

3924. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 12:12:59 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cnv9gb$i4o$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13931

Hi,

> Short of converting my XF551 into a IBM floppy drive, are these disks
> in any way able to be formatted into Atari format?

Not really. That is, you can format it, you can write data onto them,
but don't be surprised if the data is gone the next day. The problem
with HD disks is that they require a larger magnetic field to get
permanently magnetized (that is, they are "magnetically harder"), and
especially a larger field than the SD/DD heads can offer. The result
is that a) if you're lucky, you can format and write data to them,
but b) it doesn't stay there for a long time.

So long,
Thomas

3925. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 12:56:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041123075615.15947.00001093@mb-m02.aol.com>
Source record: 13932

> Short of converting my XF551 into a IBM floppy drive, are these disks in any way able to be formatted into Atari format? <

If you look at the proerties/specs of 3.5" media versus 5-1/4", you'll find that the 3.5" DD and HD disks are much closer together than the 5-1/4".

It's still not recommended, but I've had no trouble with 3-1/2" disks formatted both ways. What I've found is that if I have no trouble formatting, then I have had no problems. Due to the blends of magnetic materials and other factors some disk are undoubtedly more "compatible" than others. And writing out DD is an easier proposition than HD.

Best advice: if you want to be sure, use good disks of the proper density.

-Larry

3926. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 13:32:31 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411230532.7fe8b284@posting.google.com>
Source record: 13933
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>...
> Sorry, it is a name of my site, doesn't mean that is only what I
> offer.
>
> Corey
>

I guess www.anybitwidthclassics.com was gone then?

Coda
```

3927. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 15:53:11 UTC
From: Chris Martin <cmartin@TexasInstruments_REMOVEexas_REMOVEnstruments.com>
Message-ID: <cnvmdb$mp7$1@home.itg.ti.com>
Source record: 13934

> I'm working in VHDL. I heard it was strongly typed, which many people
> dislike but I find that if you give people lax rules they can get away
with
> sloppy coding. I ought to learn Verilog too, but don't have the time...

I used to code in VHDL, but I found that it takes me thrice as long as coding in Verilog. VHDL is great for projects where large numbers of coders are involved... they are forced to code the same way. Verilog is great for small one-person hobby projects. But, it is really just preference.

> I/O chips and multiplexers are easy enough as you say, and if I use
someone
> else's code I can't sell it on without permission/royalties etc.

Understood.

> That should be plenty for old software! And it could be battery-backed
too.
> However, a cost engineered design might use DRAM to reduce pin count and
> price.

If you use a big enough FPGA you can emulate the SRAM within the FPGA core. I am not sure if this is cost effective or not, but since the Atari 8bit only needs 64k I would think this would be okay. For that matter, I would put the ROM inside the FPGA as well.

> The Atari 8-bitters never had Elite, which would have been a killer app.
> Perhaps when I get the hardware done I could port the C source code to it.
>

There is an Atari 8-bit Elite Demo, but I have not played it or know how playable it is. It can be found here, however:

http://www.iancgbell.clara.net/elite/archive/

Cheers,
Chris

3928. Re: Photos from Vintage Computer Festival 7.0 (my Atari 8-bit/game booth)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 16:51:12 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <4UJod.545$9%6.529@newsfe3-win.ntli.net>
Source record: 13935

"Chris Martin" <cmartin@TexasInstruments_REMOVEexas_REMOVEnstruments.com>
wrote in message news:cnvmdb$mp7$1@home.itg.ti.com...

> I used to code in VHDL, but I found that it takes me thrice as long as
> coding in Verilog.

I'll have to take a look.

> VHDL is great for projects where large numbers of coders
> are involved... they are forced to code the same way.

Coding is labour intensive, so re-cycling and understandability is my main
concern.

> Verilog is great for small one-person hobby projects.

I know people who have coded an ARM-beating micro for mobile phones.
All in verilog. I think ARM use verilog too.

> If you use a big enough FPGA you can emulate the SRAM within the FPGA
> core.
> I am not sure if this is cost effective

It isn't. ROM/RAM chips are made in far bigger numbers, and on my FPGA I
only have about 8Kbytes to play with. Best to reserve it for stuff that
really has to be on-chip.

> put the ROM inside the FPGA as well.

I use Flash ROM, and the FPGA just uses ordinary RAM process (hence it can
be cheaper than non-vol variants). Again, cheaper off-chip.

The CPU is also available, so I have kept that off chip for now.

> There is an Atari 8-bit Elite Demo, but I have not played it or know how
> playable it is. It can be found here, however:
>
> http://www.iancgbell.clara.net/elite/archive/

I'll check it out!

3929. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 16:59:02 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0411230859.1b869638@posting.google.com>
Source record: 13936

I own a XF551 plain and simple, and this drive can format high density floppies without problem. My 1050 can read and write to this disks first formatted in the XF551 but it can not format any high density disk, now my Indus drive can not read or write high density floppies preformated with the XF551, why? i don't know it has a tandom mech identical to the one on the 1050. Hope it helps.

3930. ACTION! Reproduction.

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 17:28:21 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0411230928.487d25ec@posting.google.com>
Source record: 13937

Please i need to clear a doubt i have about the Action! cart, i
recently got both an original copy and a working reproductiona of tha
OSS Action! cart, what i would like to know is the difference between
them, i chequed the version on both carts at $B000 and in the original
i got a 3.1 version but the copy only delivers garbage, i wrote litte
routines and run them on both carts without any noticeable difference
between them still. Tank you very much.
Greetings from Mexico City.
Javier.

3931. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-23 21:10:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00257a37@fmlynet.org>
Source record: 13941

FamilyNet Newsgate

My thanks to everyone that has replied about the high density disks. I had
a large full of them, I mean a dell computer box... and well, looks like
many of them will not be usable. Of course I have plenty of double density
disks, and the rest I have I lot of IDe hard drives. :)

Appreciate it everyone!

```
| \ / \
| | |
| | |
| / \ /
|/octor -lu

@>-->-----------------

Written on a....

_______________
| ||||||||||| |
| ||_______|| |
| / _________ \ |
| LLLLLLLLLL L |
| LLLLLLLLLL L |
|___[_____]_____|
Atari 800
```

om:
monjarojas@yahoo.com.mx (Javier.) F{F {
>I own a XF551 plain and simple, and this drive can format high density floppie
> without problem. My 1050 can read and write to this disks first formatted in
> the
> XF551 but it can not format any high density disk, now my Indus drive can not
> read or write high density floppies preformated with the XF551, why? i don't
> know it has a tandom mech identical to the one on the 1050. Hope it helps.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3932. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 00:25:27 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <46l7q0dolth845qhjcpojeqrvcgr0ammtq@4ax.com>
Source record: 13938
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

I don't know, I just don't think it has the same ring as
8bitclassics.com. But maybe next domain I start :)

On 23 Nov 2004 05:32:31 -0800, smeg_007@hotmail.com (smeg) wrote:

>8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>...
>> Sorry, it is a name of my site, doesn't mean that is only what I
>> offer.
>>
>> Corey
>>
>
>I guess www.anybitwidthclassics.com was gone then?
>
>Coda

3933. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 00:49:38 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-UR4iutHmeYRK@localhost>
Source record: 13939

hi,
thanks for the info Steven and Carsten. I will be looking into it
and hoping for the cart to arrive soon :)

Ken

On Tue, 23 Nov 2004 09:16:22 UTC, Carsten Strotmann
<cas_news@strotmann.de> wrote:

> On Mon, 22 Nov 2004 17:58:56 +0000, Ken Ames wrote:
>
> > hi Steven,
> > do you have info on the usb controller in the cart? or the
> > programming model. looks like the driver sdk is in forth language. any
> > info will help. thanks
> >
> > Ken
>
> Hello Ken,
>
> all info is on the MicroUSB Website, http://www.microusb.org. The driver
> SDK is in FORTH, because FORTH is really good in rapid prototyping new USB
> drivers. Once we know how the driver must work, we translate the FORTH
> code into Assembler. Using the USB Cart is very easy. In short, the
> SL811HS has 256 byte internal memory, where the first bytes are the
> internal registers.
>
> To access the USB Controller, there are two Memory locations in the Atari
>
> USBSEL = $D500
> USBDTA = $D501
>
> In USBSEL you write the number of the USB Chip Register to address, and in
> USBDTA your then read or write the value. The addressing scheme uses
> auto-increment, that is each read and write to USBDTA will increment
> USBSEL.
>
> You can even programm the chip in Basic. Here is a short example to read
> and print all 256 Registers:
> (TurboBasic)
>
> 10 USBSEL = $D500
> 20 USBDTA = $D501
> 30 POKE USBSEL,0
> 40 FOR I = 0 TO 256

```
> 50 ? Peek(USBDTA)
> 60 NEXT I
> 70 END
>
> Because USB is not time critical, protoyping of Drivers can also be done
> in Basic or any other programming language.
>
> Best regards
>
> Carsten Strotmann
```

--

3934. Re: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 05:26:17 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <3f68q0lbogfq59oa8p4cfae5h41e3m2qp1@4ax.com>
Source record: 13940

Hi all!

Well, I've tried the interface. I have run into some problems. After
checking the sectors on drive and partitioning the disk, i could not
format any of the partitions I created. If I tried to format the
partition, I would get an error '160'. I'm not sure what I did wrong.

Rory

On Fri, 19 Nov 2004 00:55:45 +0100, "Vidar Olavesen"
<olavese@online.no> wrote:

>"Jerzy Dudek" <jurek@nospam.cnd.pl> skrev i melding
>news:cnde6a$pe5$1@nemesis.news.tpi.pl...
>> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8147329736
>>
>> Maybe last chance to buy it! Brand new!
>>
>
>Hi!
>
>Is my interface on the way or what? I ordered one some weeks ago, but still
>haven't seen it. Let me know if anything has gone wrong!
>
>Vidar Olavesen
>

3935. Re: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 05:57:36 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <co17t0$74r$1@atlantis.news.tpi.pl>
Source record: 13942

> Well, I've tried the interface. I have run into some problems. After
> checking the sectors on drive and partitioning the disk, i could not
> format any of the partitions I created. If I tried to format the
> partition, I would get an error '160'. I'm not sure what I did wrong.
>

Hi all!

Please format hard disk using MyDOS with option <drivenumber>/N , f.e. if this is D1: partition, please use 1/N. Formatting option doesn't work inside FDISK, you must use DOS. I hope you changed drive settings to High Capacity? (Option O in MyDOS)?

Please check if there is a little delay after turning on the Atari. It should be about 5 or more secs. of delay. If Atari starts immediately (as usual) - it may be timing problem. In such situation it might be necessary to decrease/increase capacitor value inside interface.
Rory, please contact me directly, I'll try to help you!

Jurek.

3936. Scsi to IDE Converter?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 13:07:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041124080711.06002.00000676@mb-m21.aol.com>
Source record: 13943

Has anyone used an Atapi (IDE) drive with a Black Box by way of a IDE->SCSI converter? Or is anyone using a newer (Ultra-SCSI/SCSI-W/etc.) with a Black Box?
Thanks,
Larry

3937. Atari APX MSB XREF

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 13:11:14 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041124081114.06002.00000677@mb-m21.aol.com>
Source record: 13944

Does anyone have a copy of this cross reference utility they would be willing
to part with? Disk or Tape is fine.
Thanks,
Larry

3938. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 14:51:01 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshy4vb0bvnm8ng@news.tiscali.no>
Source record: 13945
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 23 Nov 2004 18:25:27 -0600, 8-Bit Classics
<nospam@8bitclassics.com> wrote:

> I don't know, I just don't think it has the same ring as
> 8bitclassics.com. But maybe next domain I start :)

May I suggest computerclassics.com, classiccomputers.com, or something
similar instead? :)

Reff
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

3939. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 14:52:19 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <De1pd.36750$Al3.28844@newssvr30.news.prodigy.com>
Source record: 13946
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"Reflexion" <ventruejusticar@hotmail.com> wrote in message
news:opshy4vb0bvnm8ng@news.tiscali.no...

> May I suggest computerclassics.com, classiccomputers.com, or something
> similar instead? :)

You could, but both of those domains are in use. };)

3940. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 14:59:43 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshy49temvnm8ng@news.tiscali.no>
Source record: 13747
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:

>> May I suggest computerclassics.com, classiccomputers.com, or something
>> similar instead? :)
> You could, but both of those domains are in use. };)

Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)

Reff
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

3941. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-24 15:30:08 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <4O1pd.23989$fC4.14260@newssvr11.news.prodigy.com>
Source record: 13748
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"Reflexion" <ventruejusticar@hotmail.com> wrote in message
news:opshy49temvnm8ng@news.tiscali.no...
> On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:
>
> >> May I suggest computerclassics.com, classiccomputers.com, or something
> >> similar instead? :)
> > You could, but both of those domains are in use. };)
>
> Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)

Thanks for keeping the sense of humor there. Much appreciated!

3942. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 05:19:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1101359918@rtfm.mit.edu>
Source record: 13749
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3943. Re: Ramdisk Overview...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 10:55:02 UTC
From: voydial@wp.pl
Message-ID: <4afa141.0411250255.75317a25@posting.google.com>
Source record: 13750

> - Ramcart 128k by ??? (Poland or Czech Republic)
> - Ramcart 256k by ??? (Poland or Czech Republic)

RAM-Cart 64k and RAM-Cart 128k were released by the -Polish- publisher
L.K. Avalon. RAM-Cart 256kB (called Double RAM-Cart), RAM-Cart 512kB
and RAM-Cart 1MB were done by Zenon/Dial (Zenon Rakoczy) from Poland,
too... :)

3944. Searching for cartridge ROM dumps

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 11:37:10 UTC
From: Matthias Reichl <usenet-200411@hias.horus.com>
Message-ID: <slrncqbgv6.1i0.usenet-200411@camel.hias.horus.com>
Source record: 13751

Where can I download ROM dumps of Atari cartridges?

I already found several dumps at Atarimania and a few other images
at some other sites but I'm still looking for more.

The reason: I'm currently working on finishing the remake of the
TurboFreezer XL and need these dumps of testing.

Compared to the original version of the TurboFreezer by Bernhard Engl
my remake contains a flash ROM and a larger RAM chip (currently 128k
flash and 32k RAM, the final version will have 512k flash and 128k RAM)
which can be used to emulate Atari cartridges.

Four cartridge types are supported: 8k/16k standard carts ($A000-$BFFF/
$8000-$BFFF) and OSS and SpartaDosX bank switching carts. The cart data
can either be stored in the flash ROM or in the RAM on the freezer
(latter is practical to develop new carts).

But: some carts (especially bankswitching carts) need to be patched to
run with the Freezer because the Freezer, which connects to the PBI,
can't signal if a cart is present. This is no problem unless the cart
manually sets $03FA (the shadow register of $D013). If $03FA doesn't
match the value of $D013, the Atari will lock up. So references to
$03FA need to be patched out.

I already analyzed some carts: BasicXE (V4.1) and SpartaDosX (versions
4.19, 4.21 and 4.22) need to be patched, the versions of Mac65, BasicXL
and Action I've got don't seem to be affected.

I also wrote a small patcher program to do this automatically, so there
will be no need to re-distribute patched dumps.

When I've got more dumps I'll try to analyze them and extend the patcher
program. Maybe it is also possible to get more/different cart types
working by patching the bank-select code to either match OSS type
($D500/01/08/09) or SDX type ($D5E0-EF).

so long,

Hias

3945. Re: IDE HDD interface for 8-bit Atari!!!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 20:46:10 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <mngcq0pe8j3kmdl3htfa704a599bgrne6o@4ax.com>
Source record: 13752

Jurek & all,

Things are running smoother now...

Ahh. ok, I got the drives to format using the /N switch. Yes, I changed all the drives to 65534 sectors and it works great. I'm now trying to get it to boot from D1:

You may want to put the Drive /N hint in the docs.

Also, make sure you put the card in straight. There is a cartridge wedge on the cartridge side of the computer to help open the old carts (400/800) and not a wedge on the expansion side. This may cause the interface to be off center. Either remove the wedge or modify the ide adapter case.

Rory

On Wed, 24 Nov 2004 06:57:36 +0100, "Jerzy Dudek" <jurek@nospam.cnd.pl> wrote:

>Hi all!
>
>Please format hard disk using MyDOS with option <drivenumber>/N , f.e. if
>this is D1: partition, please use 1/N. Formatting option doesn't work inside
>FDISK, you must use DOS. I hope you changed drive settings to High Capacity?
>(Option O in MyDOS)?
>
>Please check if there is a little delay after turning on the Atari. It
>should be about 5 or more secs. of delay. If Atari starts immediately (as
>usual) - it may be timing problem. In such situation it might be necessary
>to decrease/increase capacitor value inside interface.
>Rory, please contact me directly, I'll try to help you!
>
>Jurek.
>

3946. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 23:29:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251526530.25857-100000@onyx.spiritone.com>
Source record: 13753
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3947. ADV: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 23:34:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251529570.25857-100000@onyx.spiritone.com>
Source record: 13755
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3948. 25% off Atari Xmas!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-25 23:37:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251534210.25857-100000@onyx.spiritone.com>
Source record: 13754
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3949. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 02:08:45 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <co637d$v5m$1@news.xmission.com>
Source record: 13756

Wow.. Talk about nostalgia.. I just came across an old hard drive with the entire contents of my old "Atari Connection BBS" from 1996 - complete with all the message bases, online games and user accounts just as they existed in 1996.

If I could figure out how to get this old Pro! BBS online (via telnet/ssh), I'd do so.

If for no other reason, the BBS has a ton of 8bit files still there.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3950. Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 04:53:34 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <co6csd$6oh$1@news.xmission.com>
Source record: 13757

Looks like I just fried two more 800xl's (both 256k, both socketed). To hook my MUX system back up, I'm seeking socketed and upgraded XL's or XE's. I prefer XL's as they are sturdier and they keyboard is nicer.

Contact me if you have any items for sale or trade.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3951. Wanted: CSS+ Rom Docs

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 05:15:04 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <co6e4o$7qm$1@news.xmission.com>
Source record: 13758

Also wanted.. CSS + Rom Docs. My 576k XE has the three way (CSS / XE / Mux) OS Rom, but I don't recall the buttons that are used to call the CSS Rom menu/options.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3952. Re: Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 19:29:54 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <SuLpd.24441$Rf1.7510@newssvr19.news.prodigy.com>
Source record: 13759

Uhm. Jim. Can you fix those XLs? And if you fried them, you gotta make
sure you know what is doing it. Probably something to do with power supply
for XL or MUX? We can't be losing XLs like this. But, probably ebaY is one
place to get XLs.
There are vendors of course, which you know who is, like Lance Ringquist at
Video 61. Bob Klass also might have some to sell you. You know who the
vendors are.
Regards
James E. King <jamesk@MUNGEdeuce.xmission.com> wrote in message
news:co6csd$6oh$1@news.xmission.com...
> Looks like I just fried two more 800xl's (both 256k, both socketed). To
> hook my MUX system back up, I'm seeking socketed and upgraded XL's or
> XE's. I prefer XL's as they are sturdier and they keyboard is nicer.
>
> Contact me if you have any items for sale or trade.
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

3953. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 20:13:49 UTC
From: "Steve Sweet"
Message-ID: <co82pt$9rc$1@hercules.btinternet.com>
Source record: 13760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Spam Spam Spam

> To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
> From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
>
> http://www.arsenet.com/~atari/maillist.htm

3954. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 21:33:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41A7A133.49C79641@students.uni-mainz.de>
Source record: 13761

Well,
you can easily turn your XF551 into an Atari compatible 3,5" (720k)
drive. But it will not do HD, since the XF controller (the same as in
the ST floppy drives) can only do DD. I think later ST floppy drives
used a chip called "Ajax" to do HD, maybe this chip would also be
usefull for a XF drive to do HD...

On the other hand, HD floppies or disks are not really nescessary for
Atari 8bit computers, if you need more than 720kbytes, why not use a
harddisk ?!? I did use the following simple solution:

1) turned my XF into a 720k 3,5" drive,
2) used a HD 3,5" drive and set the jumpers to DD,
3) used HD disks and put a write protect notch (from the good old 5,25"
disks) on the HD hole, so the floppy drive could not detect it as being
HD...

Since the drive mechanic was a HD drive it could easily format the HD
disks in any Atari compatible SD and DD format. And up to date (more
than 5 years!) I have not lost any data on these HD 3,5" disks that are
formatted in Atari SD or DD format... -andreas.

P.S.: Alas, not every 3,5" HD drive can be jumpered to be used as drive
0 (zero) or as a DD drive... you have to test this...

3955. Re: Ramdisk Overview...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 21:36:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41A7A1C5.8F2710E6@students.uni-mainz.de>
Source record: 13762

Well,
thanks for the info !! Will add that... -Andreas.

3956. Re: Searching for cartridge ROM dumps

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 21:40:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41A7A2C8.54E940C8@students.uni-mainz.de>
Source record: 13763

Well,
the homepage of Mr. Macardi contains some ROM dumps of Atari XE carts,
like Gato, Crossbow and such... simply goto the Games section and select
Atari... Afaik atari-age.com also has many Atari ROM dumps available in
the 8Bit computer forum or at some download site (you can use the search
option here)... greetings, Andreas Magenheimer.

3957. Re: Atari XL/XE USB Cartridge Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 22:06:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd11@comcast.net>
Source record: 13764

Well that all sounds good. I went ahead and ordered mine yesterday, so
it will be interesting to see when it arrives...

>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>> What drivers exit that the Atari 8-bit can make use of?
>
>Currently there's USB keyboard, USB steering wheel, and USB analog joystick
>support.
>
>Sadly, the keyboard I have didn't work 100% (it's a keyboard with a built-in
>trakball, so perhaps that was the problem). The steering wheel I borrowed
>didn't seem to work (it was some Microsoft brand). And I don't have a USB
>joystick.
>
>Personally, the steering wheel seems the most interesting of them, so far.
>(Since I already have digital joysticks, a trakball and the Atari has a
>built-in keyboard, of course.)
>
>Drivers I'd like to see include: CF memory card reader, USB ethernet
>and maybe USB printers (though that's not too important since I don't
>print from my Atari much, and if I really needed to, I could probably just
>use my SIO2PC cable!)
>
>-bill!

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3958. Re: Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-26 23:55:18 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <co8fp6$n1v$1@news.xmission.com>
Source record: 13765

Yeah, I know what fried one of my primary 256k XL's.. It was me. I hooked
everything up inside a mid-tower PC case and created a power cable from
the +5 on the PC switching supply. Unfortunatly, when I wired the
connector, I reversed + and - and it fried the XL.

I just tried to fix my 576k XE a few minutes ago and I appear to have made
it worse.

I'm now down to one 256k XL, with 3 fried XL's and my deteriorating XE.
I've sent email to Bob Puff to see if he's willing to look at / repair.

Regarding Bob Klaas. Is he still around? If so, does he still live in
Utah? I lost contact with him about 5 years or so ago, even though he
lived a mere 5 miles from me.

russg <russgilb@mungesbcglobal.net> spit out...:
> Uhm. Jim. Can you fix those XLs? And if you fried them, you gotta make
> sure you know what is doing it. Probably something to do with power supply
>> Atari 8bit hobbyist by choice, IT Professional by accident!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3959. Re: Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 01:48:59 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <f2Rpd.32839$Qv5.18352@newssvr33.news.prodigy.com>
Source record: 13766

James E. King <jamesk@MUNGEdeuce.xmission.com> wrote in message
news:co8fp6$n1v$1@news.xmission.com...
> Yeah, I know what fried one of my primary 256k XL's.. It was me. I hooked
> everything up inside a mid-tower PC case and created a power cable from
> the +5 on the PC switching supply. Unfortunatly, when I wired the
> connector, I reversed + and - and it fried the XL.
>
> I just tried to fix my 576k XE a few minutes ago and I appear to have made
> it worse.
>
> I'm now down to one 256k XL, with 3 fried XL's and my deteriorating XE.
> I've sent email to Bob Puff to see if he's willing to look at / repair.
>
> Regarding Bob Klaas. Is he still around? If so, does he still live in
> Utah? I lost contact with him about 5 years or so ago, even though he
> lived a mere 5 miles from me.
>
Hey, Jim. I don't know about Bob Klaas. I was hoping you knew something.
Haven't seen him here in csa8 for a long time, or Lance either. Hope both
are well. Seems like Bob was having domestic problems, maybe his wife was
telling him to clean out some of his stuff. Lance still owns BBS Express
Pro I think.

3960. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 01:54:14 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <1infq0dditejo5vpoj2oq6euafbjgl5pgi@4ax.com>
Source record: 13767
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Since I deal with more than computers, that wouldn't work either, and an .org is supposed to be for a non-profit organization, not commercial (.com). I don't like when sites start using the wrong type at the end.

Anyway, the reason I selected 8bitclassics is because that is what I know, and that is what I am focusing on, but I will be adding newer systems as time goes on. Thinking of it, I only have some Atari ST software online, but that is about it for 16-Bit.

As for the TI, I thought the 4A was 8-Bit? At least externally, maybe internally it was a hybrid 16-Bit system?

Corey

On Wed, 24 Nov 2004 15:30:08 GMT, "Sean Fahey" <a2fan@hotmail.com> wrote:

>"Reflexion" <ventruejusticar@hotmail.com> wrote in message
>news:opshy49temvnm8ng@news.tiscali.no...
>> On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:
>>
>> >> May I suggest computerclassics.com, classiccomputers.com, or something
>> >> similar instead? :)
>> > You could, but both of those domains are in use. };)
>>
>> Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)
>
>Thanks for keeping the sense of humor there. Much appreciated!
>

3961. Re: Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 02:32:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <eopfq05hoph9rs8696ajnta8d9bhtjb5n7@4ax.com>
Source record: 13768

On Sat, 27 Nov 2004 01:48:59 GMT, "russg" <russgilb@MUNGEsbcglobal.net> wrote:

>
>James E. King <jamesk@MUNGEdeuce.xmission.com> wrote in message
>news:co8fp6$n1v$1@news.xmission.com...
>> Regarding Bob Klaas. Is he still around? If so, does he still live in
>> Utah? I lost contact with him about 5 years or so ago, even though he
>> lived a mere 5 miles from me.
>>
>Hey, Jim. I don't know about Bob Klaas. I was hoping you knew something.
>Haven't seen him here in csa8 for a long time, or Lance either. Hope both
>are well. Seems like Bob was having domestic problems, maybe his wife was
>telling him to clean out some of his stuff. Lance still owns BBS Express
>Pro I think.

Lance and I both made it to the November SPACE meeting two weeks ago..

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3962. Re: Wanted: Socketed/Mux'd XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 07:36:34 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0411262336.545fac90@posting.google.com>
Source record: 13769

Hello,

I got in touch with Bob Klaas about two months ago,he still has
some stuff left.

robert_klaas@msn.com

Good luck!
Atari Forever!

3963. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 07:41:16 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0411262341.6938ddfa@posting.google.com>
Source record: 13770

Why don't you copy the 8 bit files to a CD and sell them here? :)

3964. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 10:15:25 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041127051525.06002.00000764@mb-m21.aol.com>
Source record: 13771

I should have provided this link in my earlier post. It is to an on-line
version of "Upgrading and Repairing PC's" 8th Ed.
Chapter 13 is all about floppy disks drives (and media).

http://cma.zdnet.com/book/upgraderepair/index.htm

-Larry

3965. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 10:41:16 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041127054116.06002.00000765@mb-m21.aol.com>
Source record: 13772

...and here's one other link that goes into perhaps even a little more detail. (This one is in PDF and there are a lot of diagrams, so it takes a while to load.)

http://www.pmb.co.nz/hobbycorner/download/magstore.pdf

3966. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 12:50:25 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0411270450.1eaafbd8@posting.google.com>
Source record: 13773
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<1infq0dditejo5vpoj2oq6euafbjgl5pgi@4ax.com>...
> Since I deal with more than computers, that wouldn't work either, and
> an .org is supposed to be for a non-profit organization, not
> commercial (.com). I don't like when sites start using the wrong type
> at the end.
>
> Anyway, the reason I selected 8bitclassics is because that is what I
> know, and that is what I am focusing on, but I will be adding newer
> systems as time goes on. Thinking of it, I only have some Atari ST
> software online, but that is about it for 16-Bit.
>
> As for the TI, I thought the 4A was 8-Bit? At least externally, maybe
> internally it was a hybrid 16-Bit system?
>

The TI was the first commercially available 16-bit to the consumer.
The 9900 is a 16-bit microprocessor, with separate address and data
bus. 16-bit address bus (MSB is used to determine even or odd byte)
allowing it to address 64k, byte addressable. 16-bit data bus. In the
99/4A, this is muxed to an 8-bit data bus outside the console for use
with 8-bit peripherals (not unlike the first PCs - in this case more
like an 8086 than an 8088 which was 8-bit at the processor
connection.)

The instruction set has 16-bit registers and hardware multiply/divide
(unsigned).

Ben

3967. Re: CTH BBS Userid/password

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 15:41:24 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns95AE6D03DB5E5PrivacyLabs@216.196.97.142>
Source record: 13774

Hi Jim. I sent it. Did you get it?

> I've been trying to access the CTH BBS (Via telnet), but seem to have
> either forgotten my username/password or its been disabled.
>
> Can you email me this information?
>
> Thanks..
>

--

3968. Ebay - CASTLE WOLFENSTEIN by MUSE original 1983 book and disk!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 16:25:24 UTC
From: multi007@aol.com
Message-ID: <fb845daf.0411270825.71b39cc6@posting.google.com>
Source record: 13775

In case someone is interested, i found this on ebay.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8149305025&ssPageName=STRK:MESE:IT

3969. Re: CTH BBS Userid/password

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 17:07:20 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <coac88$38d$1@news.xmission.com>
Source record: 13776

Got it.. Thanks!

Tom Hunt <NoOne@fakeemail.invalid> spit out...:

> Hi Jim. I sent it. Did you get it?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3970. ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 18:04:35 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <Tk3qd.402797$wV.234301@attbi_s54>
Source record: 13777

I've been trying off and on, for a couple of years, to get the CP/M bootdisks for the SWP ATR8000. I have the Teledisk images from the late Don Maslin's archive, but no one I know of, including Don, was ever able to successfully recreate the CP/M disks from those images. I have tried, but no combination of hardware I have has been able to successfully recreate track 1 on the disk. Everything else on the disks is readable, but without the data from track 1 the disks just won't boot the system.

So if anyone out there has these disks, I would be willing to pay any reasonable costs involved to get copies.

3971. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 20:33:25 UTC
From: Glenn Westerfield <gwesterfield@comcast.net>
Message-ID: <pw5qd.676810$8_6.64678@attbi_s04>
Source record: 13778
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

It really surprises me how much a number of users bitch about the
smallest "infraction" of usenet "rules" but hold their tongues about
Bravo Sierra. This guy is habitual. Always the same line of commercial
crap. I say, may Bravo Sierra go Tamgo Uniform. Soon.

Have a nice day.

GAW

Steve Sweet wrote:
> Spam Spam Spam
>
>
>>To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
>>From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
>>
>>http://www.arsenet.com/~atari/maillist.htm
>
>
>

3972. [Announce] The Vintage Computer Forum

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 20:42:48 UTC
From: ekklein1@gmail.com
Message-ID: <eca6ba9f.0411271242.583695c@posting.google.com>
Source record: 13779

Hello Fellow Vintage Computer Enthusiasts,

Please forgive the intrusion but I would like to make you all aware of the existence of the Vintage Computer Forum at www.vintage-computer.com/vcforum.

With nearly 600 users and a wide variety of moderated topic areas these forums have quickly become a valuable resource for the vintage computing community on the web.

Signing up is easy and safe and requires only an email address (which will be used only by the forums and which will never be disseminated.)

Whatever interests you it's likely you'll find someone else with similar interests. If for some reason you don't, please don't hesitate to recommend a new discussion area. Several have been added recently based on just these types of requests.

We look forward to your visit!

Please note, I'm well aware that not everyone on Usenet likes web forums. Such is life. Please don't visit if you don't think the forums will be of interest to you. I am simply offering a free service to the vintage computer community and I'm trying to get the word out. I like to think of the forums as a compliment to Usenet and mail lists. Forum bashing is fine, but we've been there before. . . ;-)

Erik Klein
www.vintage-computer.com
www.vintage-computer.com/vcforum
The Vintage Computer Forum

3973. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-27 21:41:27 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qht44jlgs4tca@corp.supernews.com>
Source record: 13780
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

You'd be surprised how many don't know how to use the "Block Sender" option.

--
Don
Vancouver, USA

"Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
news:pw5qd.676810$8_6.64678@attbi_s04...
> It really surprises me how much a number of users bitch about the
> smallest "infraction" of usenet "rules" but hold their tongues about
> Bravo Sierra. This guy is habitual. Always the same line of commercial
> crap. I say, may Bravo Sierra go Tamgo Uniform. Soon.
>
> Have a nice day.
>
> GAW
>
>
>
> Steve Sweet wrote:
> > Spam Spam Spam
> >
> >
> >To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
> >From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
> >>
> >http://www.arsenet.com/~atari/maillist.htm
> >
> >
> >
>

3974. FS : Atari Portfolio, Lynx and Jaguars with ICD Catbox (US-CA)

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-28 01:00:06 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <on8iq09hm0qfr0foce23gp88i61i427o0o@4ax.com>
Source record: 13781

Pictures are posted on my website at home.earthlink.net/~rdf0013/

I am selling off all my older collections as I need storage space and
rarely use these anymore. I can be reached at gathermore2003@yahoo.com
if anyone is interested.
All items are in great working order and have been taken very good
care of since I was (am) a huge Atari fan. If purchased I can ship COD
with insurance. I am located in Sunnyvale CA...

Thanks

Atari Portfolio
1 - Atari 12 digit folding solar calculator
1 - Atari Portfolio
1 - Atari leather case for portfolio
1 - 128k portfolio memory card
2 - 64k portfolio memory card
1 - Timekeeper program card
1 - File manager program card
1 - Smart parallel interface for portfolio
1 - PC Card drive, portfolio memory card reader
CD with portfolio software I have collected over the years
* All manuals included

Atari Jaguar
3 - Atari Jaguar 64-bit system (2 working and 1 not working)
1 - Atari Jaguar CD
1 - Memory Track Cartridge
1 - ICD Catbox
2 - Atari Jaguar controllers
3 - Atari Jaguar power supplies
1 - Jaguar composite cable
1 - Jaguar S-video cable
2 - Jaguar team-tap
1 - Jaguar jaglink kit
3 - Video RF adapters

33 game cartridge (Tempest 2000, Power Drive Rally, Checkered Flag,
Attack of the Mutant Penguins, Val D'Isere Skiing and Snowboarding,
I-war, Cybermorph (x2), Ruiner Pinball, White men can't jump, Fight
for Life, Pinball Fantasies, Dino Dudes (x2), Ultra Vortek,
Alien vs Predator, Hover Strike, Wolfenstien 3D, Syndicate, Doom,
Missle Command 3D, Kasumi Ninja, Flashback, Iron Soldier 2,
Trevor McFur in the Cresent Galaxy (x2), Iron Soldier, Zool 2,
Defender 2000, Raiden, Supercross 3D, Flip Out, Brutal Sports
Football)

7 game CD (Myst, Space Ace, Highlander, Vid Grid, Battlemorph, Blue Lightning, Myst demo)

* Includes manuals, controller overlays, posters, jaguar promotional items, Atari 2600 cartridges, Atari cartridge cases, Atari Comic books, Atari 7800 cartridges and Atari trackball controller.

Atari Lynx
1 - Atari Lynx System 2
1 - Lynx large carry/storage case
2 - Lynx small carry case with cartridge pockets
2 - Lynx sunvisors for lynx 2
3 - lynx system link cable
2 - AC power adapter for Lynx
1 - Sony headphones
1 - Lynx battery pack (6 D-cell portable pack)
* Lynx documents, game manuals, lynx magazines and promo docs

32 game cartridges (Baseball Hereos, Batman Returns, Dracula the Undead, Gates of Zendocon (x2), Todd's Adventure in Slime World (x2), Block Out, Gauntlet, Raiden prototype card, Hydra, Checkered Flag, Tournament Cyberball, Rygar, Hockey, Steel Talons (x2), Zalor Mercenary (x2), Road Blasters, Rampart, Pit Fighter, Ms Pac-man, Xybots, Warbirds, Shanghai, Qix, Paperboy, Vicking Child, Pinball Jam, Shadow of the Beast, Robotron 2084)

3975. Maxwell Manor

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-28 04:53:03 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <loednV4_3b02xDTcRVn-3A@adelphia.com>
Source record: 13782

Does anyone know where I could find the manual or instructions for this game online? I've been searching and can't seem to find them. Having fun so far but not sure exactly what I'm doing. :)

thanks,
~telengard

--
.---,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ |
|-------------------------. bsturk<AT>adelphia.net | Python |
| http://www.telengard.com `------------------------`-------|
| Telengard Technologies Inc. - NT/*nix UI & device drivers |
`---'

3976. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-28 07:39:31 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Tgfqd.1535$M57.509@trnddc01>
Source record: 13783

I can help. You want to run the BBS on the emulator or a real A8?

Cabell
BF2k+ BBS: telnet://bfbbs.no-ip.com
Website: www.amfband.com/bf/

"James E. King" <jamesk@deuce.xmission.com> wrote in message
news:co637d$v5m$1@news.xmission.com...
> Wow.. Talk about nostalgia.. I just came across an old hard drive with the
> entire contents of my old "Atari Connection BBS" from 1996 - complete with
> all the message bases, online games and user accounts just as they existed
> in 1996.
>
> If I could figure out how to get this old Pro! BBS online (via
> telnet/ssh), I'd do so.
>
> If for no other reason, the BBS has a ton of 8bit files still there.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

3977. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-28 13:53:12 UTC
From: frombrhs1962@aol.comnojunk
Message-ID: <20041128085312.07275.00001125@mb-m10.aol.com>
Source record: 13784

Send me an email with a valid return address and exactly what disks you are looking for. I may have extras.
brhs

3978. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-28 17:56:25 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411280956.4ccdec0d@posting.google.com>
Source record: 13785
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Retired@Engineer.PNB> wrote in message
news:<10qht44jlgs4tca@corp.supernews.com>...
> You'd be surprised how many don't know how to use the "Block Sender" option.
>
>
> --
> Don
> Vancouver, USA

You'd be surprised how many people read news on the web, and have no
such option. Which is besides the point.

Coda.

3979. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 02:30:56 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <coe1l0tin1@news.xmission.com>
Source record: 13786

I'd prefer to use the real Atari 8bit. I've just downloaded Ape XP.. If it works, I'll purchase the upgrade (from 1.18) and go from there.

What did you have in mind?

bfbbs2k+ <cabell.clarkeNOSPAM@spamnoverizon.net> spit out...:
> I can help. You want to run the BBS on the emulator or a real A8?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3980. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 05:02:01 UTC
From: Jorge <user@nospam.com>
Message-ID: <coeag9$nv6$1@blue.rahul.net>
Source record: 13787

JR <""jr256_69\"@NO$PAMhotmail.com"> writes:

>I've been trying off and on, for a couple of years, to get the CP/M
>bootdisks for the SWP ATR8000. I have the Teledisk images from the late
>Don Maslin's archive, but no one I know of, including Don, was ever able
>to successfully recreate the CP/M disks from those images. I have
>tried, but no combination of hardware I have has been able to
>successfully recreate track 1 on the disk. Everything else on the disks
>is readable, but without the data from track 1 the disks just won't boot
>the system.

Unless the images are from 8" disks, it should be simple to recreate the
disks using standard PC hardware. You need a 5.25 drive of course. Just
make sure you are using DD disks (you probably have some if you are in
this group :) and NOT HD ones.

What exactly is the problem when you try to write the images back to disk?
What hardware/software you were using? What you mean by track 1 not being
readable?

3981. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 05:35:56 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1101706554@rtfm.mit.edu>
Source record: 13788
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 15, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
ftp://ftp.cs.uu.nl/pub/NEWS.ANSWERS/atari-8-bit/vendev
http://www.faqs.org/faqs/atari-8-bit/vendev/
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
news:comp.sys.atari.8bit
news:comp.answers
news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2004.11.15 Steven Tucker, AtariMax/ABBUC USB Cartridge
2004.11.15 HiassofT (Matthias Reichl), MyPicoDos V4.02
2004.11.14 Telegames entry deleted, dropped classic support Sept. 2004
2004.11.14 Video 61 & Atari Sales new title: Jinx
2004.11.03 Bravo Sierra Computers, URL correction (thanks Ben)
2004.10.30 HiassofT (Matthias Reichl), MyPicoDos V4.01
2004.10.20 Marius Diepenhorst, SpartaDOS for MyIDE
2004.10.20 Shawn Jefferson, MyIDE Image Manager 1.2
2004.10.20 Lee Barnes, MyDOS RAMdisk patches, Black Box ATASPI V0.42 and .41
2004.10.20 Matthias Belitz, Black Box ATASPI V0.40, ATASPI CDPLAY V0.20,
ATASPI MON V0.12; and msc-IDE utilities listed
2004.10.20 Mathy van Nisselroy, CD Audio Player 1.47, CD/DVD Data Reader 0.67
2004.10.09 Radek Sterba, Raster Music Tracker 1.17, Atari RMT Player 1.04
```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they

are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart

524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)

Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany

http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,

Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

----

Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)

Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian

Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

---

Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss

Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 11/04
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V4.02 (small "gamedos"
that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories
and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32,
Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking

Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: MyIDE Image Manager 1.2

Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA

tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/

Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Mirage Interactive Sp. z o.o. 2/04
Obroncow 2c
03-933 Warszawa
Poland
phone: +48 22 616 1551, 616 1555
fax: +48 22 617 9321
http://www.mirage.com.pl/
Developer: over 100 games, including: Alchemia, Around the Planet, Atomia,
Axilox, Bank Bang, Beryx, Battleships, Caveman, Crypts of Egypt, Cywilizacja,
Dark Abbys, Duch, Dziedzic, Eureka, Historia Polski, Jaffar, Janosik,
Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocessor, Operation Blood, Pong,
Problem Jasia, Pyramid, Raszyn, Robal, Rockman, Roderic, Rycerz, Sexversi,
Special Forces, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret,
Wladca, Wyprawy Kupca, Zbir

MMSoft (Marek Mikolajewski) 8/04
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.2 (An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB
port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',

EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware

Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Project USB Cartridge 10/04
Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru

tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List Of High Scores (demo), File Designer (convert from cassette to disk), Disk Wizard II (modified form the original), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

---

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital

hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.38, CVS Snapshot 1.40, atari++ 1.40 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.

Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 9/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.3 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 10/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) 1.17 - cross-plaftorm XL/XE
music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine

interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek

Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge

Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/

Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

3982. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 07:17:52 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <w2Aqd.482678$D%.157765@attbi_s51>
Source record: 13789

Jorge wrote:
> JR <""jr256_69"@NO$PAMhotmail.com"> writes:
>
>
>>I've been trying off and on, for a couple of years, to get the CP/M
>>bootdisks for the SWP ATR8000. I have the Teledisk images from the late
>>Don Maslin's archive, but no one I know of, including Don, was ever able
>>to successfully recreate the CP/M disks from those images. I have
>>tried, but no combination of hardware I have has been able to
>>successfully recreate track 1 on the disk. Everything else on the disks
>>is readable, but without the data from track 1 the disks just won't boot
>>the system.
>
>
> Unless the images are from 8" disks, it should be simple to recreate the
> disks using standard PC hardware. You need a 5.25 drive of course. Just
> make sure you are using DD disks (you probably have some if you are in
> this group :) and NOT HD ones.
>
> What exactly is the problem when you try to write the images back to disk?
> What hardware/software you were using? What you mean by track 1 not being
> readable?
>
>
The images were created with a program called Teledisk. For the most
part the images are standard 40 Track CP/M disks (10 Sectors/track 512
bytes/sector). The non boot images work fine and create readable disks.
Even the boot disks are readable, only the boot sectors (on tracks 0
and 1) are a problem. The boot disks seem to have a different format
for tracks 0 and 1. Most of the controllers I have tried could not
create either of those tracks. I found one controller that was able to
reliably create track 0 and when looking at the track with Anadisk, it
has 11 sectors. Sector 0 is 128 bytes (like Atari DD disks) and the
next 10 are 512 bytes. None of the controllers could create track 1.
It almost always creates 5 Sectors of 512 bytes, all odd numbered. The
even numbered sectors do not get written even though Teledisk tries to
write them.

So either the images are bad, or the hardware/software that was used is
just not capable of recreating the non standard format of those 2
tracks. I know the ATR itself is capable of copying the boot disks, so
I'm hoping to find someone who has one with boot disks to make copies.
I also have a Copy II PC Option board which I'm sure could copy the
physical disks if I could find someone who would let me borrow the disks.

3983. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 10:32:03 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411290232.5bd169f2@posting.google.com>
Source record: 13791
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I figured out Bravo Sierra, but what did T U relate to

Looks like our American friends have invaded the Internet (god!
deliver us from the Americans)

3984. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 10:41:15 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qlv6c76fd4306@corp.supernews.com>
Source record: 13790
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Seeing that there are over 50 countries in the Americas, any particular
group?

--
Don
Vancouver, USA

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0411290232.5bd169f2@posting.google.com...
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

3985. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 14:27:47 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.29.14.27.47.21189@darkforce.ky.org>
Source record: 13794

On Mon, 29 Nov 2004 02:32:03 -0800, carmel wrote:

> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

North America? South America? Which country? :-)

3986. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 14:52:47 UTC
From: Jorge <user@nospam.com>
Message-ID: <cofd3vjbb1@blue.rahul.net>
Source record: 13793

JR <""jr256_69\"@NO$PAMhotmail.com"> writes:

>>>I've been trying off and on, for a couple of years, to get the CP/M
>>>bootdisks for the SWP ATR8000. I have the Teledisk images from the late
>>
>The images were created with a program called Teledisk. For the most
>part the images are standard 40 Track CP/M disks (10 Sectors/track 512
>bytes/sector). The non boot images work fine and create readable disks.
> Even the boot disks are readable, only the boot sectors (on tracks 0
>and 1) are a problem. The boot disks seem to have a different format
>for tracks 0 and 1. Most of the controllers I have tried could not
>create either of those tracks. I found one controller that was able to
>reliably create track 0 and when looking at the track with Anadisk, it
>has 11 sectors. Sector 0 is 128 bytes (like Atari DD disks) and the
>next 10 are 512 bytes. None of the controllers could create track 1.
>It almost always creates 5 Sectors of 512 bytes, all odd numbered. The
>even numbered sectors do not get written even though Teledisk tries to
>write them.

I didn't know that CP-M disks can have mixed sectors size, but that doesn't represent a hardware problem in a PC. The standard PC controller can format and write 128 byte sectors mixed with 512 byte sectors. You'll have a minor software problem though, the software your are using must be able to handle those sizes (which needs direct access to the FDC, can't be done through BIOS).

The Option Board can certainly copy those disks, but it is not needed. Any PC software copier should be fine for the job, no special hardware is required. But unless you are going to write the software yourself, you need to convert your images to a format that those copies could understand. I know that the image format for the Option Board is described somewhere in the net.

The main problem in the PC is however the drive and the target disk. As said, you of course need to use DD disks. But the drive is a problem as well. Ideally you should use a 40 tracks drive, not an 80 tracks one. It doesn't matter if the drive is HD or not, what it matters is if it's 40 or 80 tracks (but virtually any 80 tracks drive is HD).

If you can't find an old XT 360k drive, then you need to use virgin DD disks. Note that virgin preformatted disks are not good, and reformatting/erasing old disks is not good enough neither. They have to be virgin unformatted as they come from the manufacturer. There is no way to bring old disks back to the virgin format unless you have access to special very expensive equipment.

Non PC hardware can be used as well. For example, an Atari ST with a 5.25
drive, a 1050 Happy drive (but this would require custom software), etc.
It is mostly a software issue.

3987. ABBUC Software Contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 15:11:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41AB3C0C.12D512BF@students.uni-mainz.de>
Source record: 13792

Hello Folks,
ABBUC decided to do another software contest 2005. To take part at this contest you may simply a) register at the ABBUC homepage (=> contest 2005, => register, then type in authors name and name+type of program, thats it) or b) send me your program(s) and/or some details about it, so I can register it for you. Send your programs to: software at . abbuc de For more information, please read the official contest rules below... greetings, Andreas.

Rules for the ABBUC-Software-Contest 2005:

1) General Rules:

The Deadline for the software-contest has been set to 31.August 2005 (until midnight). ABBUC will therefore spend the following Prices:
1st Place: 500 Euro
2nd Place: 250 Euro
3rd Place: 125 Euro
4th Place: 75 Euro
5th Place: 50 Euro
For all registered contest programs, ABBUC will get the right to release them on its magazine, while the Copyright will still remain by the author, who can use his program freely after the contest. The presentation of the programs will take place at the Unconventional fair in September and on the ABBUC magazines, whereas the decision and pricing will take place at the annual ABBUC meeting in October. There is no need for the author to be present at any of these events, the price will still be send to the author's postal adress or his bank account, provided that ABBUC has these adresses...

2) Program Types & Size:

The software-contest programs must be one of the following program-types:
a) Game/s, b) Application/s (also Tools, Utilities, etc.) and c) Operating Systems (DOS). Not allowed are any kinds of demos or intros, also not allowed are any beta- or pre-versions (meaning the contest programs must be finished). For compatibility reasons one must make sure, that the programs work at least on Atari XL or XE computers, which means standard 64k or 128k machines. Additional or extra hardware can be supported, but it must not be a requirement to own this extra hardware to load the program. Believe it or not, the ABBUC Software Ressort, as well as all ABBUC members, will do a "Quality" and "Compatibility" check of all registered contest programs...

3) Format and Languages:

The contest programs can be send as 5,25" Atari disk(s) or as
ATR-image(s), but
they must use Single (90k) or Enhanced (130k) density. Furthermore, the
program must have a short documentation, this can be included in the
program (internally) or as a separate text-file (externally). It is
therefore important, that one uses german or at least english language
(and explains shortly how the program has to be loaded), so that
everyone can handle the program. All Atari 8Bit compatible languages are
allowed as programming languages, but all of them have to be compiled in
the end, so that one can load the program without having to own a
certain programming language. The only exceptions here are Atari Basic
and Turbo
Basic XL source listings, since every Atari user owns these languages.
Lastly one needn't supply any source-codes for the contest programs, the
finished loadable or executable program is enough...

Happy programming wishes the ABBUC Software Ressort !!
(CharlieChaplin / Andreas Magenheimer)

Hope to see your Atari 8Bit programs in the contest 2005...

3988. Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 15:47:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41AB449D.B67AF54F@students.uni-mainz.de>
Source record: 13796

Well,
the subject is clear - someone told me it was John Hardie, someone else told me it was John Harris and again someone told me it was some other guy. Anyone knows who did / created / designed Sparta DOS X cart. (I am searching for the author, not the vendor/publisher)...?!? greetings,
Andreas.

3989. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 17:01:17 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411290901.30f28fca@posting.google.com>
Source record: 13795
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0411290232.5bd169f2@posting.google.com>...
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

T U = tits up.
BTW, (= By The Way) we dont need deliverence from the Americans, just from Bush.

Coda.

3990. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 17:05:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411290904290.25274-100000@onyx.spiritone.com>
Source record: 13847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Tits Up.

On 29 Nov 2004, carmel wrote:

> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3991. Re: Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 18:01:45 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <cofo69$5np$1@news.xmission.com>
Source record: 13849

Speaking of SpartaDos X. I have version 4.22. Was there ever a clock fix
when using the RTime8 cart? I'm off by one day..

Andreas Magenheimer <magea000@students.uni-mainz.de> spit out...:
> Well,
> the subject is clear - someone told me it was John Hardie, someone else

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3992. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 18:18:10 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.29.18.18.10.868197@darkforce.ky.org>
Source record: 13848

On Mon, 29 Nov 2004 09:01:17 -0800, smeg wrote:

> carmel_andrews@hotmail.com (carmel) wrote in message news:gle.com>...
>> I figured out Bravo Sierra, but what did T U relate to
>>
>> Looks like our American friends have invaded the Internet (god!
>> deliver us from the Americans)
>
> T U = tits up.
> BTW, (= By The Way) we dont need deliverence from the Americans, just
> from Bush.
>
> Coda.

Hmm, thought this was an *Atari* newsgroup, not "My political opinions".

Just a random thought there... :-)

3993. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 18:21:30 UTC
From: David <dwmoar@findmoore.net>
Message-ID: <h8KdnS2Iaeo29TbcRVn-hg@megapath.net>
Source record: 13851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:
> Seeing that there are over 50 countries in the Americas, any particular
> group?
>
>
Looks like most people could of figured out which "AMERICAN FRIENDS" he
was reffering to :)

==========
FindMoore.Net~Finding Your Place on the Web!
http://findmoore.net
Linux Registered User #188968
==========

3994. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 18:37:15 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qmr2s3tme39c4@corp.supernews.com>
Source record: 13850
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Yep, those Venezuelans.

--
Don
Vancouver, USA

"David" <dwmoar@findmoore.net> wrote in message
news:h8KdnS2Iaeo29TbcRVn-hg@megapath.net...
> Don Schmidt wrote:
> > Seeing that there are over 50 countries in the Americas, any particular
> > group?
> >
> >
> Looks like most people could of figured out which "AMERICAN FRIENDS" he
> was reffering to :)
>
>
>
> ==
> FindMoore.Net~Finding Your Place on the Web!
> http://findmoore.net
> Linux Registered User #188968
> ==

3995. Effective Email Marketing

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-29 20:41:21 UTC
From: Sinan Graham <Sinan1983@bulkemailco.com>
Message-ID: <41ab8971$1_2@127.0.0.1>
Source record: 13852

Hi

We offer you E-mail addresses databases (or called Bulk E-mail lists) for online advertisement. we provide you with a free list of email addresses you can use in your marketing campaign, or you can choose to buy larger inexpensive databases. Furthermore, you can download several online marketing softwares absolutely free:

http://www.bulkemailco.com

Regards,
Sinan Graham
Tel. +1 997 747 5768

----= Posted via Newsfeeds.Com - Unlimited-Uncensored-Secure Usenet News=----
http://www.newsfeeds.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= East/West-Coast Server Farms - Total Privacy via Encryption =---

3996. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 01:22:00 UTC
From: Jorge <user@nospam.com>
Message-ID: <coghvo$f9q$1@blue.rahul.net>
Source record: 13853

>Non PC hardware can be used as well. For example, an Atari ST with a 5.25
>drive, a 1050 Happy drive (but this would require custom software), etc.
>It is mostly a software issue.

Just to correct myself. A 1050, disregarding Happy or not, cannot of
course be used to create a double sided disk.

3997. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 03:46:25 UTC
From: Glenn W <gwesterfield@nospamcomcast.net>
Message-ID: <l2Sqd.120540$5K2.7825@attbi_s03>
Source record: 13854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Tits up.

carmel wrote:
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

3998. Re: ABBUC Software Contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 03:51:17 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <cernq052l4j7l6ls203emld90c23icbcpc@4ax.com>
Source record: 13855

Andreas Magenheimer <magea000@students.uni-mainz.de>:
>Hello Folks,
>ABBUC decided to do another software contest 2005.

>Additional or extra hardware can be
>supported, but it must not be a requirement to own this extra hardware
>to load the program.

I guess my Image Manager software would not be a valid entry for this
contest, since you need to own the MyIDE hardware for it to run.

Too bad, I was thinking of submitting it.

Shawn Jefferson
(fix reply to for email)

3999. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 17:55:11 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411300955.1d18d48f@posting.google.com>
Source record: 13856
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Alternatively, T O... Tits Out (for the lads)

For Americans friends, i refer to that collective bunch the live in what is called THE U S of A, and those that claim to speak the ENGLISH Language (US English that is)

Additionally, it's you American's that need delivering from Mr Bush, We on the other side of the big blue need delivering from the Americans

As it could be proved that the majority of the Americans voted george bush (that gormless one) back in of a second term (and if that was a close election, then the Ukranian farse, must have been even closer)

Ahhh, so much for modern democracy (thanks largely to the ancient greeks)

4000. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 18:19:41 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.30.18.19.37.753115@darkforce.ky.org>
Source record: 13857

On Tue, 30 Nov 2004 09:55:11 -0800, carmel wrote:

> Alternatively, T O... Tits Out (for the lads)
>
> For Americans friends, i refer to that collective bunch the live in
> what is called THE U S of A, and those that claim to speak the ENGLISH
> Language (US English that is)
>
> Additionally, it's you American's that need delivering from Mr Bush,
> We on the other side of the big blue need delivering from the
> Americans
>
> As it could be proved that the majority of the Americans voted george
> bush (that gormless one) back in of a second term (and if that was a
> close election, then the Ukranian farse, must have been even closer)
>
> Ahhh, so much for modern democracy (thanks largely to the ancient
> greeks)

Oh sorry...this reply was meant for "comp.sys.atari.8bit" not,
"comp.sys.english.political.opinions"... :-)

4001. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 18:35:31 UTC
From: B G <foo@oo.com>
Message-ID: <41acd056$1@nntp0.pdx.net>
Source record: 13858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

As Barry Crimmins (by way of Bill Hicks) said:

ï¿½ï¿½Hey, buddy,ï¿½ this guy says to him after a show. ï¿½Americaï¿½love it
or leave it!ï¿½ And Crimmins goes, ï¿½What? And be a victim of our
foreign policy?ï¿½ï¿½

carmel wrote:
> Alternatively, T O... Tits Out (for the lads)
>
> For Americans friends, i refer to that collective bunch the live in
> what is called THE U S of A, and those that claim to speak the ENGLISH
> Language (US English that is)
>
> Additionally, it's you American's that need delivering from Mr Bush,
> We on the other side of the big blue need delivering from the
> Americans
>
> As it could be proved that the majority of the Americans voted george
> bush (that gormless one) back in of a second term (and if that was a
> close election, then the Ukranian farse, must have been even closer)
>
> Ahhh, so much for modern democracy (thanks largely to the ancient
> greeks)

4002. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-11-30 20:35:09 UTC
From: "Steve Sweet"
Message-ID: <coilht$291$1@titan.btinternet.com>
Source record: 13859
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Peop's

>> Looks like our American friends have invaded the Internet (god!
>> deliver us from the Americans)

"America", "Friends" isn't that a double negative.

--

Regards, Steve S.

4003. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 05:14:12 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <41AD5324.549EA720@a8maestro.com>
Source record: 13860

"Javier." wrote:

> I own a XF551 plain and simple, and this drive can format high density floppies
> without problem. My 1050 can read and write to this disks first formatted in the
> XF551 but it can not format any high density disk, now my Indus drive can not
> read or write high density floppies preformated with the XF551, why? i don't
> know it has a tandom mech identical to the one on the 1050. Hope it helps.

Javier, the XF551 does not do High Density. It does Single(128) and Double(256) densities which is bytes per sector..
High Density is at least 512 bytes per sector. All of the rest defines formatting...single or double sided, 40 tracks, for A8 drives usually, or 77/80 tracks for 5.25" high capacity drives(which has attracted the name high density, though they aren't). Single or double sided, 80 track or 160 track for 3.5" drives. Add to this the three methods of double sided..1 then 2, 1 then 2 reversed, alternate 1/2. An indus drive should be able to read the first two dbl sided methods if it does double density right. Writing is problomatic on all three.

The easiest way to use 720K 3.5" drives on the A8 is 1)ATR8000, XF551 upgrade, and 3)Blackbox. They can be formatted using 256 byte sectors. Can not use hd media. Using 1.44 meg 3.5" is a lot of work. Requires adding an 16mHz clock. Better spent on a hard drive.

Lastly, using Ape, SIO2PC, etc is also a useful alternative. Not my choice-I like the real hardware.

Rick D.

4004. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 08:57:54 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0412010057.16139e5e@posting.google.com>
Source record: 13861
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

The Connection between America and Atari (just incase some of you think that this is getting way too political) is that Atari was ORIGINALLY an American company/registered company, started up by Nolan Bushnell (an American from Utah I believe)... this was until the french (in the shape of infogrammes) managed to get their dirty digits on the much beloved Atari

Additionally i'm pretty sure that before he started 'living in a bottle' even your Mr Bush liked to play on his Atari (a closet Atari fan perhaps)

And before you Americans started falling in love with that JAP CRAP (Sega, Nintendo, Sony etc), wasn't America's premier Videogame company/product/brand called Atari

4005. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 13:43:15 UTC
From: Azrael <afn04314NOT@cfl.rr.com>
Message-ID: <TTjrd.86317$8G4.27411@tornado.tampabay.rr.com>
Source record: 13862

In message <co637d$v5m$1@news.xmission.com>, "James E. King"
<jamesk@deuce.xmission.com> wrote:
>
>
> Wow.. Talk about nostalgia.. I just came across an old hard drive with the
> entire contents of my old "Atari Connection BBS" from 1996 - complete with
> all the message bases, online games and user accounts just as they existed
> in 1996.
>
> If I could figure out how to get this old Pro! BBS online (via
> telnet/ssh), I'd do so.
>
> If for no other reason, the BBS has a ton of 8bit files still there.

It's not that hard to make Atari (and other 8-bit) BBSs telnetable. You can
use one of a few freely available PC server programs that convert incoming
telnet connections to the PC through the serial port to the 8-bit in question
via a ngll modem cable.

There is also a standalone device from lantronics that connects to an RS-232
port and emulates a modem on a network.

http://www.lantronics.com/device-networking/external-device-servers/uds-10.html

http://www.telbbs.com/

--
http://dinosaur-act.ath.cx:8000

4006. Re: Effective Email Marketing

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 14:22:08 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0412010622.17782a9@posting.google.com>
Source record: 13863

sorry Guv, wrong newsgroup, god know's who directed you to here

4007. UKretro.co.uk - Christmas Sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 19:25:09 UTC
From: fairziff@aol.com
Message-ID: <b2899ba4.0412011125.43703a65@posting.google.com>
Source record: 13864

Hi,

Our Christmas sale starts Today, The 1st of December 2004
(01/12/2004).
The sale lasts for 1 week only.(ending at midnight on the 8th of
December)

For the duration of the sale, everything in our store is reduced by
20%

Simply add the items you want to your basket and enter the word 'sale'
in the discount code box on the shipping address page of the checkout.
20% will automatically be discounted from your order.

Please feel free to email me if you have any problems entering the
discount code.

All orders are shipped within 1 day of the order, so any orders placed
during this period are guarenteed for Christmas delivery (worldwide)

Best Wishes + Merry Christmas
Mike
www.UKretro.co.uk

4008. Re: Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 20:18:49 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <col8v901mc9@news2.newsguy.com>
Source record: 13865

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> ... I used the laplink trick. I have the modem, Atari 800, and a laptop
> PC connected by a blue laplink cable. I type on the 800, the laptop
> picks it up in its own program (which I am using Ripterm I believe).
> And viola! I have a setup where the 800 can do the driving, and a
> screen that displays color ANSI and Ripterm (though getting around in
> Ripterm can be fun at times.) :)
>
> So I wish a more native solution for the 800 was possible, but when I
> think about it, the XEP80, ATR8000, 1090 XL, Black Box.... all these
> were computers in their own right to assist the Atari 8 in doing
> something. So don't feel so bad. :)

My solution (and one of these days I'll write it up somewhere) was to pick up a used portmaster terminal server from Ebay for $15. Now I've got 32 serial ports to hook up my older machines to (besides the XL, there is a MegaSTe, Apple IIgs, and Apple IIc+). When they connect it is set up to automatically telnet directly into my Linux box. The portmaster has a 10base-T ethernet port, and you can configure each port individually.

--
Ryan 'Gozar' Collins

4009. WTB: Black box and working setup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-01 23:14:01 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <%bsrd.19731$Km6.249040@news4.e.nsc.no>
Source record: 13866

I tried contacting that dude at CSS, but never got any reply. Anybody want to rid themselves of a setup that works? Preferably with the floppy board too.

Open to offers

Thanks and take Atarian care

4010. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-02 05:19:12 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1101964729@rtfm.mit.edu>
Source record: 13867
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4011. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-02 10:23:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412020220020.18175-100000@onyx.spiritone.com>
Source record: 13868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4012. 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-02 10:26:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412020223180.18175-100000@onyx.spiritone.com>
Source record: 13869
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4013. Re: ABBUC Software Contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-02 19:00:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41AF665C.43F26CEB@students.uni-mainz.de>
Source record: 13870

Hello Shawn,
yes you are right - your MyIDE imager cannot take part in this contest,
since it requires extra hardware (the MyIDE). Allthough your program is
great for all those Atarians who own a MyIDE (like I do), it is pretty
useless for those that do not have this hardware. And err, ABBUC has 400
members, afaik less than 100 do have the MyIDE... I feel really sorry
about this - maybe this is a good point we should think over again at
the next ABBUC meeting... -Andreas.

4014. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-02 19:03:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41AF66F7.DAFEA64@students.uni-mainz.de>
Source record: 13871

Well,
it is possible to use HD disks and format them in Single or Double
density with a XF551 drive... This works with a XF drive, but I am quite
sure the data on these HD disks will not last very long... -Andreas.

4015. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 00:29:18 UTC
From: "Steve Sweet"
Message-ID: <cooc0u$g3p$2@titan.btinternet.com>
Source record: 13873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Spam

"B. S. puters" <atari@arsenet.com>

--

Regards, Steve S.

4016. Re: 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 00:29:18 UTC
From: "Steve Sweet"
Message-ID: <cooc0u$g3p$3@titan.btinternet.com>
Source record: 13876
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Spam

"B. S. puters" <atari@arsenet.com>

--

Regards, Steve S.

4017. Re: 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 00:41:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41afb60d$0$19161$cc9e4d1f@news-text.dial.pipex.com>
Source record: 13877
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cooc0u$g3p$3@titan.btinternet.com...
> Spam
>
> "B. S. puters" <atari@arsenet.com>
>
> --
>
> Regards, Steve S.
>

Wouldn't it be good if he had 25% off at xmas, plus his birthday for 50%
off, plus 75% off cos he had the flu and 100% off cos he won the lotto, then
125% off with free books cos hes moving house.... he should be paying us to
take the stuff :))))

Chris

4018. ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 02:35:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <46kvq09jk73vfqsisvm3j9gdu1av9351te@4ax.com>
Source record: 13874

Is the ABACUS user group still active?

Is there still an ABACUS newsletter published?

I haven't had luck contacting their club president by email, just wondering if there are other members here who might be able to respond.

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4019. WTB: ATARI ITEMs

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 03:18:37 UTC
From: phantomm@bellsouth.net
Message-ID: <hWQrd.76618$IQ.6077@bignews6.bellsouth.net>
Source record: 13872

Looking for clean working stock 1050 disk drives.

Also 1050 Happy boards not installed yet.

And 1050 Happy Controller Board not installed yet.

And ICD US Doubler Kits for 1050 not installed yet.

If you have any of these, contact me at:

phantomm@bellsouth.net

Thanks,

4020. Re: ABBUC Software Contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 04:54:45 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <b7svq05u9oc1dfh4vvmsjvqb6ahaneajm5@4ax.com>
Source record: 13875

Andreas Magenheimer <magea000@students.uni-mainz.de>:
>Hello Shawn,
>yes you are right - your MyIDE imager cannot take part in this contest,
>since it requires extra hardware (the MyIDE). Allthough your program is
>great for all those Atarians who own a MyIDE (like I do), it is pretty
>useless for those that do not have this hardware. And err, ABBUC has 400
>members, afaik less than 100 do have the MyIDE... I feel really sorry
>about this - maybe this is a good point we should think over again at
>the next ABBUC meeting... -Andreas.

The rule isn't a bad one though. It ensures that the entries are useful
for everyone. It's also difficult to score an entry like this. People
without a MyIDE upgrade would give it a bad score and the people with one,
would give it a good score.

I'm not upset that I can't enter it. Maybe I should program a game that
I've been mulling over in my head the last couple of months. :)

Shawn Jefferson
(fix reply to for email)

4021. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 15:28:07 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10r11g78ue8d73f@corp.supernews.com>
Source record: 13878
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Also known as First Amendment Rights.

--
Don
Vancouver, USA

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cooc0u$g3p$2@titan.btinternet.com...
> Spam
>
> "B. S. puters" <atari@arsenet.com>
>
> --
>
> Regards, Steve S.
>
>

4022. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 16:32:26 UTC
From: Jim McLaughlin <jim.mclaughlintheobvious@comcast.net>
Message-ID: <ty0sd.194595$R05.128458@attbi_s53>
Source record: 13880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bullshit.

Have you ever read the first amendment?

The First Amendment concerns GOVERNMENTAL efforts to control speech.
GOVERNMENTAL prior restraint.

The First Amendment has nothing to do with the crap spewed by Atari boy on
this forum and the efforts of private citizens such as the users pissed by
the never-ending spam to stop Atari boy from continuing to spam.

If you insist on playing a constitutional scholar in this forum, at least
take the time to read and understand what that portion of the Constitution
you cite to actually says.

--
Jim McLaughlin

Please don't just hit the reply key.
Remove the obvious from the address to reply.

****
"Don Schmidt" <Retired@Engineer.PNB> wrote in message
news:10r11g78ue8d73f@corp.supernews.com...
> Also known as First Amendment Rights.
>
>
> --
> Don
> Vancouver, USA
>
>
> "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
> news:cooc0u$g3p$2@titan.btinternet.com...
> > Spam
> >
> > "B. S. puters" <atari@arsenet.com>
> >
> > --
> >
> > Regards, Steve S.
> >
> >
>
>

4023. Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 16:59:59 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <2004120311595916807%siraltus@earthlinknet>
Source record: 13879

Hello all,

I just got a like-new Atari 1030 modem and now need the 1030 Express software. Does anyone have a disk image they could email me? I don't want to use the built-in ModemLink software.

Thanks!

4024. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 17:16:23 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Hb1sd.28215$Rf1.21262@newssvr19.news.prodigy.com>
Source record: 13882

You can find 1030exp.exe, which is what you're looking for, I think, at
ftp.spudster.org in the terminals directory.
"Altus" <siraltus@earthlink.net> wrote in message
news:200412031159591680 7%siraltus@earthlinknet...
> Hello all,
>
> I just got a like-new Atari 1030 modem and now need the 1030 Express
> software. Does anyone have a disk image they could email me? I don't
> want to use the built-in ModemLink software.
>
> Thanks!
>

4025. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 17:18:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <td1sd.28217$Rf1.7365@newssvr19.news.prodigy.com>
Source record: 13883

It's me again.
Uhm. You can't do anything with that 1030, much, no ISP will connect at 300 baud. You can maybe setup something between the 1030 and another modem that you have, maybe. I guess I should ask, what are you going to do with that 1030?
"Altus" <siraltus@earthlink.net> wrote in message news:200412031159591680 7%siraltus@earthlinknet...
> Hello all,
>
> I just got a like-new Atari 1030 modem and now need the 1030 Express
> software. Does anyone have a disk image they could email me? I don't
> want to use the built-in ModemLink software.
>
> Thanks!
>

4026. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 17:25:06 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Sj1sd.247$yr1.41@newsread3.news.pas.earthlink.net>
Source record: 13881

Michael Current wrote:

> Is the ABACUS user group still active?
>
> Is there still an ABACUS newsletter published?
>
> I haven't had luck contacting their club president by email, just wondering if
> there are other members here who might be able to respond.

Were they a S.F. group? I seem to recall a notice on their BBS that they
were packing up their tent years ago.

4027. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 20:28:07 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10r1j2mmjein847@corp.supernews.com>
Source record: 13884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

See, you use your First Amendment Rights for your Spam.

Or his posts are allowed under the privileges of "Freedom of the Press."

--
Don
Vancouver, USA

"Jim McLaughlin" <jim.mclaughlintheobvious@comcast.net> wrote in message
news:ty0sd.194595$R05.128458@attbi_s53...
> Bullshit.
>
> Have you ever read the first amendment?
>
> The First Amendment concerns GOVERNMENTAL efforts to control speech.
> GOVERNMENTAL prior restraint.
>
> The First Amendment has nothing to do with the crap spewed by Atari boy on
> this forum and the efforts of private citizens such as the users pissed by
> the never-ending spam to stop Atari boy from continuing to spam.
>
> If you insist on playing a constitutional scholar in this forum, at least
> take the time to read and understand what that portion of the Constitution
> you cite to actually says.
>
>
> --
> Jim McLaughlin
>
> Please don't just hit the reply key.
> Remove the obvious from the address to reply.
>
>
****
> "Don Schmidt" <Retired@Engineer.PNB> wrote in message
> news:10r11g78ue8d73f@corp.supernews.com...
> > Also known as First Amendment Rights.
> >
> >
> > --
> > Don
> > Vancouver, USA
> >
> >

> > "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
> > news:cooc0u$g3p$2@titan.btinternet.com...
> > > Spam
> > >
> > > "B. S. puters" <atari@arsenet.com>
> > >
> > > --
> > >
> > > Regards, Steve S.
> > >
> > >
> >
> >
>
>

4028. Re: Maxwell Manor

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-03 21:35:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637390@comcast.net>
Source record: 13885

>Does anyone know where I could find the manual or instructions for this game
>online? I've been searching and can't seem to find them. Having fun so far
>but not sure exactly what I'm doing. :)
>
>thanks,
>~telengard
>

Below is a link that has 8-bit manuals to various games in PDF format.

http://atariphoenix.morloc.com/library/pdf/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4029. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 00:38:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0027407b@fmlynet.org>
Source record: 13892

FamilyNet Newsgate

Thanks for the advice!!

Doc Clu

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> Well,
> you can easily turn your XF551 into an Atari compatible 3,5" (720k)
> drive. But it will not do HD, since the XF controller (the same as in
> the ST floppy drives) can only do DD. I think later ST floppy drives
> used a chip called "Ajax" to do HD, maybe this chip would also be
> usefull for a XF drive to do HD...

> On the other hand, HD floppies or disks are not really nescessary for
> Atari 8bit computers, if you need more than 720kbytes, why not use a
> harddisk ?!? I did use the following simple solution:

> 1) turned my XF into a 720k 3,5" drive,
> 2) used a HD 3,5" drive and set the jumpers to DD,
> 3) used HD disks and put a write protect notch (from the good old 5,25"
> disks) on the HD hole, so the floppy drive could not detect it as being
> HD...

> Since the drive mechanic was a HD drive it could easily format the HD
> disks in any Atari compatible SD and DD format. And up to date (more
> than 5 years!) I have not lost any data on these HD 3,5" disks that are
> formatted in Atari SD or DD format... -andreas.

> P.S.: Alas, not every 3,5" HD drive can be jumpered to be used as drive
> 0 (zero) or as a DD drive... you have to test this...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4030. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 00:53:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274163@fmlynet.org>
Source record: 13894

FamilyNet Newsgate

> From: "Rick D." <sysop2004@a8maestro.com>

> Lastly, using Ape, SIO2PC, etc is also a useful alternative. Not my choice-I
> like
> the real hardware.

> Rick D.

I agree with that one whole heartedly. At the moment. Guess I am too lazy
to get a windows PC up and running at home, so I make do with the usual
methods of getting around on a Atari.

```
|\ --
| \ / \
| | |
| / \ /
|/ octor -- lu
```

```
@>-->-----------------
Written on a....
```

```
_______________
| ||||||||||| |
| ||_______|| |
| / _________ \ |
| LLLLLLLLLL L |
| LLLLLLLLLL L |
|___[_____]_____|
Atari 800
```

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4031. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 00:57:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274164@fmlynet.org>
Source record: 13800

FamilyNet Newsgate

Uhh... I'm sorry, what is the big deal about America and Atari suddenly being brought up?

Americans have been on the internet for years, and in the Atari newsgroups since its inception. Notice I am stating this as a fact of "We are here along with everyone else" verses "We started the thing to begin with."

So yeh... Americans are on the internet. We've had many hands in Atari's history. And we are bringing this up why?

Doc Clu
Dallas, TX - USA

> From: carmel_andrews@hotmail.com (carmel)

> The Connection between America and Atari (just incase some of you
> think that this is getting way too political) is that Atari was
> ORIGINALLY an American company/registered company, started up by Nolan
> Bushnell (an American from Utah I believe)... this was until the
> french (in the shape of infogrammes) managed to get their dirty digits
> on the much beloved Atari

> Additionally i'm pretty sure that before he started 'living in a
> bottle' even your Mr Bush liked to play on his Atari (a closet Atari
> fan perhaps)

> And before you Americans started falling in love with that JAP CRAP
> (Sega, Nintendo, Sony etc), wasn't America's premier Videogame
> company/product/brand called Atari

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4032. Re: Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:00:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274165@fmlynet.org>
Source record: 13893

FamilyNet Newsgate

Now that sounds like a great solution.

Doc Clu

> From: gozarcollins@SPAMTRAPhotmail.com

> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> ... I used the laplink trick. I have the modem, Atari 800, and a
> laptop
>> PC connected by a blue laplink cable. I type on the 800, the laptop
>> picks it up in its own program (which I am using Ripterm I believe).
>> And viola! I have a setup where the 800 can do the driving, and a
>> screen that displays color ANSI and Ripterm (though getting around in
>> Ripterm can be fun at times.) :)
>>
>> So I wish a more native solution for the 800 was possible, but when
> I
>> think about it, the XEP80, ATR8000, 1090 XL, Black Box.... all
> these
>> were computers in their own right to assist the Atari 8 in doing
>> something. So don't feel so bad. :)

>My solution (and one of these days I'll write it up somewhere) was to pick up
>used portmaster terminal server from Ebay for $15. Now I've got 32 serial port
> to hook up my older machines to (besides the XL, there is a MegaSTe, Apple
> IIgs,
> and Apple IIc+). When they connect it is set up to automatically telnet
> directly into my Linux box. The portmaster has a 10base-T ethernet port, and
> you can configure each port individually.

> --
> Ryan 'Gozar' Collins

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4033. Re: ABBUC Software Contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:05:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274166@fmlynet.org>
Source record: 13896

FamilyNet Newsgate

Your user group sounds really impressive, and Cybernoid almost has me
convinced I need to learn some German and join up. :)

Hey, question for you and the MyIde users... what terminal programs have
you been able to get working successfully?

Me so far, Bobterm. And terminal and BBS'ing is like 90% of what I do
on a Atari 800 these days. (love the typewriter feel of the Atari 800)

Any of your members that have the MyIde working with a 850 interface and
a terminal program other than Bobterm I want to hear about.

Thanks!

Doc Clu

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> Hello Shawn,
> yes you are right - your MyIDE imager cannot take part in this contest,
> since it requires extra hardware (the MyIDE). Allthough your program is
> great for all those Atarians who own a MyIDE (like I do), it is pretty
> useless for those that do not have this hardware. And err, ABBUC has 400
> members, afaik less than 100 do have the MyIDE... I feel really sorry
> about this - maybe this is a good point we should think over again at
> the next ABBUC meeting... -Andreas.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4034. Re: High density floppies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:06:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274167@fmlynet.org>
Source record: 13797

FamilyNet Newsgate

That's alright. I am either thinking of tossing these HD floppies, or making some weird floppy art out of them (like lining a ceiling in floppies or something).

Doc Clu

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> Well,
> it is possible to use HD disks and format them in Single or Double
> density with a XF551 drive... This works with a XF drive, but I am quite
> sure the data on these HD disks will not last very long... -Andreas.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4035. Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:14:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274168@fmlynet.org>
Source record: 13895

FamilyNet Newsgate

You know a cartidge port is a wonderful thing. Used for MyIde carts,
USB carts, Ram Carts... just a wonderful extension of the Atari computer
motherboard. For later computers they would be PCI slots, AGP ports,
etc etc... but we have a cartridge port.

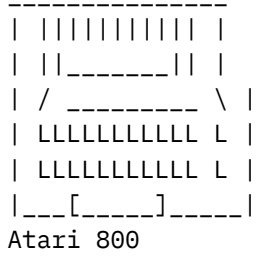
And we have one. :)

Well, ok, the Atari 800 has 1.9 slots.

Soooo... anyone ever come up with a way to have more slots? A way of
bank switching, or something?

```
|\ --
| \ / \
| | |
| / \ /
|/ octor -- lu
```

```
@>-->-----------------
Written on a....
```



Atari 800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4036. Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:19:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274169@fmlynet.org>
Source record: 13799

FamilyNet Newsgate

Oh yeh! That's right. Modem link! Forgot about that. How do you access
that again?

What on earth are you logging into at 300 buad with? I don't think the
local BBS's here in Dallas will even think of 300 buad these days, thus
the reason I have not used the 1030 and the m1000 (believe) the modem
that works through the cartridge port.

Sighhh... it is a catch 22... would love to work from my Atari 800 with
nothing but a 1030, a terminal cart, and the 800.. but then well...
aside from speed... the earlier term programs, even 1030 Express...
which I might have around here somewhere... really does blow for any
real usefulness.

Hmm.. you got me wanting to try this again. Hmmm... the fun of finding
that SPECIAL power supply for the 1030. :)

```
|\ --
| \ / \
| | |
| / \ /
|/ octor -- lu
```

```
@>-->-----------------
Written on a....
```

```
_______________
| ||||||||||| |
| ||_______|| |
| / _________ \ |
| LLLLLLLLLL L |
| LLLLLLLLLL L |
|___[_____]_____|
```
Atari 800

> From: Altus <siraltus@earthlink.net>

> Hello all,

> I just got a like-new Atari 1030 modem and now need the 1030 Express
> software. Does anyone have a disk image they could email me? I don't
> want to use the built-in ModemLink software.

> Thanks!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4037. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 01:37:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0027416a@fmlynet.org>
Source record: 13798

FamilyNet Newsgate

Ok, ladies and gentlement, I am now typing this at 300 buad! :)

Yeh, figured I would try it out to see if anyone would still connect,
and I found at least one BBS that will:

The Family-Net BBS
972-496-0650

What's even better, you can connect with the Atari computer to the
family net with the 300 buad modem, then telnet to current Atari BBS.

Just type "telnet" once you get into the Family-Net (and once given
access. If you have trouble let me know, I know the sysop well) and
then go to the following BBS's

Closer to Home: cth.dtdns.net
Boot Factory : bfbbs.dtdns.net

It really is a lot of fun to get on those BBS's, and we are managing new
traffic there daily.. been kinda picking up lately!

Get on the BBS's, write messages, watch break type movies... it is just
great.

And on Family-Net, they have Atari 8-bit, ST, Jaguar, and well, hundreds
of other newsgroups on there.

Anyway, really not a add.. just FYI.

And with that, I'm saving this and returning to 9600 buad. ;)

```
|\ --
| \ / \
| | |
| / \ /
|/ octor -- lu

@>-->-----------------
Written on a....

_______________
| ||||||||||| |
| ||_______|| |
| / _________ \ |
| LLLLLLLLLL L |
| LLLLLLLLLL L |
|___[_____]_____|
```

Atari 800

(I saw it draw every line of that... wow I forgot how 300 buad looked and why I remembered more back then.) LOL!

> From: Altus <siraltus@earthlink.net>

> On 2004-12-03 12:18:17 -0500, "Russ Gilbert"
> <russgilb@MUNGEsbcglobal.net> said:

>> It's me again.
>> Uhm. You can't do anything with that 1030, much, no ISP will connect at 300
>> baud. You can maybe setup something between the 1030 and another modem that
>> you have, maybe. I guess I should ask, what are you going to do with that
>> 1030?

> Thanks, I already got the program from another server. I'm not going
> to use that 1030 for anything, just wanted to play with it and the
> program. My Atari system is of purely sentimental value to me.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4038. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 03:39:18 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <20041203222391875249%siraltus@earthlinknet>
Source record: 13886

On 2004-12-03 12:18:17 -0500, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> said:

> It's me again.
> Uhm. You can't do anything with that 1030, much, no ISP will connect at 300
> baud. You can maybe setup something between the 1030 and another modem that
> you have, maybe. I guess I should ask, what are you going to do with that
> 1030?

Thanks, I already got the program from another server. I'm not going
to use that 1030 for anything, just wanted to play with it and the
program. My Atari system is of purely sentimental value to me.

4039. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 04:23:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <lce2r0pcr5hlegcnkej3gs0qs8jfebbebv@4ax.com>
Source record: 13887

On Fri, 03 Dec 2004 17:25:06 GMT, Rick Cortese <ricortes@earthlink.net> wrote:

>Michael Current wrote:
>
>> Is the ABACUS user group still active?
>>
>> Is there still an ABACUS newsletter published?
>>
>> I haven't had luck contacting their club president by email, just wondering if
>> there are other members here who might be able to respond.
>
>Were they a S.F. group? I seem to recall a notice on their BBS that they
>were packing up their tent years ago.

Yes, San Fran. From the web site http://www.abacusonline.org/ they look
active. And it looks like they publish a newsletter still. I was trying to
re-establish a newsletter exchange between them and SPACE. They're on our
mailing list, but we haven't been receiving newsletters from them.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4040. Re: Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 05:01:24 UTC
From: Somebody <noemail@noemail.com>
Message-ID: <Ewbsd.1496$vY3.1468@trnddc01>
Source record: 13890

As far as I know Tom Harker of ICD was one of the principle people involved in the development of the cartridge. But I don't know of who else was working within ICD on Spartados X. I seriously doubt Harker wrote Spartados X by himself.

I don't know if John Harris ever had any direct involvement with ICD. And John Hardie defintely did not develop Spartados X.

It is a good piece of work considering the code is relocatable. Too bad they didn't make the system files for drivers open source to allow people to develop their own drivers.

I think the rights to this and the other 8bit products (e.g. MIO, Basic XL/XE, Mac 65) are still owned by Mike Hohman of the former company called fTE.

Glenn

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:41AB449D.B67AF54F@students.uni-mainz.de...
> Well,
> the subject is clear - someone told me it was John Hardie, someone else
> told me it was John Harris and again someone told me it was some other
> guy. Anyone knows who did / created / designed Sparta DOS X cart. (I am
> searching for the author, not the vendor/publisher)...?!? greetings,
> Andreas.

4041. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 05:09:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00274489@fmlynet.org>
Source record: 13801

FamilyNet Newsgate

Are you guys like the last 8-bit club in North America?

How is S.P.A.C.E. doing, and more importantly, what does it take to
join?

Doc Clu

> Yes, San Fran. From the web site http://www.abacusonline.org/ they look
> active. And it looks like they publish a newsletter still. I was trying to
> re-establish a newsletter exchange between them and SPACE. They're on our
> mailing list, but we haven't been receiving newsletters from them.

> -Michael

> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4042. FA: Atari 2600 games on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 05:27:27 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <4KCdnfOenvdJ1yzcRVn-jw@comcast.com>
Source record: 13888

Please take a look. Crazy Climber, Frogger II Threedeep! with instructions, James Bond 007, King Kong with Instructions, Miner 2049er II with Instructions, Mogul Maniac with instructions, Mr Do!'s Castle with instructions, Up'n Down, Wabbit with instructions, and Wall Ball with instructions. Ending Sunday evening.

Thanks

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewListedItems&userid=kheffingto

4043. Re: FA: Atari 2600 games on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 05:28:25 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <4KCdnfKenveS1izcRVn-jw@comcast.com>
Source record: 13889

KLH wrote:
> Please take a look. Crazy Climber, Frogger II Threedeep! with
> instructions, James Bond 007, King Kong with Instructions, Miner 2049er
> II with Instructions, Mogul Maniac with instructions, Mr Do!'s Castle
> with instructions, Up'n Down, Wabbit with instructions, and Wall Ball
> with instructions. Ending Sunday evening.
>
> Thanks
>
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewListedItems&userid=kheffingto

Sorry bad link

Here is link.

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewListedItems&userid=kheffington

4044. Re: Maxwell Manor

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 07:22:39 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412032322.43d3109@posting.google.com>
Source record: 13891

Hello

The URL is bad.Can you provide a good URL?

4045. Re: Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 20:29:40 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns95B59DD858B1PrivacyLabs@216.196.97.142>
Source record: 13802

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in
news:41AB449D.B67AF54F@students.uni-mainz.de:

I might be wrong, but I thought John Harris did the FTE versions, and
that Keith Ledbetter did the X. Keith moved to Chicago and worked for
ICD for a while.

> Well,
> the subject is clear - someone told me it was John Hardie, someone else
> told me it was John Harris and again someone told me it was some other
> guy. Anyone knows who did / created / designed Sparta DOS X cart. (I am
> searching for the author, not the vendor/publisher)...?!? greetings,
> Andreas.

--

4046. Re: Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-04 23:19:51 UTC
From: KLH <kheffington@hotmail.com>
Message-ID: <v_SdnYZLvZm22y_cRVn-qA@comcast.com>
Source record: 13803

Greg Goodwin wrote:
> FamilyNet Newsgate
>
> You know a cartidge port is a wonderful thing. Used for MyIde carts,
> USB carts, Ram Carts... just a wonderful extension of the Atari computer
> motherboard. For later computers they would be PCI slots, AGP ports,
> etc etc... but we have a cartridge port.
>
> And we have one. :)
>
> Well, ok, the Atari 800 has 1.9 slots.
>
> Soooo... anyone ever come up with a way to have more slots? A way of
> bank switching, or something?
>
>
>

Not sure but don't think anyone ever came up with additional cartridge
slots. There are however some stackable carts allowing for the use of
more than one cart at a time.

4047. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 00:07:16 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20041205000659.1412A@ilba14195.www.blueyonder.co.uk>
Source record: 13804

In article <10r1j2mmjein847@corp.supernews.com>, Retired@Engineer.PNB (Don Schmidt) wrote:

> See, you use your First Amendment Rights for your Spam.
>
> Or his posts are allowed under the privileges of "Freedom of the Press."

You're all making vast assumptions that Usenet posting operates under US law only.

4048. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 07:45:27 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <r0zsd.2560$jY1.779@trnddc07>
Source record: 13805

Boot Factory New URL: telnet://bfbbs.no-ip.com

That one is the official one even though the other one still works - it
won't much longer.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0027416a@fmlynet.org...
> FamilyNet Newsgate
>
> Ok, ladies and gentlement, I am now typing this at 300 buad! :)
>
> Yeh, figured I would try it out to see if anyone would still
connect,
> and I found at least one BBS that will:
>
>
> The Family-Net BBS
> 972-496-0650
>
> What's even better, you can connect with the Atari computer to the
> family net with the 300 buad modem, then telnet to current Atari
BBS.
>
> Just type "telnet" once you get into the Family-Net (and once given
> access. If you have trouble let me know, I know the sysop well)
and
> then go to the following BBS's
>
> Closer to Home: cth.dtdns.net
> Boot Factory : bfbbs.dtdns.net
>
> It really is a lot of fun to get on those BBS's, and we are
managing new
> traffic there daily.. been kinda picking up lately!
>
> Get on the BBS's, write messages, watch break type movies... it is
just
> great.
>
> And on Family-Net, they have Atari 8-bit, ST, Jaguar, and well,
hundreds
> of other newsgroups on there.
>
> Anyway, really not a add.. just FYI.
>

> And with that, I'm saving this and returning to 9600 buad. ;)
>
>
> |\ --
> | \ / \
> | | |
> | / \ /
> |/ octor -- lu
>
> @>-->-----------------
> Written on a....
>
> _____________
> | |||||||||| |
> | ||_______|| |
> | / _________ \ |
> | LLLLLLLLLL L |
> | LLLLLLLLLL L |
> |___[_____]_____|
> Atari 800
>
>
>
> (I saw it draw every line of that... wow I forgot how 300 buad looked and
why I
> remembered more back then.) LOL!
>
>
>
> > From: Altus <siraltus@earthlink.net>
>
> > On 2004-12-03 12:18:17 -0500, "Russ Gilbert"
> > <russgilb@MUNGEsbcglobal.net> said:
>
> >> It's me again.
> >> Uhm. You can't do anything with that 1030, much, no ISP will connect
at 300
> >> baud. You can maybe setup something between the 1030 and another modem
that
> >> you have, maybe. I guess I should ask, what are you going to do with
that
> >> 1030?
>
>
> > Thanks, I already got the program from another server. I'm not going
> > to use that 1030 for anything, just wanted to play with it and the
> > program. My Atari system is of purely sentimental value to me.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

>

4049. Re: Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 07:49:49 UTC
From: bfbbs2k+ <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <x4zsd.2570$jY1.2422@trnddc07>
Source record: 13806

Keith did work for ICD but I don't think he did 'X'. But I could be
wrong...

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:Xns95B59DD858B1PrivacyLabs@216.196.97.142...
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in
> news:41AB449D.B67AF54F@students.uni-mainz.de:
>
>
> I might be wrong, but I thought John Harris did the FTE versions, and
> that Keith Ledbetter did the X. Keith moved to Chicago and worked for
> ICD for a while.
>
> > Well,
> > the subject is clear - someone told me it was John Hardie, someone else
> > told me it was John Harris and again someone told me it was some other
> > guy. Anyone knows who did / created / designed Sparta DOS X cart. (I am
> > searching for the author, not the vendor/publisher)...?!? greetings,
> > Andreas.
>
>
>
> --

4050. Atari 800 Ethernet

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 16:20:07 UTC
From: Christopher Ryan <nogard@cishollywood.com>
Message-ID: <255f1$41b33533$42a7e6b3$22156@msgid.meganewsservers.com>
Source record: 13807

Just doing some casual surfing and type Atari 800 Ethernet in the google and came up with the few hits. All going back to a Chris guy that was developing a ethernet cartridge. The link no longer seems to work. Was wondering if anybody has/had any info on this?

-Chris

4051. USB Enduser Device Driver Disk

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 17:47:55 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2004.12.05.17.47.55.580847@strotmann.de>
Source record: 13808

Hi,

we have packed all USB drivers available today on one ATR Diskimage for
endusers to use:
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariDriverDisk

What is on the disk:

```
Filename Comment
-----------------------------------------------
DOS.SYS Atari Dos 2.5 FMS
DUP.SYS Atari Dos 2.5 DUP
BIBOASS.COM Bibo Assembler
USBKEY.SRC USB Simple Keyboard Driver Source
USBKEY.COM USB Simple Keyboard Driver
USBWHEEL.SRC USB Wheel Driver(Thrustmaster) Source
USBWHEEL.COM USB Wheel Driver (Thrustmaster)
USBTEST.COM USB Human Interface Devices (HID) Test Program
USBJOYPD.SRC USB digital Joypad Driver Source
USBJOYPD.COM USB digital Joypad Driver
USBJOYST.SRC USB analog Joystick Driver Source
USBJOYST.COM USB analog Joystick Driver
BOULDER.COM Boulder Dash 1 for USB digital Joypad
```

All driver will simulate a normal Atari Joystick on Port 1 and will also
give access to the USB HID Registers for that device.

We will publish a Users Manual and a Developers Manual for each driver
shortly.

The USBTEST.COM HID Test Program will detect an Human Interface Devices
attached the USB Cart. It will poll the USB Device and will print out the
8 bytes in the HID Packets when the device sends data. Any Atari Key will
stop the polling. Type USB[RETURN] to start polling again, hit return to
attach a new USB device. Type MON to go to DOS.

If your device is not working with the available drivers, test this device
with the USBTEST.COM Program. If you see values, we can write drivers for
this. If not, then the device is using a non-HID Protocol or is attached
to an internal USB HUB and will not work today.

If you have problems, send us your problem reports ONLY via the
Sourceforge Bugtracking System (not E-Mail or in any forum)

The Bugtracking System is at
https://sourceforge.net/tracker/?group_id=111428&atid=659189

Please list:
* Type of device
* Device Name
* Vendor
* Drivers tested
* Output of USBTEST.COM (sorry, you have to type it from the screen for now)

Best regards

Carsten Strotmann

_____
Carsten Strotmann
ABBUC Programmers Group Wiki
Atari USB Project
http://www.microusb.org/

4052. Atari USB Project - Call for collaboration

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 19:22:42 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2004.12.05.19.22.42.14932@strotmann.de>
Source record: 13811

Atari USB Project - Call for collaboration

The Atari USB Project (aka MicroUSB) has hit its first milestone with the delivery of the first USB Cartridges last week. But the project is not finished, indeed we are just starting. There is a lot in USB that we will discover and a lot of work is ahead of us.

The MicroUSB Project is an OpenSource, volunteer driven Project. All Software and all Documentation is free and will be free available in the future.

One of the most frequent request is if it would be possible to attach USB Memory Sticks or other USB Storage Devices to the Cartridge. The answer is most probably yes, but this will be a lot of work. We are already working on this in the last four month, but we have to split our time also for creating other drivers and documentation.

Here is where we need your help. If you are interested in supporting this project, please consider joining the team and giving us your help. You must not be a top class developer to be part of the team, as there are a lot of non-programming tasks to do. Here is a list of tasks that needs to be done in the next weeks:

* Documentation
* writing End-User Documentation for the Hardware and the existing Driver Software
* writing Developer Documentation for the existing USB Driver
* how to use USB Driver in Basic/Turbo Basic * how to use USB Driver in Assembler
* how to use USB Driver in ACTION!, Quick or any other Language
* Development
* improving the existing HID Driver (Keyboard, Joystick, Wheel)
* make them RESET resistent
* chain them in existing VBI driver
* optimize for size (resistent part)
* adapt existing driver for more HID Devices (other Wheels, Force-Feedback etc.)
* Test
* Test Hardware
* test different kind of USB Hardware with drivers and send us feedback
* Misc
* take care of our Website http://www.microusb.org
* take care of spreding news into the ATARI newsgroups and forum-websites
* write articles for Magazines (MyAtari, ABBUC Magazin etc.)

* translate Documentation
* ...

Before starting to work on any task related to Atari USB please contact us. We will coordinate all work and will make sure that no work is done twice.

Your help can make a difference. Help us to speed up USB development. Become part of the team.

Carsten Strotmann
carsten(at)strotmann.de

4053. FA : Atari touch Tablet NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 19:43:31 UTC
From: olivier7@ifrance.com
Message-ID: <ec467482.0412051143.702b8f44@posting.google.com>
Source record: 13809
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Hi,

I have got an Atari Touch Tablet NEW in box (for Atari 400, 600 XL,
800, 800XL, 130 XE, etc...) for auction here :

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&rd=1&item=5143341322&ssPageName=STRK:MESE:IT

Olivier

4054. FA : Atari 2600 Kid's Controller NEW

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 19:45:15 UTC
From: olivier7@ifrance.com
Message-ID: <ec467482.0412051145.590a5488@posting.google.com>
Source record: 13810
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Hi,

I have this special pad for auction here :

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&rd=1&item=8150295432&ssPageName=STRK:MESE:IT

Olivier

4055. Re: Black box and working setup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 20:53:46 UTC
From: Music Shop Landgraaf <landgraaf.musicshop@hccnet.nl>
Message-ID: <41b3755d$0$145$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 13812

Howdy Vidar, folks

"Vidar Olavesen" <olavese@online.no> schreef in bericht
news:%bsrd.19731$Km6.249040@news4.e.nsc.no...
> I tried contacting that dude at CSS, but never got any reply. Anybody want
> to rid themselves of a setup that works? Preferably with the floppy board
> too.

If you want to contact Bob Puff, call him. That's the only way to contact
him. He has no time it seems to look at his email.

CU Mathy van Nisselroy

4056. Re: Black box and working setup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-05 23:40:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412051533020.558-100000@onyx.spiritone.com>
Source record: 13813

Call him at (585)429-5639 New York time. Thanx! ===Ben===

On Sun, 5 Dec 2004, Music Shop Landgraaf wrote:

> Howdy Vidar, folks
>
> "Vidar Olavesen" <olavese@online.no> schreef in bericht
> news:%bsrd.19731$Km6.249040@news4.e.nsc.no...
> > I tried contacting that dude at CSS, but never got any reply. Anybody want
> > to rid themselves of a setup that works? Preferably with the floppy board
> > too.
>
> If you want to contact Bob Puff, call him. That's the only way to contact
> him. He has no time it seems to look at his email.
>
> CU Mathy van Nisselroy
>
>
>
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4057. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 03:02:35 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <s8i7r0974nat5044auqjm6bi6un4ktt23a@4ax.com>
Source record: 13814

On Fri, 04 Dec 2004 05:09:02 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
> Are you guys like the last 8-bit club in North America?
>
> How is S.P.A.C.E. doing, and more importantly, what does it take to
> join?

We're not last, but we're still shooting for that title. :)

From space.atari.org (where these are hyperlinks):

Active Atari computer user groups with which SPACE exchanges newsletters:

* Indiana-Michigan Atari Group Exchange (IMAGE) (South Bend, IN)

* Suburban Chicago ATarians (SCAT) (Chicago, IL)

More active North American Atari computer user groups:

* Atari Bay Area Computer User Society (ABACUS) (San Francisco, CA)

* Atari Computer Enthusiasts of Columbus (ACEC) (Columbus, OH)

* Garden City Atari Computer Enthusiasts (GCACE) (Victoria, BC)

* Houston Atari Computer Enthusiasts (HACE) (Houston, TX)

* Miami International Atari Users Group (MIAUG) (Miami, FL)

* San Leandro Computer Club (SLCC) (near Oakland, CA)

Corrections to the above list appreciated!

SPACE continues on with a small, core group. We still publish a monthly
newsletter, and still produce a DOM each month. We have the SPACE BBS too.
Details at http://space.atari.org .

Anyone can join SPACE. Call Lance at 651-462-2500 if you'd like to join SPACE
from "long distance."

Thanks.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4058. original Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 05:11:26 UTC
From: captain rat <captainrat@cosmicrat.com>
Message-ID: <2SRsd.198654$hj.125337@fed1read07>
Source record: 13815

I'm currently selling some original 8-bit Atari programs withe original floppies and manuals in good condition, and issues of 1980's computer magazines; Analog Computing, Compute!, Softside, and others. Some are listed on Ebay, (easydriver203) with more to follow.If anyone's interested, I'll send you a complete list of what I have, including Atari computers and peripherals.

4059. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 10:00:49 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0412060458410.5866@shell1>
Source record: 13816

On Fri, 04 Dec 2004 05:09:02 , Greg Goodwin wrote:

>> Are you guys like the last 8-bit club in North America?

On Mon, 6 Dec 2004, Michael Current wrote:

> We're not last, but we're still shooting for that title. :)

8-bit club?! ;-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

4060. Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 17:16:48 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0412060916.283a1bb9@posting.google.com>
Source record: 13817

SpartaDos X was written by Mike Gustafson, an ICD employee. He wrote all of the SpartaDos versions, and most of the software ICD had. There were a couple of other guys, like Howard Peters who did some of the utilities, but Mike did most of it. He's a pretty sharp coder.

4061. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 20:20:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <1a3td.9747$_3.114792@typhoon.sonic.net>
Source record: 13818

Robert Bernardo <rbernardo@iglou.com> wrote:
> On Fri, 04 Dec 2004 05:09:02 , Greg Goodwin wrote:

>>> Are you guys like the last 8-bit club in North America?

> On Mon, 6 Dec 2004, Michael Current wrote:

>> We're not last, but we're still shooting for that title. :)

> 8-bit club?! ;-)

Well, since we're in comp.sys.ATARI.8bit, I think what he meant was
obvious.

Damned C=64 users! ;^)

-bill!
bill@newbreedsoftware.com Have I been helpful?
http://newbreedsoftware.com/ http://svcs.affero.net/rm.php?r=billkendrick

4062. Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-06 21:41:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102369301.046421.284340@z14g2000cwz.googlegroups.com>
Source record: 13819

I'll give the short question first and then the background.

Did/do floppy drives of the ATR-8000 era require some sort of
termination?

The problem I am having is I can not connect two identical drives to
the ATR-8000 at the same time. The drives are Teac model 2136, single
sided, double density. Each drive works individually but not together.
I've tried manual drive select (straight thru cable), setting DS0 for
drive 1 and DS1 for drive 2. I've also tried cable select using a cable
with the "flip" in it and setting both drives to DS1. No matter how I
configure I get boot errors if two drives a connected to the floppy
cable, even if I uplug the power from drive 2.

I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
one drive connected. I then shutdown the drive subsystem, reconfigured
for 2 drives, then powered the drives and the ATR-8000. When I try to
access the drives I get read errors. I also get a strange result. If I
try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes on
for disk 1. OK I figured that since I booted with just the one drive
then perhaps MyDOS only recognizes the one drive. However, on a wim I
tried to read from D3. This activated physical disk 2 and I still get
only read errors.

This seems like a termination problem except I don't recall ever having
a termination block on these drives.

There is an empty 16-pin DIP socket on each of the drives but the
socket is unmarked. I'm hesitant to put a terminator block in the
socket (plus I don't have one at this time anyway). [By the way, does
anyone have the pinout for a 16-pin DIP terminator?]

These drives were working together 15+ years ago, with the ATR-8000, I
just can't recall how I did it.

Every couple of years or so I turn on the Atari 800 and fool around
with it but I never needed the second drive so I never discovered the
problem.

Now the reason why I am trying to do this...

Recently I discovered an Atari 800 Emulator. I think it's called
Atari800win. I also found a couple utilities, Atario and Dskutil, that
will allow me to copy Atari files onto my PC. The problem is the
utilities can't read single density diskettes so I need to move my
files from the SD orginals to DD copies (and I need to do it soon
because the originals are deteriorating, slowly but surely, mostly from

neglect). There's nothing important, just personal nostalgia, but I would like to preserve what I can. Copying files with a single drive on the Atari 800 is intolerable and unreliable. There are too may disk swaps required and MyDOS frequently corrupts the disk copy increasing the frustration. This is why I want to get the second drive working. I don't have any other Atari compatible drives.
Thanks in advance.

Phsstpok

4063. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 02:52:28 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <MV8td.41285$Qv5.34102@newssvr33.news.prodigy.com>
Source record: 13820

<stephensheppard@MUNGEhotmail.com> wrote in message
news:1102369301.046421.284340@z14g2000cwz.googlegroups.com...
> I'll give the short question first and then the background.
>
> Did/do floppy drives of the ATR-8000 era require some sort of
> termination?
>
> The problem I am having is I can not connect two identical drives to
> the ATR-8000 at the same time. The drives are Teac model 2136, single
> sided, double density. Each drive works individually but not together.
> I've tried manual drive select (straight thru cable), setting DS0 for
> drive 1 and DS1 for drive 2. I've also tried cable select using a cable
> with the "flip" in it and setting both drives to DS1. No matter how I
> configure I get boot errors if two drives a connected to the floppy
> cable, even if I uplug the power from drive 2.
>
> I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
> one drive connected. I then shutdown the drive subsystem, reconfigured
> for 2 drives, then powered the drives and the ATR-8000. When I try to
> access the drives I get read errors. I also get a strange result. If I
> try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes on
> for disk 1. OK I figured that since I booted with just the one drive
> then perhaps MyDOS only recognizes the one drive. However, on a wim I
> tried to read from D3. This activated physical disk 2 and I still get
> only read errors.
>
> This seems like a termination problem except I don't recall ever having
> a termination block on these drives.
>
> There is an empty 16-pin DIP socket on each of the drives but the
> socket is unmarked. I'm hesitant to put a terminator block in the
> socket (plus I don't have one at this time anyway). [By the way, does
> anyone have the pinout for a 16-pin DIP terminator?]
>
> These drives were working together 15+ years ago, with the ATR-8000, I
> just can't recall how I did it.
>
> Every couple of years or so I turn on the Atari 800 and fool around
> with it but I never needed the second drive so I never discovered the
> problem.
>
> Now the reason why I am trying to do this...
>
> Recently I discovered an Atari 800 Emulator. I think it's called

> Atari800win. I also found a couple utilities, Atario and Dskutil, that
> will allow me to copy Atari files onto my PC. The problem is the
> utilities can't read single density diskettes so I need to move my
> files from the SD orginals to DD copies (and I need to do it soon
> because the originals are deteriorating, slowly but surely, mostly from
> neglect). There's nothing important, just personal nostalgia, but I
> would like to preserve what I can. Copying files with a single drive
> on the Atari 800 is intolerable and unreliable. There are too may disk
> swaps required and MyDOS frequently corrupts the disk copy increasing
> the frustration. This is why I want to get the second drive working. I
> don't have any other Atari compatible drives.
> Thanks in advance.
>
> Phsstpok

I can't tell you about your ATR-8000 and its' drives, configuration.
Your goal, however can be attained using an APE/SIO2PC cable and your PC. I believe unregistered APE allows Atari to PC copies, just not PC to Atari copies, if I remember. With the APE interface, you can copy your sngl density floppies to a single density .ATR image, assuming these are not copy protected. If you have copy protected disks, one of Steve Tucker's APE+PRO cables will even allow making PRO images.
You can make an APE interface with a SIO cable, a PC serial cable and just a few dollars in parts, 1489 chip, maybe a couple resistors and a cap.
MyUtil and Atario were used before the APE/SIO2PC advent, and weren't reliable in my experience. And, a lot of people don't have a 5.25" drive on their PC, and when they do it is a HD drive, which won't work with MyUtil/Atario.
Russg

4064. Re: Black box and working setup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 03:35:12 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Xu9td.11507$rh1.273653@news2.e.nsc.no>
Source record: 13821

Oh, I hate calling. Too nervous.

But, thanks for the suggestion.

"Music Shop Landgraaf" <landgraaf.musicshop@hccnet.nl> skrev i melding
news:41b3755d$0$145$3a628fcd@reader1.nntp.hccnet.nl...
> Howdy Vidar, folks
>
> "Vidar Olavesen" <olavese@online.no> schreef in bericht
> news:%bsrd.19731$Km6.249040@news4.e.nsc.no...
> > I tried contacting that dude at CSS, but never got any reply. Anybody
want
> > to rid themselves of a setup that works? Preferably with the floppy
board
> > too.
>
> If you want to contact Bob Puff, call him. That's the only way to contact
> him. He has no time it seems to look at his email.
>
> CU Mathy van Nisselroy
>
>
>
>
>

4065. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 04:22:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102393321.695691.87510@f14g2000cwb.googlegroups.com>
Source record: 13822

Russ Gilbert wrote:
> <stephensheppard@MUNGEhotmail.com> wrote in message
> news:1102369301.046421.284340@z14g2000cwz.googlegroups.com...
> > I'll give the short question first and then the background.
> >
> > Did/do floppy drives of the ATR-8000 era require some sort of
> > termination?
> >
> > The problem I am having is I can not connect two identical drives
to
> > the ATR-8000 at the same time. The drives are Teac model 2136,
single
> > sided, double density. Each drive works individually but not
together.
> > I've tried manual drive select (straight thru cable), setting DS0
for
> > drive 1 and DS1 for drive 2. I've also tried cable select using a
cable
> > with the "flip" in it and setting both drives to DS1. No matter
how I
> > configure I get boot errors if two drives a connected to the floppy
> > cable, even if I uplug the power from drive 2.
> >
> > I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19)
with
> > one drive connected. I then shutdown the drive subsystem,
reconfigured
> > for 2 drives, then powered the drives and the ATR-8000. When I try
to
> > access the drives I get read errors. I also get a strange result.
If I
> > try to read disk 1 or disk 2 (D1: or D2:) then the drive light
comes on
> > for disk 1. OK I figured that since I booted with just the one
drive
> > then perhaps MyDOS only recognizes the one drive. However, on a
wim I
> > tried to read from D3. This activated physical disk 2 and I still
get
> > only read errors.
> >
> > This seems like a termination problem except I don't recall ever
having
> > a termination block on these drives.

> >
> > There is an empty 16-pin DIP socket on each of the drives but the
> > socket is unmarked. I'm hesitant to put a terminator block in the
> > socket (plus I don't have one at this time anyway). [By the way,
does
> > anyone have the pinout for a 16-pin DIP terminator?]
> >
> > These drives were working together 15+ years ago, with the
ATR-8000, I
> > just can't recall how I did it.
> >
> > Every couple of years or so I turn on the Atari 800 and fool around
> > with it but I never needed the second drive so I never discovered
the
> > problem.
> >
> > Now the reason why I am trying to do this...
> >
> > Recently I discovered an Atari 800 Emulator. I think it's called
> > Atari800win. I also found a couple utilities, Atario and Dskutil,
that
> > will allow me to copy Atari files onto my PC. The problem is the
> > utilities can't read single density diskettes so I need to move my
> > files from the SD orginals to DD copies (and I need to do it soon
> > because the originals are deteriorating, slowly but surely, mostly
from
> > neglect). There's nothing important, just personal nostalgia, but
I
> > would like to preserve what I can. Copying files with a single
drive
> > on the Atari 800 is intolerable and unreliable. There are too may
disk
> > swaps required and MyDOS frequently corrupts the disk copy
increasing
> > the frustration. This is why I want to get the second drive
working. I
> > don't have any other Atari compatible drives.
> > Thanks in advance.
> >
> > Phsstpok
> I can't tell you about your ATR-8000 and its' drives, configuration.
> Your goal, however can be attained using an APE/SIO2PC cable and your
PC. I
> believe unregistered APE allows Atari to PC copies, just not PC to
Atari
> copies, if I remember. With the APE interface, you can copy your
sngl
> density floppies to a single density .ATR image, assuming these are
not copy
> protected. If you have copy protected disks, one of Steve Tucker's

APE+PRO
> cables will even allow making PRO images.
> You can make an APE interface with a SIO cable, a PC serial cable and
just a
> few dollars in parts, 1489 chip, maybe a couple resistors and a cap.
> MyUtil and Atario were used before the APE/SIO2PC advent, and weren't
> reliable in my experience. And, a lot of people don't have a 5.25"
drive on
> their PC, and when they do it is a HD drive, which won't work with
> MyUtil/Atario.
> Russg

Thanks for the SIO2PC suggestion but I only have one SIO cable and I can't spare it. Foolishly I threw away my 410 tape player not too long ago. (I don't know why, after having saved it for 23 years). Unfortunate, because I could have salvaged the SIO connector.

I was just hoping for a quick fix. Atario works fine for my double density disks. DskUtil worked even better (accepts wild cards). I was able to transfer about 8 disks worth of files to my PC. 3 disks were originally double density. The other 5 disks I compiled from files copied one by one from the single density originals to the new double density scratch disk. During the copy process I managed to get disk corruption 3 or 4 times forcing me to start each compilation from scratch. Prior to that, I had the frustration of trying to find a DD diskette that would even format reliably. I only found 2 reliable diskettes out of about 1.5 dozen. (I think I'm paying the price for buying cheap diskettes and generic diskettes two decades ago. LOL!)

This whole process has taken hours so far and I've only completed about 20% of my task.

By the way, I used a 1.2 MB (HD) 5.25" drive to import the files to my PC. That wasn't a problem at all.

I do have a major problem though. I can't copy files the other way, from the PC to the Atari.

Formatting from the PC is no good because DskUtil formats both sides while my ATR-8000 drives are single sided. Disks formatted with the Atari almost work. I can use DskUtil to write to the disk from the PC, I can verify those file onh the PC, and I can see the directory on the Atari but I can't read or copy the files on the Atari. I get error 144. Very frustrating to get that close.

I guess it's not that major after all. I don't really enjoy using the real Atari anyway. The keyboard has become very quirky over the years. Touch typing is impossible.

I have an Atari 800, by the way. I'm the original owner from 1979 or 1980 (can't remember exactly).

I probably will keep plodding along with these tedious SD to DD copies until I have everything I want, export the files to my PC, archive them to CD, and be done with this. I only have to do it the one time.

Thanks again for your help Russ. Maybe my enthusiasm will return and I'll build one of the SIO2PC interfaces.
Regards,

Phsstpok
AKA
Stephen Sheppard

4066. Re: original Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 05:04:32 UTC
From: jburke293@comcast.net
Message-ID: <1102395872.681330.56080@c13g2000cwb.googlegroups.com>
Source record: 13823

Please send me a list of what you have. Thanks.

4067. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 07:39:17 UTC
From: Richard Anderson <agralias@comcast.net>
Message-ID: <uu-dnUXP3od4wCjcRVn-rw@comcast.com>
Source record: 13824

Stephen,

Yes, drive connected at the far end of the cable should be terminated.
That also means that single drives should be terminated. If your
cable length is short termination is less important, but should be done.
I don't know of a Teac model 2136. My preference was for Teac
drives, but the model I used most was the FD55B, which was DS/DD.
The SS/DD equivalent was the FD55A. The FD55x series of that
era used a resistor network. Off the top of my head I cannot remember
the value. I have the service manual for this series, but I will have to find it
in the attic. Once I can get the info, the part should be relatively easy/cheap
to get. Jameco Electronics has 16-pin resistor networks for about 50 cents.

Richard

<stephensheppard@hotmail.com> wrote in message
news:1102369301.046421.284340@z14g2000cwz.googlegroups.com...
> I'll give the short question first and then the background.
>
> Did/do floppy drives of the ATR-8000 era require some sort of
> termination?
>
> The problem I am having is I can not connect two identical drives to
> the ATR-8000 at the same time. The drives are Teac model 2136, single
> sided, double density. Each drive works individually but not together.
> I've tried manual drive select (straight thru cable), setting DS0 for
> drive 1 and DS1 for drive 2. I've also tried cable select using a cable
> with the "flip" in it and setting both drives to DS1. No matter how I
> configure I get boot errors if two drives a connected to the floppy
> cable, even if I uplug the power from drive 2.
>
> I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
> one drive connected. I then shutdown the drive subsystem, reconfigured
> for 2 drives, then powered the drives and the ATR-8000. When I try to
> access the drives I get read errors. I also get a strange result. If I
> try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes on
> for disk 1. OK I figured that since I booted with just the one drive
> then perhaps MyDOS only recognizes the one drive. However, on a wim I
> tried to read from D3. This activated physical disk 2 and I still get
> only read errors.
>
> This seems like a termination problem except I don't recall ever having
> a termination block on these drives.
>
> There is an empty 16-pin DIP socket on each of the drives but the

> socket is unmarked. I'm hesitant to put a terminator block in the
> socket (plus I don't have one at this time anyway). [By the way, does
> anyone have the pinout for a 16-pin DIP terminator?]
>
> These drives were working together 15+ years ago, with the ATR-8000, I
> just can't recall how I did it.
>
> Every couple of years or so I turn on the Atari 800 and fool around
> with it but I never needed the second drive so I never discovered the
> problem.
>
> Now the reason why I am trying to do this...
>
> Recently I discovered an Atari 800 Emulator. I think it's called
> Atari800win. I also found a couple utilities, Atario and Dskutil, that
> will allow me to copy Atari files onto my PC. The problem is the
> utilities can't read single density diskettes so I need to move my
> files from the SD orginals to DD copies (and I need to do it soon
> because the originals are deteriorating, slowly but surely, mostly from
> neglect). There's nothing important, just personal nostalgia, but I
> would like to preserve what I can. Copying files with a single drive
> on the Atari 800 is intolerable and unreliable. There are too may disk
> swaps required and MyDOS frequently corrupts the disk copy increasing
> the frustration. This is why I want to get the second drive working. I
> don't have any other Atari compatible drives.
> Thanks in advance.
>
> Phsstpok
>

4068. What is the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 07:55:56 UTC
From: lighthope@onepost.net
Message-ID: <1102406156.492447.63310@z14g2000cwz.googlegroups.com>
Source record: 13825

Does anyone remember the name of this Atari 8-bit game?

You were on (I think) a spaceship. You're job was to escape with as
much equipment as you could before some kind of alge or fungus took
over the ship. It was a top-down view and you could shoot doors to
seal them shut from the fungus, giving you more time beofre the fungus
broke through. I seem to recall that you lost energy if you bumped
into walls. The fungus would grow as time went on.

Anyone want to give this one a shot?

E-mail with response if you can. lighthope@onepost.net

Lighthope

Pearls of Wisdom - Daddy, what does FORMATTING DRIVE C mean?

--== THE DOCTOR WHO AUDIO DRAMAS: http://www.dwad.net
--== Give performance reviews of your boss: http://www.rateyourboss.org
--== Everlasting Films Call Board:
http://groups.yahoo.com/group/everlastingfilms

4069. ANNC: Joystick adapter (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 08:18:11 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0412070317360.8978@shell1>
Source record: 13826

---------- Forwarded message ----------
Date: Tue, 07 Dec 2004 06:44:11 GMT
From: Jim Brain <brain@jbrain.com>
Subject: ANNC: Joystick adapter

For years, gamers have contented themselves with the venerable Atari-style joystick as a gaming input device. The joystick is simplistic, yet adequate for many games.

However, as the games become more complex, a simple joystick is no longer ideal. In the arcade arena, coin operated machines sprouted new buttons for special functions and extra control of the player. However, on the home front, computing platforms like the C64 and Atari have dealt with the inadequacy of the joystick by using the keyboard as an additional input device. However, the effect is sometimes distracting, taking one's eyes off the screen to fumble for the correct key to press for certain actions.

Thus, I present my latest project, which was announced and demonstrated at the recent TPUG World of Commodore EXPO:

The PSXJoy adapter

This adapter interfaces a standard PS1 or PS2 controller to machines using the industry-standard 9 pin Atari joystick/paddle connector.

Features include:

o The unit emulates the Atari joystick up, left, right, and fire buttons
o User can configure which set of PSX buttons or which joystick maps to the joystick inputs
o User can configure which fire button emulates the joystick fire button
o Paddles are emulated on certain platforms
o Requires no additional power source
o Option to support additional fire buttons on Atari 7800 joysticks
o Configuration can be set using the controller buttons
o Works with many PSX style controllers, including wireless units

While the above features allow one to use the PSX controller to provide existing joystick functionality, they do not unlock the full potential of the newer PSX controllers. Thus, the unit operates in two modes. One is called compatibility mode, and provides the above features. The second mode is called expanded mode.

In expanded mode, the unit can be instructed to send the entire controller data packet to the host computer using just the 5 lines of the joystick port. By redefining the FIRE pin as a host generated CLOCK signal and transferring data via nybbles, the raw PSX controller information can be retrieved from the

interface. In expanded mode, all PSX controller buttons and analog information is available for game use. Of course, games require modification to utilize this new mode.

Data can be retrieved from the unit at 60us/byte, making it short enough to be used in a single scanline routine. As well, additional safeguards were added to allow operation on platforms that use the joystick data lines for other purposes (Commodore C64, for example). The unit requires a 4-step key be sent to the unit to switch into expanded mode. The unit can also be placed into into a fast "passive state" to allow systems like the C64 to scan the keyboard while the unit is sending raw data. Data can be sent from the host system to the PSX controller, enabling use of newer controller feedback modes, like the "rumble" function on PS2 controllers.

Pictures of the unit and a small time sequenced picture series are available at http://www.jbrain.com/vicug/gallery/psxjoy

Technical details:

The unit is powered by an Atmel AVR MEGA8 controller, using a minumum of additional components. The entire interface requires just the AVR IC, 4 resistors, the DE-9 jostick and PSX connectors, and a nominal amount of wiring. There are plans to commercialize the unit for sale.

All major development is completed on the unit, but I am interested in soliciting feedback on various options, including:

What configurations should the unit provide?
What additional commands should the unit's expanded mode support?
Any issues in the code that need addressing?
Testing on various platforms for compatibility.

I'm also interested in hardware capable folks who want to build a unit or two and help me test.

The plans, source code, and schematic are already or will be released under the GNU Public License (GPL).

The interface hardware can be also used to support other types of controllers or alternative input devices.

Jim

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

4070. Re: FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 09:54:15 UTC
From: eajeypmg@search26.com
Message-ID: <1102413255.231803.225760@z14g2000cwz.googlegroups.com>
Source record: 13827
Cross-posted to: comp.sys.atari.8bit, rec.games.video.atari, rec.games.video.classic, rec.games.video.marketplace, pdx.forsale

http://www.ardice.com/Games/Video_Games/Developers_and_Publishers/A/Adventure_International/

4071. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 09:54:26 UTC
From: eajeypmg@search26.com
Message-ID: <1102413266.755299.226500@z14g2000cwz.googlegroups.com>
Source record: 13828
Cross-posted to: comp.sys.cbm, comp.sys.atari.8bit, comp.sys.sinclair

http://www.zared.com/Games/Video_Games/Developers_and_Publishers/A/Adventure_International/

4072. OT: Alan Turing

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 10:43:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041207054341.06349.00001033@mb-m27.aol.com>
Source record: 13829

Several months ago, we had a short thread about the German Enigma machines, and of course, Alan Turing. I recently watched a History Channel program "Codes" on the "Modern Marvels" series. But I think that I recall an earlier program that largely dealt with Alan Turing and his code-breaking "bombs". Does anyone remember this episode? I want to record it next time it's on. Maybe on "Dead Men's Secrets"? I looked at the available History Channel products for sale, but didn't see anything other than "codes".
Thanks,
Larry

4073. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 12:09:49 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041207070949.06183.00001027@mb-m27.aol.com>
Source record: 13830

Hi Stephen-

> Recently I discovered an Atari 800 Emulator. (...) I also found a couple utilities, Atario and Dskutil, that will allow me to copy Atari files onto my PC... <

Of course, if you really want to use disks to move your software to ATR images, then dual drives (with termination) is the only way to go.

So you would 1) copy files from SD to DD. Then 2) copy from Atari DD to a DD ATR image. Why not get an SIO2PC or APE cable? Use the APE software or "Atari810".

It is much faster and more reliable. If you are inclined, the cable is fairly easy to make. If not, they are not expensive. In the long-run, you'll wonder how you tried it any other way. An added advantage -- you can copy disk to disk which is much faster than file copying to change density.

Since I had never used APE with my ATR8000, I set it up this morning to test it with my older Pentium III laptop. Worked beautifully. Links are easy to find (or ask) if you decide to do this.

-Larry

4074. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 12:54:35 UTC
From: Ventzislav Tzvetkov <drhirudo@mail.bg>
Message-ID: <1102424075.406723.53650@z14g2000cwz.googlegroups.com>
Source record: 13831
Cross-posted to: comp.sys.cbm, comp.sys.atari.8bit, comp.sys.sinclair

RaYzor wrote:
> "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081523.784b97ba@posting.google.com...
> > ATARI 8 Bit computers are the crappiest computers on earth !
> >
> > Discuss !
>
> Sorry sir, but Sinclair and TRS 80 machines are tied for worst ever 8
bit.
>
> Apple II*.* is second.

This is not true if you include all the AppleII models, because the AppleIIGS beats them all, but the AppleIIGS is a 16 bit machine with the unique feature of being backwards compatible with it's 8 bit predecessors. No other 16 bit machine from the other brand manufacturers at that time had this unique feature (except the 286, but the 8086/8088 was advertised as 16 bit architecture). E.g. see - the SinclairQL - incompabtible with the Sinclair ZX, AtariST - incompatible with 8 Bits Ataris, Amiga - incompatible with C64/128 *.

*You can run 8bit software on these machines only through software emulation - much slower.

--
http://drhirudo.hit.bg

4075. Re: What is the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 13:01:36 UTC
From: Cruiser7 <cruiser7@nospam.com>
Message-ID: <7Xhtd.2238$mG.2023@fe05.lga>
Source record: 13832

Sounds like that old chestnut "SS Achilles", by Beyond Software. My
buddy and I played this back in the day and were amused at how it starts
out deceptively easy, but can get pretty hectic before you realize it.

Check it out at a website like www.atarimania.com and tell us if that is
what you were thinking of. BTW, I THINK I saw this same game under
another name somewhere, but am not sure.

C7

lighthope@onepost.net wrote:
> Does anyone remember the name of this Atari 8-bit game?
>
> You were on (I think) a spaceship. You're job was to escape with as
> much equipment as you could before some kind of alge or fungus took
> over the ship. It was a top-down view and you could shoot doors to
> seal them shut from the fungus, giving you more time beofre the fungus
> broke through. I seem to recall that you lost energy if you bumped
> into walls. The fungus would grow as time went on.
>
> Anyone want to give this one a shot?
>
> E-mail with response if you can. lighthope@onepost.net
>
> Lighthope
>
> Pearls of Wisdom - Daddy, what does FORMATTING DRIVE C mean?
>
> --== THE DOCTOR WHO AUDIO DRAMAS: http://www.dwad.net
> --== Give performance reviews of your boss: http://www.rateyourboss.org
> --== Everlasting Films Call Board:
> http://groups.yahoo.com/group/everlastingfilms
>

4076. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 13:35:13 UTC
From: Jorge <user@nospam.com>
Message-ID: <cp4bih$t02$1@blue.rahul.net>
Source record: 13833

stephensheppard@hotmail.com writes:

>By the way, I used a 1.2 MB (HD) 5.25" drive to import the files to my
>PC. That wasn't a problem at all.

>I do have a major problem though. I can't copy files the other way,
>from the PC to the Atari.

Disks written with an HD drive (or more precisely, with an 80 tracks one)
can't normally be read with a DD drive. Yes, the other way around is
possible.

The only way to do that is to use virgin unformatted disks, and formatting
them as 40 tracks in the HD drive.

This is completely unrelated to the Atari/PC issue or to the number
of sides or even density mismatch. You had exactly the same problem when
trying to read with an old PC XT , disks written with a PC AT.

4077. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 17:53:35 UTC
From: Richard Anderson <agralias@comcast.net>
Message-ID: <e5udnRxue-BGcCjcRVn-hA@comcast.com>
Source record: 13834

I found my service manual. I was wrong. On the FD55x drives it is a 14-pin
resistor array/network. I found two references indicating that it is 330 ohm and
one place in a parts list with a value of 1K ohm (This might be an optional value.).
The resistors are connected straight across the pack (pin 1 to 14, 2 to 13, ..., 7 to 8).
As I said Jameco Electronics (www.jameco.com) has a 16-pin version (Jameco
part number 108572). You could just cut off two pins at either end.

Hopefully this link won't get truncated.
http://www.jameco.com/webapp/wcs/stores/servlet/ProductDisplay?langId=-1&storeId=10001&cat
alogId=10001&productId=120097

You should also be able to find one at a good electronics parts house.

Good Luck,
Richard

"Richard Anderson" <agralias@comcast.net> wrote in message
news:uu-dnUXP3od4wCjcRVn-rw@comcast.com...
> Stephen,
>
> Yes, drive connected at the far end of the cable should be terminated.
> That also means that single drives should be terminated. If your
> cable length is short termination is less important, but should be done.
> I don't know of a Teac model 2136. My preference was for Teac
> drives, but the model I used most was the FD55B, which was DS/DD.
> The SS/DD equivalent was the FD55A. The FD55x series of that
> era used a resistor network. Off the top of my head I cannot remember
> the value. I have the service manual for this series, but I will have to find it
> in the attic. Once I can get the info, the part should be relatively easy/cheap
> to get. Jameco Electronics has 16-pin resistor networks for about 50 cents.
>
> Richard
>
> <stephensheppard@hotmail.com> wrote in message
news:1102369301.046421.284340@z14g2000cwz.googlegroups.com...
> > I'll give the short question first and then the background.
> >
> > Did/do floppy drives of the ATR-8000 era require some sort of
> > termination?
> >
> > The problem I am having is I can not connect two identical drives to
> > the ATR-8000 at the same time. The drives are Teac model 2136, single
> > sided, double density. Each drive works individually but not together.
> > I've tried manual drive select (straight thru cable), setting DS0 for
> > drive 1 and DS1 for drive 2. I've also tried cable select using a cable

> > with the "flip" in it and setting both drives to DS1. No matter how I
> > configure I get boot errors if two drives a connected to the floppy
> > cable, even if I uplug the power from drive 2.
> >
> > I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
> > one drive connected. I then shutdown the drive subsystem, reconfigured
> > for 2 drives, then powered the drives and the ATR-8000. When I try to
> > access the drives I get read errors. I also get a strange result. If I
> > try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes on
> > for disk 1. OK I figured that since I booted with just the one drive
> > then perhaps MyDOS only recognizes the one drive. However, on a wim I
> > tried to read from D3. This activated physical disk 2 and I still get
> > only read errors.
> >
> > This seems like a termination problem except I don't recall ever having
> > a termination block on these drives.
> >
> > There is an empty 16-pin DIP socket on each of the drives but the
> > socket is unmarked. I'm hesitant to put a terminator block in the
> > socket (plus I don't have one at this time anyway). [By the way, does
> > anyone have the pinout for a 16-pin DIP terminator?]
> >
> > These drives were working together 15+ years ago, with the ATR-8000, I
> > just can't recall how I did it.
> >
> > Every couple of years or so I turn on the Atari 800 and fool around
> > with it but I never needed the second drive so I never discovered the
> > problem.
> >
> > Now the reason why I am trying to do this...
> >
> > Recently I discovered an Atari 800 Emulator. I think it's called
> > Atari800win. I also found a couple utilities, Atario and Dskutil, that
> > will allow me to copy Atari files onto my PC. The problem is the
> > utilities can't read single density diskettes so I need to move my
> > files from the SD orginals to DD copies (and I need to do it soon
> > because the originals are deteriorating, slowly but surely, mostly from
> > neglect). There's nothing important, just personal nostalgia, but I
> > would like to preserve what I can. Copying files with a single drive
> > on the Atari 800 is intolerable and unreliable. There are too may disk
> > swaps required and MyDOS frequently corrupts the disk copy increasing
> > the frustration. This is why I want to get the second drive working. I
> > don't have any other Atari compatible drives.
> > Thanks in advance.
> >
> > Phsstpok
> >
>
>

4078. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 20:10:44 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <87otd.30035$Rf1.25995@newssvr19.news.prodigy.com>
Source record: 13835

(We're talking about getting Atari files to a PC. SWP ATR-8000.)
One more thing, it would be very advisable to use CRC checking to be sure your file transfers are correct. You would do a CRC on the Atari and then use a CRC checker on the PC. You might be surprised how often your 'successful' file transfers are corrupted. I can e-mail you my CRC checking programs, one for Atari, two for PC. It is good practice and could save you some headaches. Remove MUNGE to send me e-mail.

4079. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 20:32:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102451552.848369.152450@f14g2000cwb.googlegroups.com>
Source record: 13837

Thanks all, Russ, Larry, Jorge, and Richard, and anyone else to follow.

Kudos for all the tips.

I need to pay more attention. The socket for the resistor pack is
14-pin, not 16-pin. The drive model is Teac FD-50A not 2136 which
turned out to be one of the drive motors.

Assuming I get dual disk operational. How do I create an ATR file with
the Atari? Is that just a MyDOS subdirectory? Can I make ATR files with
the collection of binaries that I have already ported to the PC? How?

I wasn't planning to build an APE interface because the 800 is dying.
I just now have glitchy video, the keyboard is already troublesome, and
some time ago the power adapter blew an internal fuse, (weird little
3/8" piece of PCB with just a wire strand).

Regarding formatting floppies, since virgin DD floppies are so hard to
find has anyone one tried a bulk tape eraser on used floppies? Would
that completely wipe a floppy?

Stephen Sheppard

4080. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 20:52:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102452731.022784.136680@z14g2000cwz.googlegroups.com>
Source record: 13836

Thanks for the offer Russ but at present I have no way to get programs from email to the Atari.

Now that you have mentioned it, I seem recall having such programs at one time. Doubt I can find them.

I like your idea, though. I'm not sure I can write a CRC checker but I can easily write a crude checksum. Two byte precision ought to be enough. That would show 65535:1 likelyhood that the transfer is correct.

Stephen Sheppard

4081. Re: Infiltrator helicopter sequence: how to skip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 21:59:53 UTC
From: Phozz Bare <itayc@h0tmail.com>
Message-ID: <newscache$e2hd8i$2ni$1@news.actcom.co.il>
Source record: 13838

fsh wrote:
> Hello there!
>
> I know I've posed this question now and again, but I'd really like to see
> the second level of Infiltrator - only once! (-;
>
> Did anyone manage to get past this dreaded helicopter sequence? Does anyone
> firm in this game could make an ATR please? Please? (-:

I had no problems doing it in the first try. I read the manual. Did you?

:)

-itay

4082. Re: Who did Sparta DOS X cart. ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 22:40:39 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns95B8B407E7336PrivacyLabs@216.196.97.142>
Source record: 13839

Hmmm, could it have been Gufstaffsen?

"bfbbs2k+" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in
news:x4zsd.2570$jY1.2422@trnddc07:

> Keith did work for ICD but I don't think he did 'X'. But I could be
> wrong...
>

4083. UKretro.co.uk - Christmas Sale - Ends Today

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 23:13:20 UTC
From: fairziff@aol.com
Message-ID: <b2899ba4.0412071513.5551ff14@posting.google.com>
Source record: 13841

Hi,

Our Christmas sale ends at midnight (GMT) today, Wednesday 8th of December)

As mentioned previously, everything in our store is reduced by 20%.

All orders are shipped within 1 day of the order.

Best Wishes + Merry Christmas
Mike
www.UKretro.co.uk

4084. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-07 23:13:55 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <TOqtd.2725$nE7.2307@newssvr17.news.prodigy.com>
Source record: 13840

<stephensheppard@MUNGEhotmail.com> wrote in message
news:1102451552.848369.152450@f14g2000cwb.googlegroups.com...
snip
> Assuming I get dual disk operational. How do I create an ATR file with
> the Atari? Is that just a MyDOS subdirectory? Can I make ATR files with
> the collection of binaries that I have already ported to the PC? How?
>
> I wasn't planning to build an APE interface because the 800 is dying.
> I just now have glitchy video, the keyboard is already troublesome, and
> some time ago the power adapter blew an internal fuse, (weird little
> 3/8" piece of PCB with just a wire strand).
>
> Regarding formatting floppies, since virgin DD floppies are so hard to
> find has anyone one tried a bulk tape eraser on used floppies? Would
> that completely wipe a floppy?

> Stephen Sheppard
You might be able to completely erase a floppy with a tape eraser. I used
to use a pair of electro-magnets mounted on two boards. You are correct
that any DD disk that has been formated before can't reliably be used with
MyUtil or Atario. It is best to format a clean DD disk on the PC for use
with MyUtil. I wan't happy with MyUtil, so I wrote my own Atari<>PC
transfer program. It was fairly reliable. You would write a file to
sectors, not to a DOS file, then read the file off the sectors at the other
end, whichever direction you were going. Since you're playing with DD
transfers, you might want to see my programs, one for the Atari, one for the
PC. My PC program will write MyDOS and the Atari sector reading/writing
program to a DD disk. If it worked you'd then be able to use my programs on
the Atari and PC.
... An ATR is a disk image with a 16 byte header. I'm not sure why you
want to write ATRs using the Atari. Disk image writing for the Atari is
usually done with Bob Puff's Disk Communicator 3.2, making DCM files.
You might want to take one of your Atari disks, then use Bob Puff's Super
ARC program to make an .ARC file of all the files on the disk. Then use
either my programs, or MyUtil and read the ARC file from the Atari disk to
your PC. I think modern day archiver programs for the PC still support the
ARC format, power archiver is one for the PC.
Once you have your files on the PC, there is a PC program to add files to
ATR image that you can then use with Atari800win or other emulator (XLIT).
The PC program for doing this, will work with DOS 2/2.5 sngle dens. image,
is called IMAGEMAN. There may be others.
Russg

4085. FS:Boxed+new ATARI 800 XL and 2600 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 00:49:16 UTC
From: webmaster@klassische-videospiele.de
Message-ID: <d0c5424f.0412071649.27136d7c@posting.google.com>
Source record: 13842

I'm giving up business until end of 2004 and still have large qts. of hardware and games.

Shipping :

up to 15 games : $14
up to 40 games : $35

Payment is possible with paypal.

ATARI XL/XE games are NTSC.ATARI 2600 games mostly PAL when NTSC isn't mentioned.

Contact : webmaster@klassische-videospiele.de
or lord-chaos@t-online.de

All games new & boxed.

Thimo

Hardware :

CX-30 Paddles , ATARI, new and boxed , $8 , ca. 20-30 available
CX-50 Keyboard Controllers, new and boxed, $6 , ca. 100 available
Telegames Joysticks , new and boxed, $5, ca. 100 available

Footpedals, ca. 800 available, $1 each (heavy), $0.50 if you take them all.
(They take a lot of space and I have to throw them away if nobody buys them).

Sears Paddle/Joystick Controller, $3, ca. 100 available

GAMES :

(*) means 20+ copies available

ATARI 2600 :

5.00 Acid Drop (Salu)
5.00 Adventure on GX-12 (Telegames)
5.00 Alpha Beam with Ernie (ATARI) Kids Controller req.
4.00 Armour Ambush (Telegames)
2.00 * Astro Blast (Telegames)
2.00 * Big Bird's Egg Catch (ATARI) Kids Controller req
4.00 Bobby geht heim (Bit Corp.)
3.00 * Bogey Blaster (Telegames)
2.00 * Bump 'n' Jump (Telegames)
3.00 * Chess

5.00 Circus ATARI (ATARI) Paddles req.
5.00 Circus Paddles req.
5.00 Commando (Activision)
2.00 * Cookie Monster (ATARI) Kids Controller req.
4.00 Dancing Plates (Bit Corp.)
4.00 Deadly Discs (Telegames)
5.00 Decathlon (Activision)
5.00 Double Dragon (Activision)
4.00 E.T. (ATARI) NTSC
8.00 Fatal Run (ATARI)
3.00 Football (Telegames)
9.00 Forest (Sancho)
5.00 Frostbite (Activision)
3.00 * Galaxian (ATARI) NTSC
3.00 * International Soccer (Telegames)
4.00 Jungle Hunt (ATARI) NTSC
5.00 Keystone Kapers (Activision)
2.00 * KF Superkicks (Telegames)
4.00 * Kung Fu Master (Activision)
4.00 Lock 'n' Chase (Telegames)
3.00 * Mission 3000 (Bit Corp.)
5.00 Moon Patrol (ATARI) NTSC
3.00 * My Golf (Salu)
5.00 Oscar's Trash Race (ATARI) Kids Controller req.
3.00 * Phantom Panzer (Bit Corp.)
2.00 * Pick 'n' Pile (UBI Soft)
2.00 * Quest for Quintana Roo (Telegames) mostly PAL
5.00 Rampage (Activision)
2.00 * RealSports Football (ATARI) NTSC
2.00 * Realsports Tennis (ATARI) PAL or NTSC
2.00 * RealSports Volleyball (ATARI) NTSC
6.00 River Raid 2 (HES, Activision)
3.00 * Schnecke gegen Eichhï¿½rnchen (Bit Corp.)
4.00 Sea Monster (Bit Corp.)
4.00 Sesam ï¿½ffne dich (Bit Corp.)
5.00 Smurf (CBS)
4.00 Space Attack (Telegames)
2.00 * Super Breakout (ATARI) Paddles req-
4.00 * Telegames Joystick (Telegames)
4.00 Tennis (Activision)
4.00 * Title Match Pro Wrestling (Absolute)
4.00 * Tomcat - F14 Fighter (Absolute)
4.00 * Universal Chaos (Telegames)
3.00 * Weltraum Tunnel (Bit Corp.)
5.00 Winter Games (Epyx)
3.00 World Championship Baseball (Telegames)

2.00 * Mat Mania ATARI 7800
2.00 * Sentinel ATARI 7800

ATARI 800 XL/XE Carts :

3.00 * Archon
3.00 * Ballblazer
5.00 Crime Buster (Lightgun)
3.00 * Crossbow (Lightgun)
4.00 Davidï¿½s Midnight Magic
4.00 * Desert Falcon
3.00 * Gato
3.00 * Hardball
3.00 * One on One
6.00 Rescue on Fractalus
3.00 * Star Raiders 2
3.00 * Thunderfox

XL carts

5.00 Eastern Front 1941
3.00 Final Legacy
4.00 Millipede
5.00 Moon Patrol
3.00 * Pole Position
5.00 RealSports Football
3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

4086. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 02:09:59 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <cp5npn01dl4@news1.newsguy.com>
Source record: 13843

William Kendrick <bill@newbreedsoftware.com> wrote:
> I saw Jeri Ellsworth's Commodore-64-in-a-stick. It's frickin' awesome.
> Since, inside, it really is a remade C=64, it looks flawless.

Mine came in last week. Plays and sounds pretty good, but since I'm not a C-64 guy I don't know how faithful the reproduction is. I heard that they left open the ability to solder in a keyboard connector or a drive connector

> We need that for Atari XLs! :^)

That would be so sweet!

--
Ryan 'Gozar' Collins

4087. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 03:03:21 UTC
From: Jorge <user@nospam.com>
Message-ID: <cp5qtp$1f3$1@blue.rahul.net>
Source record: 13844

stephensheppard@hotmail.com writes:

>Regarding formatting floppies, since virgin DD floppies are so hard to
>find has anyone one tried a bulk tape eraser on used floppies? Would
>that completely wipe a floppy?

Depending on the eraser it probably will. BUT it will not restore the disk to the virgin state. You need a "degausser", usually a very expensive equipment, to do that. They perform different types of erasing. I'm not sure which results you will get with a bulk eraser.

Brand new DD unformatted floppies aren't really too hard to get. But note that this is required only for transferring from a HD drive to a DD one. Not for the other way around.

4088. USB Cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 03:05:08 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <cp5r14lgb1@news.xmission.com>
Source record: 13845

I know I've seen the thread a few times, but where can I get a USB cart?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4089. 8bit Files online via FTP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 03:08:10 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <cp5r6qlgb2@news.xmission.com>
Source record: 13846

I'm placing some of my 8bit files online (a fraction of what is on my
BBS), but I get time to put everything online.

If you'd like access, email me at atariAT@NOSPAM_utahkings.com and I'll
provide the ftp site and username/password.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4090. SpartaDox X Time

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 03:08:54 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <cp5r86lgb3@news.xmission.com>
Source record: 13647

I have v 4.22 of SDX and an RTime8 cart. What's the fix to get the date
correct? I'm always off by one day.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4091. Re: 8bit Files online via FTP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 04:01:41 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1102478498.280b61a852453f2bd72fe2d51a3a0f34@teranews>
Source record: 13648

yeah?

Anyone that sends me an email can have a copy of Holme's 8-bit CDs that he gave to me in a contest, with all those nice 8-bit games that he had on his website, all for the low low price of shipping, handling, and creation of the CDs.

In most parts of the U.S. and even in many countries, I found that $9.99 covers all the costs of doing this. There are 3 CDs total.

Also note, that the CD-Writer that I use is a new one that utilizes the 700MB CDs. In some circumstances, I have found that the CDs do not work in very old CD players.

"James E. King" <jamesk@xmission.xmission.com> wrote in message news:cp5r6q$1gb$2@news.xmission.com...
> I'm placing some of my 8bit files online (a fraction of what is on my
> BBS), but I get time to put everything online.
>
> If you'd like access, email me at atariAT@NOSPAM_utahkings.com and I'll
> provide the ftp site and username/password.
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

4092. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 04:06:36 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041207230636.14312.00001442@mb-m13.aol.com>
Source record: 13649

> Assuming I get dual disk operational. How do I create an ATR file with
the Atari? Is that just a MyDOS subdirectory? Can I make ATR files with
the collection of binaries that I have already ported to the PC? How? <

I believe there is a list of software available in the csa8 FAQ's for floppy to
floppy Atari to PC interchanges. At any rate, an ATR image is just a file with
a 16 byte header that gives info about the disk, followed by a complete image
of the source disk (sector by sector). Nick Kennedy's SIO2PC site has docs
that explain the header. Since you are going from SD to DD, it should be
feasible with floppies.

You can also make DCM images using Disk Communicator 3 (DISKCOMM). Then
convert them on the PC to ATR's using Imagic (from the author of APE). DCM's
have the advantage of compression, although there are also some compressed
ATR's. Sounds like extra steps, but it is sooo fast on a PC, they can be
converted as a batch essentially in a couple of seconds. More than one way...

> Regarding formatting floppies, since virgin DD floppies are so hard to find
has anyone one tried a bulk tape eraser on used floppies? Would that
completely wipe a floppy? <

I have had very good success using a bulk eraser on floppies. I have an older
Radio Shack model for DD disks and a more powerful one for newer chromium
tapes, HD disks, etc. Follow the instructions and I'm sure you will get good
results. Remember to pull the eraser several feet before you release its
switch. There are also "bulk erasing" disk utilities for the PC. They randomly
flip the bits so fast, they are essentially "erased".

Good luck,
Larry

4093. Re: USB Cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 04:48:21 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <lp1dr0pvih9ffhu1jeevf2ufnjg91ethgi@4ax.com>
Source record: 13650

"James E. King" <jamesk@xmission.xmission.com>:
>I know I've seen the thread a few times, but where can I get a USB cart?

AtariMax:

http://www.atarimax.com/usbcart/documentation/

Shawn Jefferson
(fix reply to for email)

4094. Re: What is the name of this game?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 06:34:20 UTC
From: lighthope@onepost.net
Message-ID: <1102487660.493772.43700@c13g2000cwb.googlegroups.com>
Source record: 13651

Cruiser7,

> Sounds like that old chestnut "SS Achilles", by Beyond Software. My
> buddy and I played this back in the day and were amused at how it
starts
> out deceptively easy, but can get pretty hectic before you realize
it.

Yes, that was it! Many thanks.

Now if I can only remember how to play. hahahha

Lighthope

Pearls of Wisdom - It takes 47 muscles to make a frown, but only 4
muscles to extend your middle finger and say "Bite Me!"

--== THE DOCTOR WHO AUDIO DRAMAS: http://www.dwad.net
--== Give performance reviews of your boss: http://www.rateyourboss.org
--== Everlasting Films Call Board:
http://groups.yahoo.com/group/everlastingfilms

4095. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 07:40:46 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0412080237020.18910@shell1>
Source record: 13652

On Tue, 8 Dec 2004 Ryan Collins wrote:

> Mine came in last week.

Mine came in yesterday.

> Plays and sounds pretty good, but since I'm not a C-64 guy I don't
> know how faithful the reproduction is.

Very accurate (though there is always room for improvement).

> I heard that they left open the ability to solder in
> a keyboard connector or a drive connector

Yes, you can attach a PC keyboard (if you don't care to use the
on-screen virtual keyboard), and you can attach a serial port connector
in order to use a disk drive (or even hard drive).

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

4096. Re: Infiltrator helicopter sequence: how to skip?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 08:08:02 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <65a71$41b6b65f$d5279cb6$25945@news1.surfino.com>
Source record: 13653

> I had no problems doing it in the first try. I read the manual. Did you?

I did! (-;

I even tried the Spectrum and Amstrad version. No luck.

So, if you're such an expert, could you provide me with a Atari800Win
snapshot? That'd be cool.

4097. Universe Parts Removal

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 16:59:14 UTC
From: Rainer Wrieden <spezis@terra.es>
Message-ID: <CpGtd.4221894$A6.12995008@telenews.teleline.es>
Source record: 13654

Hello,

I am playing Omnitrend's Universe 1 with an Atari800WIN Plus Emulator.
I am playing with 100% speed and without the SIO-Patch.
If i come to the Drydock Menu and will go in the Parts Removal Section then
start a disk access from the Flight2-Disk, which is currently inside, from
sector 697 to sector 715 which will always loop.
Can anybody help me, maybe if i will send further information?
I tested already 2 versions of the atr-files with OS-A, OS-B and XL and made
also various new player-disks but always come into this loop.

BTW. the monitor of this emulator is nice, but i am not able to use it much
because of lucking knowlege regarding to machine-language.

Kind regards

Spezi

4098. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 18:22:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <zDHtd.10189$_3.118495@typhoon.sonic.net>
Source record: 13656

gozarcollins@spamtraphotmail.com wrote:
> William Kendrick <bill@newbreedsoftware.com> wrote:
>> I saw Jeri Ellsworth's Commodore-64-in-a-stick. It's frickin' awesome.
>> Since, inside, it really is a remade C=64, it looks flawless.

> Mine came in last week. Plays and sounds pretty good, but since I'm
> not a C-64 guy I don't know how faithful the reproduction is.

It seems pretty spot-on to me, but then, I'm not a C=64 guy either,
and hadn't played most of the games that are on it. Those I did seemed
perfect, but... haven't played THEM in years. :^)

I know one thing, though... when I played "Adventure" on the Atari 10-in-1
joysticks, I could tell immediately that it wasn't even emulation. :^P

I bought two C=64 DTVs from QVC. One for my brother (C=64 guy in the
family), and one for my boss (who's not a 'gamer' like I am, but was
also a C=64 guy back in the day). I think they'll both appreciate the
nostalgia, as well as the convenience.

I doubt either will ever even consider 'hacking' theirs to do the
keyboard add-on or anything, though.

>> We need that for Atari XLs! :^)
>
> That would be so sweet!

Yeah. We need the good games, though! That can be very tough. :^/
Fortunately, Atari had a number of great games back in the day, so it
should be trivial for /them/ to include good games on such a device.

-bill!
bill@newbreedsoftware.com Have I been helpful?
http://newbreedsoftware.com/ http://svcs.affero.net/rm.php?r=billkendrick

4099. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 18:23:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <1FHtd.10190$_3.118199@typhoon.sonic.net>
Source record: 13655

Robert Bernardo <rbernardo@iglou.com> wrote:
> Yes, you can attach a PC keyboard (if you don't care to use the
> on-screen virtual keyboard), and you can attach a serial port connector
> in order to use a disk drive (or even hard drive).

On-screen keyboard? How do you get to that? One thing I found VERY lacking in the DTV was instructions. Admittedly, I only glanced over them, but when I got to points in games where I had NO idea what I'm doing (like, how to bobsled for more than 2 feet in Winter Games), I was left high and dry.

Is there a good DTV website? (either official, or community-driven?)

(Uh oh! Getting off-topic!)

-bill!
bill@newbreedsoftware.com Have I been helpful?
http://newbreedsoftware.com/ http://svcs.affero.net/rm.php?r=billkendrick

4100. PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 20:39:23 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10repkab50q1e0@corp.supernews.com>
Source record: 13657

I just recently purchased a HAPPY enhanced 1050 drive. In learning how to use it I accidentally erased an irreplaceable floppy which has bad sectors on it. I have a copy of the floppy in a PRO image on my PC.

Does anyone know of a way to copy the PRO image to an actual floppy? The two bad sectors are at 367 & 368 (16F & 170), and I tried using the HAPPY software to copy just those two sectors from another disk with bad sectors in the same spot. Sadly, apparently, the HAPPY software doesn't copy bad sectors with its "sector copy" option, only its disk copy option.

I can't think of another solution. Naturally, I'm not anywhere near being able to remove copy protection from software...

Sean

4101. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 22:45:52 UTC
From: frombrhs1962@aol.comnojunk
Message-ID: <20041208174552.00289.00001528@mb-m17.aol.com>
Source record: 13658

> I accidentally erased an irreplaceable floppy which has bad sectors on it. I have a copy of the floppy in a PRO image on my PC. Does anyone know of a way to copy the PRO image to an actual floppy? <

If you have not solved this already, send me an email, and I may be able to supply some useful info.

4102. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 22:57:29 UTC
From: Jorge <user@nospam.com>
Message-ID: <cp80sp$n0c$1@blue.rahul.net>
Source record: 13659

"Gork" <nokraygienspam@hotmail.com> writes:

> I just recently purchased a HAPPY enhanced 1050 drive. In learning
> how to use it I accidentally erased an irreplaceable floppy which has >
bad sectors on it.
>
> The two bad sectors are at 367 & 368 (16F & 170), and I tried
> using the HAPPY software to copy just those two sectors from
> another disk with bad sectors in the same spot. Sadly, apparently,
> the HAPPY software doesn't copy bad sectors with its "sector copy"
> option, only its disk copy option.

In first place make a backup of the disk.

Use the Backuper (Disk copy option) to copy the specific track with
the bad sectors. Using the special recovery menu you can choose which
tracks to copy. Those sectors are located in track 20 (I assume the
disk is single density.

Alternatively, you can use the Happy 1050 Archiver software (scan-it)
to manually create the bad sectors. This will erase and reformat the
track. This software is more flexible, but it probably requires more
technical knowledge.

Then copy the good sectors over this track 20 (all sectors except the bad
ones).

Note, this will work as long the bad sectors doesn't have any data.
If they are of the more advanced protection type, then the procedure
is a little more complicated.

4103. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-08 23:52:24 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <lh4fr0dakerpf3ctpjq8mk1l44ob68ioku@4ax.com>
Source record: 13660

On Wed, 8 Dec 2004 02:40:46 -0500, Robert Bernardo
<rbernardo@iglou.com> wrote:

> Yes, you can attach a PC keyboard (if you don't care to use the
>on-screen virtual keyboard), and you can attach a serial port connector
>in order to use a disk drive (or even hard drive).

Now that makes the product a lot more interesting than running six
games or whatever!

I picked up the Intellivision variety of these gadgets but didn't care
for it too much. There was novelty but the games weren't much fun. I
don't think they were faithful versions of the originals. I think they
were watered down, hacked up versions modified to get a minimal level
of functionality on the gadget.

But if you can add a keyboard and a diskdrive and maybe have some
network feature, that opens up a lot of neat possibilities!

4104. Re: 8bit Files online via FTP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 01:17:08 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <cp892k$h90$2@news.xmission.com>
Source record: 13661

Seems my alias wasn't quite in place when I sent this email. If you've emailed, please send again - should go through this time.

James E. King <jamesk@xmission.xmission.com> spit out...:
> I'm placing some of my 8bit files online (a fraction of what is on my
> BBS), but I get time to put everything online.

> If you'd like access, email me at atariAT@NOSPAM_utahkings.com and I'll
> provide the ftp site and username/password.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4105. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 04:40:45 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rflqum9n1tm47@corp.supernews.com>
Source record: 13662

Thanks for the help! And, please forgive my ignorance as you read...

> In first place make a backup of the disk.
Yeah, hindsight... Actually, it was a really stupid mistake... I was using APE with the same drive letter as the HAPPY 1050 and forgot to turn the 1050 off. Luck of the draw - when I tried to format the APE drive the HAPPY is the one which received the command. Argh... Kind of dumb, I know...

> Use the Backuper (Disk copy option) to copy the specific track
The Backuper? If you're talking about the disk duplication program that comes with the HAPPY hardware ("HAPPY BACKUP"), I don't think it will work. It won't read from APE, which I need to access the PRO image - it will only read from actual HAPPY enhanced hardware. If you're talking about something else, please advise.

Additionally, the only option I can see in the SPECIAL RECOVERY MENU regarding tracks is "Select TRACER tracks." I don't think this option would work to copy the bad sectors from different disk with errors on it because the "substitue" I'm using doesn't access those bad sectors during load. I'm very new at this though, and am probably misunderstanding something. (Oh, and yes, the disk is single density.)

You must feel like you're talking to a dummy here.. I don't have any Archiver software on my HAPPY floppies, and nothing called "scan-it." I did try loading the Happy to Archiver conversion tool and running "The Archiver," though. From there I copied the entire track of bad sectors from the disk using the editor. The problem with this? Normal software wouldn't copy the good sectors back over the bad written with The Archiver. I tried both the sector copy program which comes with HAPPY, a BASIC program called Diskey and SmartDOS.

I'm not sure if the bad sectors have data, but it actually appears that they might. I'm not sure if scanning specific sectors of a copy-protected PRO image renders the same results as it would with a physcial disk.

I've tried everything I've mentioned above - I've been up all day long working on this. (I'm a day sleeper.) It's been driving me crazy! I almost gave up at one point to get some sleep, but at the last second another idea hit me. My how the last 4 hours have flown by. hehe

"Jorge" <user@nospam.com> wrote in message
news:cp80sp$n0c$1@blue.rahul.net...
> "Gork" <nokraygienspam@hotmail.com> writes:
>
>
>> I just recently purchased a HAPPY enhanced 1050 drive. In learning

>> how to use it I accidentally erased an irreplaceable floppy which has >
> bad sectors on it.
>>
>> The two bad sectors are at 367 & 368 (16F & 170), and I tried
>> using the HAPPY software to copy just those two sectors from
>> another disk with bad sectors in the same spot. Sadly, apparently,
>> the HAPPY software doesn't copy bad sectors with its "sector copy"
>> option, only its disk copy option.
>
> In first place make a backup of the disk.
>
> Use the Backuper (Disk copy option) to copy the specific track with
> the bad sectors. Using the special recovery menu you can choose which
> tracks to copy. Those sectors are located in track 20 (I assume the
> disk is single density.
>
> Alternatively, you can use the Happy 1050 Archiver software (scan-it)
> to manually create the bad sectors. This will erase and reformat the
> track. This software is more flexible, but it probably requires more
> technical knowledge.
>
> Then copy the good sectors over this track 20 (all sectors except the bad
> ones).
>
> Note, this will work as long the bad sectors doesn't have any data.
> If they are of the more advanced protection type, then the procedure
> is a little more complicated.
>

4106. Re: New 80's Game Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 06:11:12 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0412090055150.21326@shell1>
Source record: 13663

On Wed, 8 Dec 2004, Bill Kendrick wrote:

> On-screen keyboard? How do you get to that?

See below for the DTV hacking sites which will answer your
questions.

> One thing I found VERY lacking
> in the DTV was instructions. Admittedly, I only glanced over them, but when
> I got to points in games where I had NO idea what I'm doing (like, how to
> bobsled for more than 2 feet in Winter Games), I was left high and dry.

Hard to fit the instructions of 30 games into a little package.

> Is there a good DTV website? (either official, or community-driven?)

Enterprising people have already started to hack the internals to
the C64 DTV 30-games-in-one joystick. To read and see how they did it, go
to the following sites:

http://www.orrville.net/dtvhacking (same as http://dtvhacking.info)

http://creztor.blogspot.com

http://www.jbrain.com/vicug/gallery/c64dtv

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

4107. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 06:52:59 UTC
From: Jorge <user@nospam.com>
Message-ID: <cp8sobbne1@blue.rahul.net>
Source record: 13664

> The Backuper? ... I don't think it will work ...
> It won't read from APE, which I need to access the PRO image

Of course it won't. If I understood you correctly, you have another physical disk with the same protection. So you can copy from this disk, not from the PRO image.

> Additionally, the only option I can see in the SPECIAL RECOVERY
> MENU regarding tracks is "Select TRACER tracks." I don't think
> this option would work to copy the bad sectors from different disk
> with errors on it because the "substitue" I'm using doesn't access
> those bad sectors during load.

That option is precisely for *manually* selecting tracks. The tracks don't need to be accessed at all. You only need that if you want the happy to *automatically* determine which tracks to copy.

> I don't have any Archiver software on my HAPPY floppies, and
> nothing called "scan-it." I did try loading the Happy to Archiver
> conversion tool and running "The Archiver,"

It looks like you already have "Scan-it", or some other tool with similar functionality. It doesn't come with the Happy.

> From there I copied the entire track of bad sectors from
> the disk using the editor. The problem with this? Normal software
> wouldn't copy the good sectors back over the bad written with
> The Archiver. I tried both the sector copy program which comes
> with HAPPY ...

The track you copy (or create with the Archiver editor) must have the same bad sectors as your original one. The rest of the sectors of the track must be good. You can't write over bad sectors (not if they are really bad sectors).

So you must have another disk with exactly the same protection in the same track for using the Happy backuper. With the Archiver you don't need that, you can modify and "invent" the protection in the track.

> I'm not sure if the bad sectors have data, but it actually
> appears that they might. I'm not sure if scanning specific
> sectors of a copy-protected PRO image renders the same results
> as it would with a physcial disk.

They should or lot of protections will break. Use Scanalyzer or some other similar tool and see exactly which protection is in that track.

4108. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 11:26:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412090323530.8918-100000@onyx.spiritone.com>
Source record: 13665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4109. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 11:36:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412090327010.8918-100000@onyx.spiritone.com>
Source record: 13666
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4110. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 15:09:27 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rgqllccb9lr84@corp.supernews.com>
Source record: 13667

> Of course it won't. If I understood you correctly, you have another
> physical disk with the same protection. So you can copy from this

I'm sorry, I haven't been clear enough - I'm very new at this sort of a thing. I was using a completely different disk (The Archiver disk, actually) and pulling off bad sectors at the same location on that disk whch match the bad sectors on my "lost disk." I am learning as I go along and understand the error of my ways.

> That option is precisely for *manually* selecting tracks. The tracks

Indeed it is. Thanks for screwing my head on a little more tightly regarding that matter! I misunderstood how it works. I'm not doing TOO bad for having this drive with the software for less than 24 hours, though. :) I tried to use the Tracer option, but I was going through and performing the trace and couldn't get it to read track 20... I just didn't understand.

> It looks like you already have "Scan-it", or some other tool
> with similar functionality. It doesn't come with the Happy.

Are you referring to a specific piece of software called "Scan-it?" Anyway, I do have the HAPPY Archiver software. We used Archiver way back when, and I don't remember any of the commands. (Not that I was ever that proficient at it anyway.) I've been trying to figure out the Format portion of the program, and I'm afraid I'm lacking in expertise. I'm plucking away at keys and writing down notes, but the hard part is going to figure out what the numbers in the Formatter mean and the commands in the Dissasmbled sectors. I'm sure my father wouldn't be able to find the manual after all these years... I vaguely remember being able to create bad sectors on the fly, but I can't figure out how to do it anymore. But, that's not an issue anymore, I don't believe, with my current problem. I'll get into that in a sec. (And I WILL keep trying to learn more about Archiver and creating bad sectors etc.) I didn't remember ANY of this until you started saying something. Funny how memories work... Anyway, everything you said is now making more sense to me. Funny what sitting in front of the computer trying to figure things out for hours on end will do, huh?

I located Scanalyzer - thanks for the refererral. It verified that sectors 367 & 386 are the culprits. 367 "has bad data marks (data-mark-1) - error=144, status=223." 368 "has CRC error - error=144, status=247." There is other data in both these tracks. And since I had only formatted my original floppy I scanned the same sectors off it with Scanalyzer. Both sectors had the same information as in the PRO image, but neither showed as bad. (I assume that's because of the format process.)

I have created a floppy with all the information on it from the original floppy, including the data in those two sectors. Naturally, the two sectors do not show as bad and the program on the floppy won't boot. Am I going about this in the correct manner now? If so, I assume I just have to figure out how to create "bad data marks" and a "CRC error" in these two sectors. I'm not sure where to begin on this leg of the journey, but I'm certainly not ready to give up yet.

Sean

4111. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 16:51:12 UTC
From: Jorge <user@nospam.com>
Message-ID: <cp9vq0$7dl$1@blue.rahul.net>
Source record: 13668

```
>> It looks like you already have "Scan-it", or some other tool
>> with similar functionality.
>
> Are you referring to a specific piece of software called "Scan-it?"

What you have is probably "Scan-it". I think it's the only CHIP
(Archiver) emulator for the Happy 1050. But doesn't matter as
long as you can run the Archiver software, then it's ok.

> but the hard part is going to figure out what the
> numbers in the Formatter mean
...
> It verified that sectors 367 & 386 are the culprits. 367 "has
> bad data marks (data-mark-1) - error=144, status=223." 368 "has
> CRC error - error=144, status=247."

The numbers you need on the formatter are precisely the status
shown by Scanalizer.

> If so, I assume I just have to figure out how to create "bad
> data marks" and a "CRC error" in these two sectors.

Yes.

The Archiver manual is somewhere on the net. Make a search and
you will find it (sorry, don't have an URL).
```

4112. 1010 Tape Drive / 1025 Printer looking for home

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 16:53:50 UTC
From: micologist@gmail.com
Message-ID: <1102611230.111554.244400@z14g2000cwz.googlegroups.com>
Source record: 13669

These are free (of course, you pay for shipping) if anyone wants them.
Also a couple of tapes.

The belts need to be replaced in the 1010.

I think the printer works but I never tested it, it also weighs a ton
and would be very expensive to ship so I'd prefer pick up (Montreal,
Quebec. But if you want to foot the bill, be my guest).
I'm in Montreal, Quebec.

4113. Re: PRO image to real FLOPPY?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 17:36:35 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rh39gmhkkjq7d@corp.supernews.com>
Source record: 13670

Thanks for everything - you've led me down a learning path that I've really enjoyed. I'm actually thinking of purchasing a super archiver chip for my other 1050 now. I doubt I'll need it very often, but it'd sure be nice to have it for those advanced tools.

If anyone has anything further to add as far as using HAPPY or the CHIP to create these bad sectors I'm all ears. Additionally, if anyone runs across the Archiver manual on the Net I'd appreciate hearing from you as well. I spent a couple of hours trying to come up with it and am so far empty handed. I'd love to hear from anyone with further information or questions.

And again, Jorge, thank you so much for your time.

4114. Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 19:02:18 UTC
From: Jorge <user@nospam.com>
Message-ID: <cpa7fqdaf1@blue.rahul.net>
Source record: 13671

Project for handling ATARI copy protected disk.

The project is a package of tools for:

- Imaging copy protected disks.
- Writing back the images to a physical disk
- Using the images with a real computer with a SIO2PC cable.
- Using the images under emulators.
- Public preservation tools.

I m seeking beta testers with the following requirements:

- A fair number of *original* copy protected disks.
- A minimal technical knowledge. You don t have to be an expert,
but you can t be a beginner.
- A PC running Windows
- Recommended a SIO2PC cable connecting the PC to a real Atari.
This is not mandatory, but highly recommended.
- Plus anyone of the following hardware:

- A Happy 1050 drive connected to the PC with a 1050-2PC or Prosystem
cable.
- A PC with a Catweasel card and a 5.25 drive.
- An Atari ST with the Discovery Cartridge and a 5.25 drive.
- A parallel port Disk2Fdi cable with the registered version of
DISK2FDI software, plus a 5.25 drive

The above hardware is not a requirement for using the software. But it
is for participating in the beta. Only one of the above is needed. The
capabilities of the imaging tools vary depending on the hardware.

Those active in the ST scene might have seen I recently partially released
Pasti. This project is similar in functionality to Pasti, but of course it
is
for the Atari 8-bit.

Those interested and meeting the requirements please contact me by email
at the domain "fxatari.com" user "atari" (described like this for obvious
reasons).

Jorge

4115. PRO image to real FLOPPY SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 20:55:36 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rheulk4vhrr01@corp.supernews.com>
Source record: 13673

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10repkab50q1e0@corp.supernews.com...
> Does anyone know of a way to copy the PRO image to an actual floppy?

I just wanted to drop a quick line to let those who read the thread know that I was able to accomplish this task, thanks to help from both Frombrhs1962 (offline) and Jorge, as well as a couple of others. Thank you both IMMENSELY!

I basically just followed Jorge's instructions in this thread, but FINALLY came upon some partial Archiver documentation. This documentation reminded me of the B command on sectors in Archiver Editor. B toggles between seven different kinds of bad sectors the program allows you to write.

After learning from my mentors, and after being turned on to Scanalyzer, I was able to discover what sectors on the PRO image were marked as "bad," and what kind of "bad sectoring" was used. I then set Archiver to write a "deleted data mark sector" to sector 367 and a "deleted data mark sector + CRC error sector" to sector 368. That did it!

One odd thing, though. Archiver won't copy the disk now... <scratches head> It USED TO!

4116. That Retro Feeling

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 21:13:20 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041209161320.11831.00001675@mb-m16.aol.com>
Source record: 13672

I've been hooking up some of my older hardware, and today it was the MIO's turn. Attached the MIO and an ST-251 + Adaptec bridge controller, and it took right off -- right where I left it about 10 years ago. I still prefer my Black Box, but I do miss the MIO Ramdisk(s). Is anyone else still using an MIO? Pretty cool stuff.
-Larry

4117. Re: That Retro Feeling

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 21:26:56 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Aq3ud.4257$xa6.3167@trnddc09>
Source record: 13674

Yep... I fired mine up last weekend.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20041209161320.11831.00001675@mb-m16.aol.com...
> I've been hooking up some of my older hardware, and today it was the MIO's
> turn. Attached the MIO and an ST-251 + Adaptec bridge controller, and it
> took
> right off -- right where I left it about 10 years ago. I still prefer my
> Black
> Box, but I do miss the MIO Ramdisk(s). Is anyone else still using an MIO?
> Pretty cool stuff.
> -Larry

4118. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 22:26:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cpajf5$b9b$1@sparta.btinternet.com>
Source record: 13675
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

> http://www.arsenet.com/~atari/maillist.htm

> I cant read your mind,

OK then I'll spell it out for you, fuk off, you aint wanted here!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

4119. Re: PRO image to real FLOPPY SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 22:35:04 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <sq4ud.1998$Zn6.672@trnddc08>
Source record: 13676

Scanalyzer?? What? Where?

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10rheulk4vhrr01@corp.supernews.com...
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10repkab50q1e0@corp.supernews.com...
>> Does anyone know of a way to copy the PRO image to an actual floppy?
>
> I just wanted to drop a quick line to let those who read the thread know
> that I was able to accomplish this task, thanks to help from both
> Frombrhs1962 (offline) and Jorge, as well as a couple of others. Thank
> you both IMMENSELY!
>
> I basically just followed Jorge's instructions in this thread, but FINALLY
> came upon some partial Archiver documentation. This documentation
> reminded me of the B command on sectors in Archiver Editor. B toggles
> between seven different kinds of bad sectors the program allows you to
> write.
>
> After learning from my mentors, and after being turned on to Scanalyzer, I
> was able to discover what sectors on the PRO image were marked as "bad,"
> and what kind of "bad sectoring" was used. I then set Archiver to write a
> "deleted data mark sector" to sector 367 and a "deleted data mark sector +
> CRC error sector" to sector 368. That did it!
>
> One odd thing, though. Archiver won't copy the disk now... <scratches
> head> It USED TO!
>
>

4120. Re: ACTION! Reproduction.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-09 22:45:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102632334.311679.264920@c13g2000cwb.googlegroups.com>
Source record: 13677

Javier. wrote:
> Please i need to clear a doubt i have about the Action! cart, i
> recently got both an original copy and a working reproductiona of tha
> OSS Action! cart, what i would like to know is the difference between
> them, i chequed the version on both carts at $B000 and in the
original
> i got a 3.1 version but the copy only delivers garbage, i wrote litte
> routines and run them on both carts without any noticeable difference
> between them still. Tank you very much.
> Greetings from Mexico City.
> Javier.

I just found my old Action! cartridge but I don't remember much about
it. I do remember getting one upgrade replacement cartridge from OSS
at some time. I wrote a note in the manual indicating that the last
version I received was 3.6.
How do I check the version number to confirm this?

Stephen Sheppard

4121. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-10 05:17:19 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1102655817@rtfm.mit.edu>
Source record: 13678
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4122. Ace-80 Cart -- WTB or Trade

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-10 12:14:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041210071401.06367.00001054@mb-m26.aol.com>
Source record: 13679

Looking for an Ace-80 or Ace-80XL cart. Lots of items to trade if you are
looking for something.
Thanks,
Larry

4123. Re: Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-10 13:22:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85381@comcast.net>
Source record: 13680

>FamilyNet Newsgate
>
> You know a cartidge port is a wonderful thing. Used for MyIde carts,
> USB carts, Ram Carts... just a wonderful extension of the Atari computer
> motherboard. For later computers they would be PCI slots, AGP ports,
> etc etc... but we have a cartridge port.
>
> And we have one. :)
>
> Well, ok, the Atari 800 has 1.9 slots.
>
> Soooo... anyone ever come up with a way to have more slots? A way of
> bank switching, or something?
>
>
>
>|\ --
>| \ / \
>| | |
>| / \ /
>|/ octor -- lu

Hello Doc,

I have the MYide cart also. Have not used it yet. What IDE drive are you using with it? I also have the USB cart. I have not downloaded any drivers but I have heard there are some for various mouses. Do you know of any others out there? This is all great for the 8-bit, what next? Maybe an Ethernet cart of some kind would be fine. I heard this is coming.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4124. Re: PRO image to real FLOPPY SOLVED

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 00:05:03 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rkedkmm5obu7b@corp.supernews.com>
Source record: 13681

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:sq4ud.1998$Zn6.672@trnddc08...
> Scanalyzer?? What? Where?

I'm not sure I know what you're asking... Drop me a line...

4125. Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 01:13:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102727581.961797.76310@c13g2000cwb.googlegroups.com>
Source record: 13682

I have this disk. When I boot it with an Atari Basic cartridge
installed in my 800 it displays the message "Extend Basic 1.0" then
"Ready". I know that it is some kind of enhancement to the Basic
editor environment. The only command that I can remember is "dir.",
which displays the directory of the disk. The DOS command has been
surpressed. I vaguely remember that with this utility most of the DOS
functionality is available from the Atari editor window. I just can't
remember the commands or any other commands.

Does anyone know the origin of Extended Basic for the Atari 800 or have
any documentation of the remaining commands?

I want to say that this was a utility from a magazine but I'm just not
sure. I haven't looked at for 20 years. I only have the one working
disk, no original, no manual

All the searches that I have done have yielded irrelevent hits.
Stephen Sheppard

4126. Tools for creating new disk images on a PC

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 04:51:47 UTC
From: "micologist@gmail.com" <micologist@gmail.com>
Message-ID: <1102740707.410782.265520@z14g2000cwz.googlegroups.com>
Source record: 13683

I am wondering if there are any tools available to create new .atr (or the other popular formats) images from .xex / .exe / .bin files?

I to avoid doing it on atari DOS. Unless you can convince me to (i.e. it's easier), I'm new to this.

Thanks

4127. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 06:44:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102747467.659796.57530@f14g2000cwb.googlegroups.com>
Source record: 13684

stephensheppard@hotmail.com wrote:
> I have this disk. When I boot it with an Atari Basic cartridge
> installed in my 800 it displays the message "Extend Basic 1.0" then
> "Ready". I know that it is some kind of enhancement to the Basic
> editor environment. The only command that I can remember is "dir.",
> which displays the directory of the disk. The DOS command has been
> surpressed. I vaguely remember that with this utility most of the DOS
> functionality is available from the Atari editor window. I just can't
> remember the commands or any other commands.
>
> Does anyone know the origin of Extended Basic for the Atari 800 or
have
> any documentation of the remaining commands?
>
> I want to say that this was a utility from a magazine but I'm just
not
> sure. I haven't looked at for 20 years. I only have the one working
> disk, no original, no manual
>
> All the searches that I have done have yielded irrelevent hits.
> Stephen Sheppard

Please disregard. I found the documentation file for Extended Basic.
Steve Sheppard

4128. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 11:12:48 UTC
From: Matthias Reichl <usenet-200412@hias.horus.com>
Message-ID: <slrncrllhg.1nl.usenet-200412@camel.hias.horus.com>
Source record: 13685

Hi!

On Thu, 9 Dec 2004 19:02:18 +0000 (UTC), Jorge wrote:
> Project for handling ATARI copy protected disk.
>
> The project is a package of tools for:
>
> - Imaging copy protected disks.
> - Writing back the images to a physical disk
> - Using the images with a real computer with a SIO2PC cable.
> - Using the images under emulators.
> - Public preservation tools.

I'm working on a similar project. As part of the Atari Preservation
Project (http://www.abbuc.de/app/) we designed an open file format
for storing copy protected disks.

So far I've implemented the C++ classes to represent the image
format (including loading/saving files plus a file structure
dumper useful for debugging) and a "1050 emulator" for AtariSIO
(AtariSIO is kind of a SIO2PC for Linux).

The "1050 emulator" still needs some testing, as I'm not quite
sure if I got all the timing parameters right.

A month ago I started writing an imaging tool for the PC but didn't
get too far (ATM I'm quite busy finishing the new TurboFreezer).
I concentrated on finding out the sector timing / track alignment, but
the code to read the sector data is still missing.

The current implementation is targeted at 1050 Speedy drives (which
are quite popular in Europe), but with minor modifications the code
also works with Happy drives (both enhancements are quite similar,
I also own a Happy 1050 and our goal is to have a program that runs
with both enhancements).

It would be great if we could work together!

Please contact me by email (my Reply-To: address is valid), an email
to your address bounced...

so long,

Hias

4129. Introducing - Retroputing!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 15:23:15 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <BDE06D03.61C%icenospace@particlesnospamdot.org>
Source record: 13686

Hopefully I'm not spamming the newsgroups but I think this is on topic:

http://www.particles.org (My classic gaming site) has introduced new forums entitled "Retroputing".

The forums are dedicated towards the discussion of older computers, ie, "retroputing". Though there are many sites dedicated towards conversations and information sharing on the topic of classic gaming consoles, there didn't appear to be much in the way of forums of all old computers - normally sites are dedicated to a single system. I'm hoping to change that and create a bit of a community for all fans of older computers. Hopefully you'll check it out. Thanks for your time!

Brian
http://www.particles.org

4130. Introducing - Retroputing!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 15:23:29 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <BDE06D11.61D%icenospace@particlesnospamdot.org>
Source record: 13687

Hopefully I'm not spamming the newsgroups but I think this is on topic:

http://www.particles.org (My classic gaming site) has introduced new forums entitled "Retroputing".

The forums are dedicated towards the discussion of older computers, ie, "retroputing". Though there are many sites dedicated towards conversations and information sharing on the topic of classic gaming consoles, there didn't appear to be much in the way of forums of all old computers - normally sites are dedicated to a single system. I'm hoping to change that and create a bit of a community for all fans of older computers. Hopefully you'll check it out. Thanks for your time!

Brian
http://www.particles.org

4131. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 17:40:04 UTC
From: Jorge <user@nospam.com>
Message-ID: <cpfbdkaah1@blue.rahul.net>
Source record: 13688

MINI-FAQ

- The tools run on an Atari 8-bit computer?

No. The tools run in a PC, some require a Happy 1050 drive, but not an Atari computer. An Atari is used only for running images with a SIO2PC cable.

- Are PRO images supported?

No. They are not supported in any way because they are not documented. They will probably be supported when and if documented.

- Is the image format documented?

Definitely yes. They won't be openly published while we are in beta, mostly because they are still subject to considerable changes. But they will absolutely be documented. There are several reasons why the format should be one, but the most important is that public preservation can't rely on undisclosed specs and standards. Those that have heard me talking about this on the ST, already know that this is almost a "religious" issue for me.

- Are weak/fuzzy sectors supported?

Yes, they are fully supported.

- How much time it takes to image a disk with the Happy?

About the same it takes to read a disk with the Happy Backuper software, usually even less. No disk swapping is required of course, and no time is spent writing. So imaging a whole disk is much more quicker than copying a disk with the Happy Backuper. It is even faster when using the more advanced hardware like the Catweasel or the Discovery Cartridge.

- Do I need to use an original Happy?

No, anything 100% compatible is good enough. If you can run Happy software then more than likely it will work with our tools.

- Can I use other drive enhancements instead of the Happy.

Currently only a Happy 1050 is supported. Other enhancements, like Duplicator, Speedy, etc might be supported in the future.

- Can I use a stock 1050?

The imaging tools don't support a stock 1050.

- Can I write back the images to physical disk with a Happy?

Yes, but not every image. The Happy write back capabilities are more or less the same as with the original Happy software. Most of the limitations are in the hardware, not in the software. As a general rule you will be able to write back any disk that the Happy software can copy.

- Can I image disks that the Happy softwate can't copy?

Yes, you can image most disks, even those that the Happy can't copy.

- What is the Discovery Cartridge?

The Discovery Cartridge was the product made by Happy Computers for the ST. As the Happy 1050 it can copy disks that you can't without special hardware. But technically is very different. The Discovery Cartridge is much more powerful and can copy virtually any disk.

- What is the Catweasel?

The Catweasel is a PC card manufactured in Germany. It is not very different than the ST Discovery Cartridge. But it is manufactured still today.

- Can I use the Catweasel and the Discovery Cartridge to write back those disks that the happy can't?

Yes. They use a completely different hardware, so they don't have the limitations that a 1050 enhancement normally has.

- Can I run the images under the popular Windows based emulators?

Yes.

- Can I run the images with a real Atari computer?

Yes. You need a "standard" SIO2PC cable.

- Can I use my favorite SIO2PC software?

Not currently. A mini SIO2PC software is provided with the tools. It is by no means a full fledged program like APE or SIO2PC. I hope those tools will eventually support these images. Developer tools are provided that make extremelly easy to add support for the images.

- Are the tools PAL or NTSC compatible?

The imaging tools don't work with an Atari computer, only with a 1050 drive. The drive is the exactly the same for both systems. So there is no PAL vs. NTSC issue for the the imaging tools.

Email username: atari
Email domain: fxatari.com

4132. my atari needs a new home

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-11 20:36:03 UTC
From: mfem.geo@yahoo.com
Message-ID: <ffc17577.0412111236.3682dba2@posting.google.com>
Source record: 13689

My Atari 65xe UK pal version)has been gathering dust for too long now,
so if anyone wants it, just come and get it. Or if you prefer, pay the
mailcosts (from sweden) I also have a 1050 floppydrive and a
centronics printerinterface, and a cartridge with "rescue on
fractalus"
Henning
email mfem@spray.se

4133. Audio from 8-bit. Can't remember...

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 02:53:33 UTC
From: the.z.guy@comcast.net
Message-ID: <1102820013.606112.19620@f14g2000cwb.googlegroups.com>
Source record: 13690

Every once in a while, I power on my 800xl. Wooooohoooooo!!!!

I use one of those round adapters that plugs into the middle of the 800xl [on the back]. It splits itself into 4 colored lines with RCA type jacks..... Some are audio, some are video.

My video is fine.

I recall either piping the audio to my PC speakers or into my PCs sound card or something....hmmm....

NOTHING IS FRICKIN' WORKING! I'm gonna scream.

The only colored cables I haven't used are black and yellow. And I tried both out to my sound card [audio in]. And I tried both to a pair of speakers AND walkman headphones. NOT A PEEP. Nothin works.

Wha?......WHAT AM I DOING WRONG? This worked the last time I set it up.....9 months ago or so...

-thanks
z

4134. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 03:29:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1102822196.332132.158550@f14g2000cwb.googlegroups.com>
Source record: 13691

> ... An ATR is a disk image with a 16 byte header. I'm not sure why
you
> want to write ATRs using the Atari. Disk image writing for the Atari
is
> usually done with Bob Puff's Disk Communicator 3.2, making DCM files.
> You might want to take one of your Atari disks, then use Bob Puff's
Super
> ARC program to make an .ARC file of all the files on the disk. Then
use
> either my programs, or MyUtil and read the ARC file from the Atari
disk to
> your PC. I think modern day archiver programs for the PC still
support the
> ARC format, power archiver is one for the PC.
> Once you have your files on the PC, there is a PC program to add
files to
> ATR image that you can then use with Atari800win or other emulator
(XLIT).
> The PC program for doing this, will work with DOS 2/2.5 sngle dens.
image,
> is called IMAGEMAN. There may be others.
> Russg

I'm still working on copying my data and programs to the PC. I keep
getting distracted with other things but I'll get there.

I use my old fav PKXARC (MS DOS) for ARC extractions. I hooked Winzip
to this utility for easy Windows use.

Found a good utility to make ATR files. Coincidentally it's named
MakeATR, a nicely done Windows utility. Will create standard size SD,
ED or DD images or custom sizes up to 65535 sector, with Atari DOS,
SpartaDOS, MyDOS, or DOS II+/D formats. You can add, subtract, and
extract individual files. Very easy to use.
Once again, thanks to everyone for all the help.

Stephen Sheppard

4135. Re: FS : Atari Portfolio, Lynx and Jaguars with ICD Catbox (US-CA)

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 03:46:22 UTC
From: Tom Hughes <po1retired@cox.net>
Message-ID: <e3a62d5ff2e2b605ed4ae127acfd2338$1@www.cconline.com.pl>
Source record: 13692

I ran across your add on the net. Is the Thrustmaster RCS still available.
If so, please email me at po1retired@cox.net

Thanks

Tom

Someone's Fortune napisaďż˝:

> Pictures are posted on my website at home.earthlink.net/~rdf0013/

> I am selling off all my older collections as I need storage space and
> rarely use these anymore. I can be reached at gathermore2003@yahoo.com
> if anyone is interested.
> All items are in great working order and have been taken very good
> care of since I was (am) a huge Atari fan. If purchased I can ship COD
> with insurance. I am located in Sunnyvale CA...

> Thanks

> Atari Portfolio
> 1 - Atari 12 digit folding solar calculator
> 1 - Atari Portfolio
> 1 - Atari leather case for portfolio
> 1 - 128k portfolio memory card
> 2 - 64k portfolio memory card
> 1 - Timekeeper program card
> 1 - File manager program card
> 1 - Smart parallel interface for portfolio
> 1 - PC Card drive, portfolio memory card reader
> CD with portfolio software I have collected over the years
> * All manuals included

> Atari Jaguar
> 3 - Atari Jaguar 64-bit system (2 working and 1 not working)
> 1 - Atari Jaguar CD
> 1 - Memory Track Cartridge
> 1 - ICD Catbox
> 2 - Atari Jaguar controllers
> 3 - Atari Jaguar power supplies
> 1 - Jaguar composite cable
> 1 - Jaguar S-video cable
> 2 - Jaguar team-tap
> 1 - Jaguar jaglink kit
> 3 - Video RF adapters

> 33 game cartridge (Tempest 2000, Power Drive Rally, Checkered Flag,
> Attack of the Mutant Penguins, Val D'Isere Skiing and Snowboarding,
> I-war, Cybermorph (x2), Ruiner Pinball, White men can't jump, Fight
> for Life, Pinball Fantasies, Dino Dudes (x2), Ultra Vortek,
> Alien vs Predator, Hover Strike, Wolfenstien 3D, Syndicate, Doom,
> Missle Command 3D, Kasumi Ninja, Flashback, Iron Soldier 2,
> Trevor McFur in the Cresent Galaxy (x2), Iron Soldier, Zool 2,
> Defender 2000, Raiden, Supercross 3D, Flip Out, Brutal Sports
> Football)

> 7 game CD (Myst, Space Ace, Highlander, Vid Grid, Battlemorph, Blue
> Lightning, Myst demo)

> * Includes manuals, controller overlays, posters, jaguar promotional
> items, Atari 2600 cartridges, Atari cartridge cases, Atari Comic
> books, Atari 7800 cartridges and Atari trackball controller.

> Atari Lynx
> 1 - Atari Lynx System 2
> 1 - Lynx large carry/storage case
> 2 - Lynx small carry case with cartridge pockets
> 2 - Lynx sunvisors for lynx 2
> 3 - lynx system link cable
> 2 - AC power adapter for Lynx
> 1 - Sony headphones
> 1 - Lynx battery pack (6 D-cell portable pack)
> * Lynx documents, game manuals, lynx magazines and promo docs

> 32 game cartridges (Baseball Hereos, Batman Returns, Dracula the
> Undead, Gates of Zendocon (x2), Todd's Adventure in Slime World (x2),
> Block Out, Gauntlet, Raiden prototype card, Hydra, Checkered Flag,
> Tournament Cyberball, Rygar, Hockey, Steel Talons (x2), Zalor
> Mercenary (x2), Road Blasters, Rampart, Pit Fighter, Ms Pac-man,
> Xybots, Warbirds, Shanghai, Qix, Paperboy, Vicking Child, Pinball Jam,
> Shadow of the Beast, Robotron 2084)

4136. Alan Turing (OT or maybe not)

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 07:03:39 UTC
From: Sid Pacman <8-bitter@8-bit.old.folks.home>
Message-ID: <Pine.GSO.4.61.0412120144560.2511@shell1>
Source record: 13693

On 07 Dec 2004 at 10:43:41 GMT, Larry White scribbled:
->I think that I recall an earlier program that largely dealt with
->Alan Turing and his code-breaking "bombs". Does anyone remember
->this episode?

There've also been PBS programs along these lines. In the Nova series there was "Codebreakers," which aired on my local station on January 18, 1994. I think there was some mention of the Enigma codes in the Nova program "Nazis and the Russian Bomb," shown on February 2, 1993. Possibly also in the Nova programs "Subs, Secrets & Spies" of January 19, 1999; and "Secrets, Lies & Atomic Spies" of August 30, 2003.

There was also a biographical play that appeared on PBS a couple of years ago. Major city libraries would have tapes of these programs, or they could be ordered from the PBS catalog.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

4137. ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 07:23:02 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0412120204020.2511@shell1>
Source record: 13694

On Fri, 04 Dec 2004 at 05:09:02, Greg Goodwin scribbled:
->Corrections to the ... list appreciated!

Listings included:

->Active Atari computer user groups with which SPACE exchanges
->newsletters:
-> * Indiana-Michigan Atari Group Exchange (IMAGE) (South Bend,
->IN)
->
->More active North American Atari computer user groups:
-> * Atari Computer Enthusiasts of Columbus (ACEC) (Columbus,
->OH)

I don't know about the other clubs that were listed, but when-
ever I've come into contact with people in these groups during
recent years all I've heard is that several of the most active
people are still in touch with each other, but that's all there
is to it.

The Columbus group still runs its annual swapmeet but I don't
think there've been any club meetings for some years. BTW, I
heard a report that attendance was down at this year's swapmeet.

In other news (or olds), the Cincinnati club had started a
"newsgroup" on Yahoo several years ago but the last time I looked
there it was no longer up. There hadn't been any messages posted
for years so it was dead, anyway.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

4138. Re: Alan Turing (OT or maybe not)

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 09:31:02 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041212043102.21787.00001627@mb-m12.aol.com>
Source record: 13695

Thanks, David! I'll check into the Nova archives. I keep toying with the idea of writing an "Enigma" simulator for the 8-bit. (But I'm lazy... ;-) I found the code to an Applesoft version, but it appears not to use any special graphics, so I think I could improve on that a bit. Then it would be cool to write a "bomb" to break the codes of the "Enigma". Whew! That sounds like work! P.S. -- That is a really neat return address -- "8-bitter@8-bit.old.folks.home".
-Larry

4139. Re: Audio from 8-bit. Can't remember...

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 15:43:44 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <YvKdnVH8Q5as-iHcRVn-iQ@comcast.com>
Source record: 13696

OK - fixed it.

I know I tried every combo last nite, but this morning it worked right
off-the-bat.
Just one of those things.

I plugged the yellow rca into my PC speakers. Worked fine.

-z-

<the.z.guy@comcast.net> wrote in message
news:1102820013.606112.19620@f14g2000cwb.googlegroups.com...
> Every once in a while, I power on my 800xl. Wooooohoooooo!!!!
>
> I use one of those round adapters that plugs into the middle of the
> 800xl [on the back]. It splits itself into 4 colored lines with RCA
> type jacks..... Some are audio, some are video.
>
> My video is fine.
>
> I recall either piping the audio to my PC speakers or into my PCs sound
> card or something....hmmm....
>
> NOTHING IS FRICKIN' WORKING! I'm gonna scream.
>
> The only colored cables I haven't used are black and yellow. And I
> tried both out to my sound card [audio in]. And I tried both to a pair
> of speakers AND walkman headphones. NOT A PEEP. Nothin works.
>
> Wha?......WHAT AM I DOING WRONG? This worked the last time I set it
> up.....9 months ago or so...
>
> -thanks
> z
>

4140. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 16:51:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <3jtor05gk0jd1m012db8rt8dfrr917p729@4ax.com>
Source record: 13697

On Sun, 12 Dec 2004 02:23:02 -0500, Sid Pacman <8-bitter@atari.old.folks.home>
wrote:

>->More active North American Atari computer user groups:
>-> * Atari Computer Enthusiasts of Columbus (ACEC) (Columbus,
>->OH)
>
> I don't know about the other clubs that were listed, but when-
>ever I've come into contact with people in these groups during
>recent years all I've heard is that several of the most active
>people are still in touch with each other, but that's all there
>is to it.
>
> The Columbus group still runs its annual swapmeet but I don't
>think there've been any club meetings for some years. BTW, I
>heard a report that attendance was down at this year's swapmeet.

ACEC were "still kicking" as they put it, when I last heard from them in
August 2002, just over 2 years ago..

Believe it or not, SPACE, IMAGE, and SCAT at least have real, regular
meetings, as evidenced in the club newsletters. Hopefully there are more live
clubs still, even if they don't publish newsletters.

I guess no one here is touch with ABACUS, though, which was what this thread
was going to be about..

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4141. RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 17:47:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041212124707.08274.00001942@mb-m05.aol.com>
Source record: 13698

Has anyone had any experience or thoughts about using an RLL drive with the MIO? I remember that you can't use an MFM drive with an RLL controller, but I seem to remember that the reverse would work (on a PC). These are cheap and listed as "refurbished" ST-250R.
Thanks,
Larry

4142. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 18:25:12 UTC
From: Chris Martin <cmartin@TexasInstruments_REMOVEexas_REMOVEnstruments.com>
Message-ID: <cpi2eb$rd3$1@home.itg.ti.com>
Source record: 13699

I missed the beginning of this thread, but I remeber some ABACUS newsletters
in my Dad's stuff years ago. I can go through it again.

Are you talking about this ABACUS:

http://www.abacusonline.org/home.htm ??

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:3jtor05gk0jd1m012db8rt8dfrr917p729@4ax.com...
> On Sun, 12 Dec 2004 02:23:02 -0500, Sid Pacman
<8-bitter@atari.old.folks.home>
> wrote:
>
> >->More active North American Atari computer user groups:
> >-> * Atari Computer Enthusiasts of Columbus (ACEC) (Columbus,
> >->OH)
> >
> > I don't know about the other clubs that were listed, but when-
> >ever I've come into contact with people in these groups during
> >recent years all I've heard is that several of the most active
> >people are still in touch with each other, but that's all there
> >is to it.
> >
> > The Columbus group still runs its annual swapmeet but I don't
> >think there've been any club meetings for some years. BTW, I
> >heard a report that attendance was down at this year's swapmeet.
>
> ACEC were "still kicking" as they put it, when I last heard from them in
> August 2002, just over 2 years ago..
>
> Believe it or not, SPACE, IMAGE, and SCAT at least have real, regular
> meetings, as evidenced in the club newsletters. Hopefully there are more
live
> clubs still, even if they don't publish newsletters.
>
> I guess no one here is touch with ABACUS, though, which was what this
thread
> was going to be about..
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4143. Re: RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 18:46:54 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ym0vd.31941$Rf1.24157@newssvr19.news.prodigy.com>
Source record: 13700

I would guess not. I think I tried a RLL drive with my Adaptec SCSI to MFM
and MIO and it didn't work. Can't remember the Adaptec number.
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20041212124707.08274.00001942@mb-m05.aol.com...
> Has anyone had any experience or thoughts about using an RLL drive with
the
> MIO? I remember that you can't use an MFM drive with an RLL controller,
but I
> seem to remember that the reverse would work (on a PC). These are cheap
and
> listed as "refurbished" ST-250R.
> Thanks,
> Larry

4144. belated news on Atari event

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 21:57:56 UTC
From: Sid Pacman <8-bitter@atari.universe>
Message-ID: <Pine.GSO.4.61.0412121645150.22349@shell1>
Source record: 13701

Oops! I'm late in clearing out some of my mail files. I just
came across the following report on the swapmeet held on September
11 by the Columbus, Ohio, Atari club. Michael Steve Jr. sent this
news:
= = =

The ACEC swap meet, held on September 11th, went pretty well. It
seemed that the number of people attending was less than last year.
A lot of familiar faces returned. I'd say we had at least 20 people
there, though I don't know the exact number.

There were some interesting things to be found. I believe at
least one Atari Laser printer was swapped at the show. I recall
seeing some Lynx handheld consoles there. A new Suzy B's Software
Atari Software Treasury was available. A visitor to the show also
distributed copies of ARAnyM (AtaRi on Any Machine) for free. A
couple of the re-released atari games on a joystick were plugged
into televisions for people to play with. One patron had a working
STacy with a prototype ethernet card on display.

= = =

My thanks to Michael Steve Sr. for forwarding this info. The re-
port also indicated that there would be a classic computing show
called CCAG 2004 on October 23rd in Cleveland, Ohio. More info on
that show can be found at www dot ccagshow dot com.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

4145. favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-12 21:59:01 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <_N6dnYxfwsK7IiHcRVn-pA@comcast.com>
Source record: 13702

What's the best 8bit emulator & which version/release?

For DOS, and Windows.

-z-

4146. Re: RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-13 01:29:32 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <0g6vd.3166$Z%1.130@trnddc03>
Source record: 13703

I used to use MFM drives on an RLL controller regularly on my old PC 8088 system. A lot of people said I would have problems but I never did. I remember specifically using a Microscience MFM drive on an old adaptec RLL controller on this PC - It ran great for quite a few years. Even had my BBS running on it - FWIW.

The reverse does work but you only get 2/3's of the diskspace usable.

Man this stuff goes WAY back!!!

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20041212124707.08274.00001942@mb-m05.aol.com...
> Has anyone had any experience or thoughts about using an RLL drive with
> the
> MIO? I remember that you can't use an MFM drive with an RLL controller,
> but I
> seem to remember that the reverse would work (on a PC). These are cheap
> and
> listed as "refurbished" ST-250R.
> Thanks,
> Larry

4147. Re: ATR8000 Boot Disks

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-13 03:42:41 UTC
From: Lost in Cyberspace <hockey4ice@comcast.net>
Message-ID: <rJWdnTpG6tJfkiDcRVn-hg@comcast.com>
Source record: 13704

There was no problem copying the CP/M boot disks. I assume you must be
talking about the terminal emulator for the Atari.

The only thing that I know of that could possibly copy the disk would be the
old CopyIIPC with the option board.
The beginning of the disk was written in Atari format with copy protection
and then the rest of the disk was in a CP/M format.

We were never able to copy the disk, however we did successfully make it
into a Atari executable file.

The way to put floppy disks back in a blank virgin state is to use a magnet
and physically rub it all over the outside of the disk jacket or use a TV
degaussing coil and pass it through a couple of times.

"Jorge" <user@nospam.com> wrote in message
news:coghvo$f9q$1@blue.rahul.net...
> >Non PC hardware can be used as well. For example, an Atari ST with a 5.25
> >drive, a 1050 Happy drive (but this would require custom software), etc.
> >It is mostly a software issue.
>
> Just to correct myself. A 1050, disregarding Happy or not, cannot of
> course be used to create a double sided disk.
>

4148. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-13 16:21:01 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <sgjvd.12504$rh1.292779@news2.e.nsc.no>
Source record: 13705

"Z.Beeblebrox" <the.z.guy@comcast.net> skrev i melding
news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> What's the best 8bit emulator & which version/release?
>
> For DOS, and Windows.

I am not a big fan of emulators, 'cause none of them run my demos. I need the real thing. I do have an emulator installed, but that's just to check out some programs. I need them transferred to disks as soon as possible. I use Atari800 Win Plus 4.0 and that's the one that gets my vote.

4149. Re: RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-13 16:23:31 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Nijvd.12506$rh1.292731@news2.e.nsc.no>
Source record: 13706

I used to get the ST-225 to work with the Adaptec 4000 adapter. Now, I don't get any HD's to work with either of my MIO's.

Hoping for a Black Box setup. Thank you Ben at Bravo Sierra for helping me getting in touch with Bob Puff. I really appreciate that!

"LarryWhite" <llppwhite@aol.comnsp> skrev i melding news:20041212124707.08274.00001942@mb-m05.aol.com...
> Has anyone had any experience or thoughts about using an RLL drive with the
> MIO? I remember that you can't use an MFM drive with an RLL controller, but I
> seem to remember that the reverse would work (on a PC). These are cheap and
> listed as "refurbished" ST-250R.
> Thanks,
> Larry

4150. 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-13 18:27:48 UTC
From: "micologist@gmail.com" <micologist@gmail.com>
Message-ID: <1102962468.611734.163560@c13g2000cwb.googlegroups.com>
Source record: 13707

How do you cure an 800xl w/ rev. B BASIC?

Is it necessary to swap the ROM with a rev. C ROM? Where can one find these anyway? It must be possible to boot off a disk... can this bug cause programs to crash? I thought it was only in the SAVE/LOAD sequence or something.

Some games run fine on an emulator but don't run at all or have visual glitches on my real machine (note that I am using a SIO2PC cable). I suspect that in the first case, this has to do with copy protection (AFAIK the ATR format does not preserve bad sectors/etc, so why would they run on an emulator and not my real box?) and in the second case some kind of incompability between the 800xl and the older 800/400 machines. I've seen a little program called "translator" to make your 800xl seem like an 800 but I've yet to try it. Is there a list out there I can consult to see which games need this fix.

Thanks,

4151. Atari joystick on PC -> for emulator use.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 00:20:09 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <TKudnWHv0bonrCPcRVn-sg@comcast.com>
Source record: 13708

Is there a decent product (I don't want instructions on how to build it,
thank you) out there allowing me to use my super wico bat handle joystick
with my PC.....so when I'm using the emulator, I'm not stuck with a crappy
PC joystick?
What about using 2 atari sticks? what would I do then?

-ho ho ho

z

4152. Re: Atari joystick on PC -> for emulator use.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 00:40:46 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <iEqvd.71858$K7.23978@news-server.bigpond.net.au>
Source record: 13709

Z.Beeblebrox wrote:
> Is there a decent product (I don't want instructions on how to build it,
> thank you) out there allowing me to use my super wico bat handle joystick
> with my PC.....so when I'm using the emulator, I'm not stuck with a crappy
> PC joystick?
> What about using 2 atari sticks? what would I do then?
>
> -ho ho ho
>

How about this?

http://www.atariage.com/store/product_info.php?cPath=31&products_id=267

Mark

4153. Re: RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 02:12:48 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1102990368.744303.34050@z14g2000cwz.googlegroups.com>
Source record: 13710

Back in the days,if an MFM harddrive low level formatted with no bad sectors, I would low level format them with a RLL controller (both Seagate and Western Digital) and use them in PCs with no trouble.

I KNOW...you weren't supposed to do that ,because the drive media wasn't supposed to be stabile at that density,but I did it dozens of time.

Just for a hoot, I just dug out a 286 that I built for my daughter in 1990 (!!!!) using a Seagate RLL controller (ST11R) and a MFM drive (Seagate ST-225 20meg formatted RLL to 32meg and compressed to 64meg with SuperStor)and it booted right up!!! (Wow- remember GEOWorks?)Proof positive that it can be done and that it is stabile. I OBVIOUSLY throw nothing away!

Happy Holdays to All,
Ed

4154. Re: Atari joystick on PC -> for emulator use.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 08:11:08 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rt80u9ru52d71@corp.supernews.com>
Source record: 13711

I just recently purchased one of these Stelladaptors and LOVE it. I'll probably be buying either one or three more... Atariage also has one for sale (not auction) at eBay - same price.

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in message news:iEqvd.71858$K7.23978@news-server.bigpond.net.au...
> Z.Beeblebrox wrote:
>> Is there a decent product (I don't want instructions on how to build it,
>> thank you) out there allowing me to use my super wico bat handle joystick
>> with my PC.....so when I'm using the emulator, I'm not stuck with a
>> crappy
>> PC joystick?
>> What about using 2 atari sticks? what would I do then?
>>
>> -ho ho ho
>>
>
> How about this?
>
> http://www.atariage.com/store/product_info.php?cPath=31&products_id=267
>
> Mark

4155. Re: 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 08:30:21 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rt950a6nvos68@corp.supernews.com>
Source record: 13712

<micologist@gmail.com> wrote in message
news:1102962468.611734.163560@c13g2000cwb.googlegroups.com...

> How do you cure an 800xl w/ rev. B BASIC?
>
> Is it necessary to swap the ROM with a rev. C ROM? Where can one find
> these anyway? It must be possible to boot off a disk... can this bug
> cause programs to crash? I thought it was only in the SAVE/LOAD
> sequence or something.

Are the games you're trying to run BASIC games? If they're not, which is likely the case, make sure you hold down the OPTION key while turning on the computer to disable BASIC. Additionally, if these aren't BASIC games, your revision of BASIC in the XL machine doesn't matter. As far as the emulator goes, I use Atari800Win Plus and can set it to either enable or disable BASIC, so with it I don't have to hold down the (equivalent of the) OPTION key. This would be the first thing I would try.

> Some games run fine on an emulator but don't run at all or have visual
> glitches on my real machine (note that I am using a SIO2PC cable). I

With Atari800Win Plus I can emulate different Atari machines. With your emulator, you might want to switch from 800 to 800XL and see if one of these problem programs stop running. Yes, there is a difference in the OS ROM in the XL than in the 800 which causes incompatibilities. The next thing I would try would be to switch my emulator to 800XL mode. If the same game suddenly started exhibiting the same problem in the emulator after doing so I would then know that this compatibility issue is what is causing the problem. MOST of these types of programs can still be run on the 800XL with the Translator disk you mentioned. As I understand it, this disk contains the OS ROMs for previous machines - one side for A and the other for B. There are a few titles which simply don't work on the 800XL, but I haven't run across any yet.

This problem could also have something to do with the difference between NTSC and PAL monitor output formats. The emulator may allow you to choose, while the physical machine won't. Make sure you have the correct version of the software for your hardware.

> I suspect that in the first case, this has to do with copy protection
> (AFAIK the ATR format does not preserve bad sectors/etc, so why would
> they run on an emulator and not my real box?) and in the second case

Correct, ATR images cannot emulate the type of copy protection which uses these types of sectors. If the program runs using the emulator, in the same mode as your actual computer, it should run fine on your computer using the

SIO2PC interface. This doesn't sound like a problem with copy protection...

Let us know if you're able to get anywhere with this!

Sean

4156. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-14 08:34:53 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10rt9dfistrpofc@corp.supernews.com>
Source record: 13713

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> What's the best 8bit emulator & which version/release?

I second the vote for Atari800Win Plus... I'm using 4.0 beta 3, and I'm really looking forward to a day when it might be upgraded to utilize the new ATP copy protected image format which will hopefully come out in full force soon.

4157. ATR-8000 Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 00:42:49 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041214194249.08186.00002078@mb-m05.aol.com>
Source record: 13714

I am making a serious attempt to get a HD working with my ATR-8000. The docs mention a disk which accompanies the HD interface. I do have a bootable disk called "CP/M Update with Hard Disk Utilities" but this disk does not include several files mentioned in the docs that are supposed to be used to set up the hard drive. HARDDISK.SYS is one of them. Another is SET.BAS (which sets up the drive parameters in the ATR so the ATR can find data on the HD).

If anyone has any info on this subject, I certainly would appreciate hearing from them.
Thanks,
Larry

4158. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 02:47:45 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <dMSdnbXTkoZNOCLcRVn-tA@comcast.com>
Source record: 13715

Is Atari800 Win Plus 4.0 BETA only???

-z-

"Vidar Olavesen" <olavese@online.no> wrote in message
news:sgjvd.12504$rh1.292779@news2.e.nsc.no...
> "Z.Beeblebrox" <the.z.guy@comcast.net> skrev i melding
> news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> > What's the best 8bit emulator & which version/release?
> >
> > For DOS, and Windows.
>
> I am not a big fan of emulators, 'cause none of them run my demos. I need
> the real thing. I do have an emulator installed, but that's just to check
> out some programs. I need them transferred to disks as soon as possible. I
> use Atari800 Win Plus 4.0 and that's the one that gets my vote.
>
>

4159. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 02:54:54 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <xrydnfweabXgOiLcRVn-sQ@comcast.com>
Source record: 13716

4.0 beta 3 ?

Is there a non-beta version of 4? Hasn't 4 been in beta for a billion
years? or am I wrong?

-z-

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10rt9dfistrpofc@corp.supernews.com...
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> > What's the best 8bit emulator & which version/release?
>
> I second the vote for Atari800Win Plus... I'm using 4.0 beta 3, and I'm
> really looking forward to a day when it might be upgraded to utilize the
new
> ATP copy protected image format which will hopefully come out in full
force
> soon.
>
>

4160. Re: 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 05:24:45 UTC
From: "micologist@gmail.com" <micologist@gmail.com>
Message-ID: <1103088285.599513.162510@c13g2000cwb.googlegroups.com>
Source record: 13718

Gork wrote:
> Are the games you're trying to run BASIC games? If they're not,
which is
> likely the case, make sure you hold down the OPTION key while turning
on the
> computer to disable BASIC. Additionally, if these aren't BASIC
games, your
> revision of BASIC in the XL machine doesn't matter. As far as the
emulator
> goes, I use Atari800Win Plus and can set it to either enable or
disable
> BASIC, so with it I don't have to hold down the (equivalent of the)
OPTION
> key. This would be the first thing I would try.

Temple of apshai crashed to the BASIC prompt and typing LIST seems to
give me the source, which implies it's written in BASIC. Maybe this one
needs the translator disk. I'll try later.

> > Some games run fine on an emulator but don't run at all or have
visual
> > glitches on my real machine (note that I am using a SIO2PC cable).
I
>
> With Atari800Win Plus I can emulate different Atari machines. With
your
> emulator, you might want to switch from 800 to 800XL and see if one
of these
> problem programs stop running. Yes, there is a difference in the OS
ROM in
> the XL than in the 800 which causes incompatibilities. The next
thing I
> would try would be to switch my emulator to 800XL mode. If the same
game
> suddenly started exhibiting the same problem in the emulator after
doing so
> I would then know that this compatibility issue is what is causing
the
> problem. MOST of these types of programs can still be run on the
800XL with
> the Translator disk you mentioned. As I understand it, this disk
contains
> the OS ROMs for previous machines - one side for A and the other for
B.
> There are a few titles which simply don't work on the 800XL, but I

haven't
> run across any yet.

Ok. Well so far under Atari800Win Plus 4 and Atari800 (unix) the games
work flawlessly and I've only ever used 800xl roms on them.

> This problem could also have something to do with the difference
between
> NTSC and PAL monitor output formats. The emulator may allow you to
choose,
> while the physical machine won't. Make sure you have the correct
version
> of the software for your hardware.

I realized this the other day. It _was_ in PAL but I switched to NTSC
and games
are still runnning fine.

I cracked open my case earlier tonight and ID'ed all my chips. All NTSC
AFAIK. It's really nice under the hood :) Everything is socketed!
drool I want to mod it to hell!

> > I suspect that in the first case, this has to do with copy
protection
> > (AFAIK the ATR format does not preserve bad sectors/etc, so why
would
> > they run on an emulator and not my real box?) and in the second
case
>
> Correct, ATR images cannot emulate the type of copy protection which
uses
> these types of sectors. If the program runs using the emulator, in
the same
> mode as your actual computer, it should run fine on your computer
using the
> SIO2PC interface. This doesn't sound like a problem with copy
protection...
>
> Let us know if you're able to get anywhere with this!
I'll keep you posted. Thanks for the help!

> Sean

4161. Re: 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 07:01:26 UTC
From: "micologist@gmail.com" <micologist@gmail.com>
Message-ID: <1103094086.516295.217720@z14g2000cwz.googlegroups.com>
Source record: 13719

Gork wrote:
> This problem could also have something to do with the difference
between
> NTSC and PAL monitor output formats. The emulator may allow you to
choose,
> while the physical machine won't. Make sure you have the correct
version
> of the software for your hardware.
>
> > I suspect that in the first case, this has to do with copy
protection
> > (AFAIK the ATR format does not preserve bad sectors/etc, so why
would
> > they run on an emulator and not my real box?) and in the second
case
>
> Correct, ATR images cannot emulate the type of copy protection which
uses
> these types of sectors. If the program runs using the emulator, in
the same
> mode as your actual computer, it should run fine on your computer
using the
> SIO2PC interface. This doesn't sound like a problem with copy
protection...
>
> Let us know if you're able to get anywhere with this!

Er.. turns out the ground connector on my SIO2PC cable wasn't connected
properly. I imagine a substantial amount of transmission errors crept
through it!

Well, that's that. I did enjoy learning about all kinds of copy
protection schemes and ways to defeat em though. What a vibrant scene
the 8-bit atari once was :)

4162. Re: ABACUS, Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-15 15:15:41 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <e4l0s0tj1rahlaudev0b36g2p0n7jt6ms3@4ax.com>
Source record: 13717

On Sun, 12 Dec 2004 12:25:12 -0600, "Chris Martin"
<cmartin@TexasInstruments_REMOVEexas_REMOVEnstruments.com> wrote:

>I missed the beginning of this thread, but I remeber some ABACUS newsletters
>in my Dad's stuff years ago. I can go through it again.
>
>Are you talking about this ABACUS:
>
>http://www.abacusonline.org/home.htm ??

Yes, that's the one. They appear active from the web site.

They also appear to publish a newsletter still, based on the web site.

I was really just hoping to establish a newsletter exchange between them and
SPACE (as SPACE currently has with IMAGE and SCAT), but I've been unable to
make contact with ABACUS. I haven't tried calling the phone number. I
thought I'd try asking about their status here.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4163. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 03:46:47 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10s21944hne5476@corp.supernews.com>
Source record: 13720

Nope, still in beta... And yes, it has been in beta for a billion years.
But one can't really complain about something one wasn't asked to pay for.
Though A8W+ is certainly WORTH paying for. VMware - $200... A8W+ - $0...
:)

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:xrydnfweabXgOiLcRVn-sQ@comcast.com...
> 4.0 beta 3 ?
>
> Is there a non-beta version of 4? Hasn't 4 been in beta for a billion
> years? or am I wrong?
>
> -z-
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10rt9dfistrpofc@corp.supernews.com...
>> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>> news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
>> > What's the best 8bit emulator & which version/release?
>>
>> I second the vote for Atari800Win Plus... I'm using 4.0 beta 3, and I'm
>> really looking forward to a day when it might be upgraded to utilize the
> new
>> ATP copy protected image format which will hopefully come out in full
> force
>> soon.
>>
>>
>
>

4164. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 13:43:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412160541010.11250-100000@onyx.spiritone.com>
Source record: 13722
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4165. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 13:47:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412160544140.11250-100000@onyx.spiritone.com>
Source record: 13721
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4166. XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 14:50:22 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10s3856imphk9f5@corp.supernews.com>
Source record: 13723

I just found an XE Translator disk which includes ROM A, ROM B and ROM XL on it. I had to clean the ATR up a bit, but you just boot the disk and plug in a number to choose which version you want. I tested it on a few older programs and it works GREAT! In fact, it works BETTER than what I've been using.

That's the exciting part of my post, the rest is a question. :) Does anyone know of a translator which works "in the background?" I have a program file I want to put on a disk which requires Translator A to run. I want something that will allow me to boot the disk to the Translator then pass control to the COM program without having to press OPTION or SELECT or whatever. Make sense?

4167. Re: Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 18:06:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C1CE99.D7EE24EC@students.uni-mainz.de>
Source record: 13724

Well,
you know a story like this: "...many many years ago... in a different universe..." Ok, the ABBUC regional group ARGS (Roland Buehler) once did a cartridge board that had space for three carts and a cable that was put into your cart. slot. So, with the use of this board, one could turn one cart slot into three. Alas, most carts did (and still do) not allow to use other carts at the same time - and those that did/do, like SDX and others, are built in such a way, that one can create small "towers" (one cart sitting on top of another)... So, in the end almost no-one bought this ARGS cart board and of course they produced it only for a very short time...

Alas, I am not sure if ABBUC has schematics for this cart. board - and yet I wonder is there really a need to have more than one cart slot...?!? -Andreas.

4168. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 18:36:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C1D5A4.454BCD4D@students.uni-mainz.de>
Source record: 13725

well,
afaik there is already the Atari Preserving Project (APP) by former HTT
member Frankenstein (Freddy Offenga), that has a homepage running for
this and many other subjects... alas, I don`t know the URL of their
homepage... -Andreas.

4169. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 18:44:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C1D789.25DC1892@students.uni-mainz.de>
Source record: 13726

Well,
did you use a sector / disk editor to scan the disk sectors ?!? If so this would normally show all available commands at some sector(s). Many disk / sector editors allow searching for a string, so type in DIR and search that string in ASCII or internal code. when found, look if there are other words in the same sector (or +-1 sector) - these are the available commands.

Some extended or enhanced Basics also have a built-in help routine, you have to type HELP (or use the XL/XE HELP key) or sometimes -? to get an overview of all available commands... -Andreas.

4170. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-16 21:01:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <3Jmwd.12551$_3.138075@typhoon.sonic.net>
Source record: 13727

Gork <nokraygienspam@hotmail.com> wrote:
> That's the exciting part of my post, the rest is a question. :) Does anyone
> know of a translator which works "in the background?" I have a program file
> I want to put on a disk which requires Translator A to run. I want
> something that will allow me to boot the disk to the Translator then pass
> control to the COM program without having to press OPTION or SELECT or
> whatever. Make sense?

I'm not familiar with the XE Translator disk you mentioned, but I'll
stab in the dark and suggest seeing if MyDOS could help.

Instead of using "AUTORUN.SYS" for the file to get executed at boot,
you use "whatever.AR0" through "whatever.AR9", so you could set up a disk
with:

TRANSLTR.AR0
SOMEGAME.AR1

and it would run translator, and then 'some game', in that order.

Of course, if the translator you have REQUIRES some kind of user input,
then this wouldn't help at all. (I'm not 100% sure whether you meant
this by 'option or select' up above.)

Gotta run. Good luck!

-bill!
bill@newbreedsoftware.com Have I been helpful?
http://newbreedsoftware.com/ http://svcs.affero.net/rm.php?r=billkendrick

4171. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 00:05:28 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <34udnUBb1_RYv1_cRVn-2A@comcast.com>
Source record: 13728

```
I agree, it's fantastic!!!

-z-

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10s21944hne5476@corp.supernews.com...
> Nope, still in beta... And yes, it has been in beta for a billion years.
> But one can't really complain about something one wasn't asked to pay for.
> Though A8W+ is certainly WORTH paying for. VMware - $200... A8W+ - $0...
> :)
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:xrydnfweabXgOiLcRVn-sQ@comcast.com...
> > 4.0 beta 3 ?
> >
> > Is there a non-beta version of 4? Hasn't 4 been in beta for a billion
> > years? or am I wrong?
> >
> > -z-
> >
> > "Gork" <nokraygienspam@hotmail.com> wrote in message
> > news:10rt9dfistrpofc@corp.supernews.com...
> >> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> >> news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> >> > What's the best 8bit emulator & which version/release?
> >>
> >> I second the vote for Atari800Win Plus... I'm using 4.0 beta 3, and
I'm
> >> really looking forward to a day when it might be upgraded to utilize
the
> > new
> >> ATP copy protected image format which will hopefully come out in full
> > force
> >> soon.
> >>
> >>
> >
> >
>
>
```

4172. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 02:44:05 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103251445.140726.293100@z14g2000cwz.googlegroups.com>
Source record: 13729

Andreas Magenheimer wrote:
> Well,
> did you use a sector / disk editor to scan the disk sectors ?!? If so
> this would normally show all available commands at some sector(s).
Many
> disk / sector editors allow searching for a string, so type in DIR
and
> search that string in ASCII or internal code. when found, look if
there
> are other words in the same sector (or +-1 sector) - these are the
> available commands.
>
> Some extended or enhanced Basics also have a built-in help routine,
you
> have to type HELP (or use the XL/XE HELP key) or sometimes -? to get
an
> overview of all available commands... -Andreas.

This is just a utility, a plugin if you will, for Atari Basic. It's nothing like the Extended Basic 1.0 for the Tandy Color Computer and others which added extensions beyond Dartmouth BASIC.

The Atari utility adds functionality to the editor environment not the actual Basic language. The commands include QREF (lists all of a program's variables), XREF (Cross reference of those variables), RENUMBER (an obvious feature that Atari Basic lacked), DELETE, and REPLACE.

Replace is not very flexible as it can only change a variable's name. It can't be used to change anything else.

"Extended Basic" also adds a handful of DOS functions. This is useful because jumping to the DOS environment on the Atari 800 wipes the Basic program from memory.

Steve Sheppard

4173. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 03:34:16 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <o1l4s09d1vkh1s0vgglftob7lqkb15ak8e@4ax.com>
Source record: 13730

On Thu, 16 Dec 2004 19:36:20 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>well,
>afaik there is already the Atari Preserving Project (APP) by former HTT
>member Frankenstein (Freddy Offenga), that has a homepage running for
>this and many other subjects... alas, I don`t know the URL of their
>homepage... -Andreas.

Here it is: http://www.abbuc.de/app/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4174. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 09:05:37 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <41c2a161$0$52974$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 13732

What titles do you want to play? There's been a
effort to fix many of the popular 400/800 only games
so that they run on all models.

Read: http://www.atariage.com/forums/viewtopic.php?t=32830

Regards,
Mark

4175. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 09:06:21 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <41c2a18d$0$78004$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 13731

What titles do you want to play? There's been an
effort to fix many of the popular 400/800 only games
so that they run on all models.

Read: http://www.atariage.com/forums/viewtopic.php?t=32830

Regards,
Mark

4176. R: Handler for use with Ape XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 15:41:53 UTC
From: jameskAT@xmissionDOT.com
Message-ID: <cpuuo1$is8$1@news.xmission.com>
Source record: 13733

I've setup my old 3.2c Pro! BBS, but now I need to know which R: Handler or waitcall.cmd I need to use to get Ape XP acting as the telnet accessible "modem".

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4177. Re: R: Handler for use with Ape XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 16:28:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sODwd.1936$9j5.746@newsread3.news.pas.earthlink.net>
Source record: 13734

James E. King wrote:

> I've setup my old 3.2c Pro! BBS, but now I need to know which R: Handler or
> waitcall.cmd I need to use to get Ape XP acting as the telnet accessible "modem".
>
> Thanks.
>
>

I seem to recall Steve said the R:verter handler.

4178. new to me emulator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 18:09:25 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1103306965.156796.253100@f14g2000cwb.googlegroups.com>
Source record: 13735

http://www.zerstoerung.de/ - A8E Atari 800XL Emulator

is it any good ?

(btw, my forums' updated, check it out)
* REPLY REQUESTED WHEN CONVENIENT *

Woodzy
http://rtdos.com/forum

4179. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-17 21:53:20 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041217165320.21945.00002132@mb-m06.aol.com>
Source record: 13736

> This is useful because jumping to the DOS environment on the Atari 800 wipes the Basic program from memory. <

That was always a problem, but a number of work-arounds were developed. "MACRODOS" worked well, but Dave Small's "SWAPDOS" (Creative Computing, June, 1985) was my favorite until I got a 130XE with Dos 2.5. I never had a lot of patience for typing things in, but this was short, and I loved the results!
-Larry

4180. Atari hardware giveaway in Maryland

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 03:35:57 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3fz249t2a.fsf@europa.pienet>
Source record: 13737

Hi,

My dad has a bunch of Atari hardware that he'd like to give away to someone who cares about it. I have my own little pile in storage, so I don't need it.

several Atari 800 units, all working IIRC, normal complement of RAM.

1 Atari 400 w/ homebrew aux keyboard. The keyboard is actually pretty good- off an old dumb terminal many moons ago...

Atari AC power supplies

misc Basic carts, probably an Assembler/Editor in there too

850 serial comms unit

several Atari pen plotters

misc floppy drives, 810's mostly, maybe a 1050 in there too

several tape drives

various cables, tv channel switchers

Free, first come-first served. If shipping is necessary, I'll box the equipment and ship it if you pay the shipping cost.

Replies by email.

Thanks!

Greg Menke

4181. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 03:47:44 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103341664.173252.253980@z14g2000cwz.googlegroups.com>
Source record: 13738

LarryWhite wrote:
> > This is useful because jumping to the DOS environment on the Atari
800 wipes
> the Basic program from memory. <
>
> That was always a problem, but a number of work-arounds were
developed.
> "MACRODOS" worked well, but Dave Small's "SWAPDOS" (Creative
Computing, June,
> 1985) was my favorite until I got a 130XE with Dos 2.5. I never had
a lot of
> patience for typing things in, but this was short, and I loved the
results!
> -Larry

Extended BASIC doesn't work under Atari800win 4.0 beta which is annoying (but at least I can Save States). Does SWAPDOS work with Atari800win? with the Atari 800 OS ROM?

I want to tinker around with programming the Atari again (after 20 years). I'm beginning to remember the frustrations.

OT:

I own a genuine Action! cartridge (ver 3.6). Can this be dumped to a ROM file usuable by Atari800win? How? I'll be getting an SIO2PC cable soon if that will help.

Steve Sheppard

4182. Re: ATR-8000 Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 04:00:07 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103342407.532242.271560@c13g2000cwb.googlegroups.com>
Source record: 13739

LarryWhite wrote:
> I am making a serious attempt to get a HD working with my ATR-8000.
The docs
> mention a disk which accompanies the HD interface. I do have a
bootable disk
> called "CP/M Update with Hard Disk Utilities" but this disk does not
include
> several files mentioned in the docs that are supposed to be used to
set up the
> hard drive. HARDDISK.SYS is one of them. Another is SET.BAS (which
sets up
> the drive parameters in the ATR so the ATR can find data on the HD).

>
> If anyone has any info on this subject, I certainly would appreciate
hearing
> from them.
> Thanks,
> Larry

Do any pictures of the HD interface for the ATR8000 exist?. I don't
want an interface I'm just curious to see how it attached.
Steve Sheppard

4183. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 04:34:23 UTC
From: Jorge <user@nospam.com>
Message-ID: <cq0c0f$52n$1@blue.rahul.net>
Source record: 13740

> Project for handling ATARI copy protected disk.
>
> The project is a package of tools for:
>
> - Imaging copy protected disks.
> - Writing back the images to a physical disk
> - Using the images with a real computer with a SIO2PC cable.
> - Using the images under emulators.
> - Public preservation tools.
>
> I'm seeking beta testers with the following requirements:
[...]

I'm still looking for a few more testers. Those interested please contact me at the email address at the bottom of this post (don't reply to the post address, it won't work). We need testers with a considerable amount of original disks.

> I'm working on a similar project. As part of the Atari Preservation
> Project (http://www.abbuc.de/app/) we designed an open file format
> for storing copy protected disks.

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

> afaik there is already the Atari Preserving Project (APP)

I have (or should I say, I had) no relation with APP and my tools don't work with ATP files. As a matter of fact I wasn't aware about APP until receiving some replies to my post. But Matthias from APP contacted me. We decided with Matthias to go along with my project, which is in a much more advanced stage than the APP/ATP one (Matthias, please correct me if I'm wrong). This is perhaps not the official APP statement, as according to him he is not the project leader. But I understand he is the only APP member that made any actual code regarding ATP files.

Email username: atari
Email domain: fxatari.com

4184. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 05:15:07 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1103346893@rtfm.mit.edu>
Source record: 13741
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4185. Re: 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 07:02:08 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <QBQwd.296$1U6.43@trnddc09>
Source record: 13742

Just get a REV C cart and plug it in - that's what I used to do.

<micologist@gmail.com> wrote in message
news:1102962468.611734.163560@c13g2000cwb.googlegroups.com...
> How do you cure an 800xl w/ rev. B BASIC?
>
> Is it necessary to swap the ROM with a rev. C ROM? Where can one find
> these anyway? It must be possible to boot off a disk... can this bug
> cause programs to crash? I thought it was only in the SAVE/LOAD
> sequence or something.
>
> Some games run fine on an emulator but don't run at all or have visual
> glitches on my real machine (note that I am using a SIO2PC cable). I
> suspect that in the first case, this has to do with copy protection
> (AFAIK the ATR format does not preserve bad sectors/etc, so why would
> they run on an emulator and not my real box?) and in the second case
> some kind of incompability between the 800xl and the older 800/400
> machines. I've seen a little program called "translator" to make your
> 800xl seem like an 800 but I've yet to try it. Is there a list out
> there I can consult to see which games need this fix.
>
> Thanks,
>

4186. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 07:03:41 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <hDQwd.297$1U6.216@trnddc09>
Source record: 13743

I use both A800win and plus! My favorites.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> What's the best 8bit emulator & which version/release?
>
> For DOS, and Windows.
>
> -z-
>
>

4187. Re: Copy protected disk project, seeking beta testers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 17:12:48 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <v5p8s0taa0rj6krfkrib4qphhbvo1mmuje@4ax.com>
Source record: 13744

Jorge <user@nospam.com>:

>I'm still looking for a few more testers. Those interested please contact
>me at the email address at the bottom of this post (don't reply to the
>post address, it won't work). We need testers with a considerable amount
>of original disks.

I could help, but I don't have a considerable amount of orginal disks. I
have about maybe a dozen original disks left, and lots of copies made on a
happy drive.

sjefferson at shaw dot ca

Shawn Jefferson
(fix reply to for email)

4188. Re: Atari hardware giveaway in Maryland

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-18 18:13:31 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1103393611.751571.299910@f14g2000cwb.googlegroups.com>
Source record: 13745

Hello Greg!

Since you are giving these Atari items away,I'll be GLAD to come and
pick them up. :)

I live in Baltimore. dinosaur@corner.net

Thanks,
Ed

4189. Re: ACTION! Reproduction.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 00:37:14 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA295B.10C7D%drclu@swbell.net>
Source record: 13746

Hi from Dallas, a little north of you. :)

Good luck on Action. Not a question I can answer since I am not much
into Action.. Yet. :)

Doctor Clu

On 11/23/04 11:28 AM, in article
850110a.0411230928.487d25ec@posting.google.com, "Javier."
<monjarojas@yahoo.com.mx> wrote:

> Please i need to clear a doubt i have about the Action! cart, i
> recently got both an original copy and a working reproductiona of tha
> OSS Action! cart, what i would like to know is the difference between
> them, i chequed the version on both carts at $B000 and in the original
> i got a 3.1 version but the copy only delivers garbage, i wrote litte
> routines and run them on both carts without any noticeable difference
> between them still. Tank you very much.
> Greetings from Mexico City.
> Javier.

4190. Re: 8bit Files online via FTP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 00:53:22 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA2D23.10C81%drclu@swbell.net>
Source record: 13597

Ooooo!! Ooo!! You take paypal? :D

Doctor Clu

On 12/7/04 10:01 PM, in article
1102478498.280b61a852453f2bd72fe2d51a3a0f34@teranews, "Steve S."
<j70141@hotmail.com> wrote:

> yeah?
>
> Anyone that sends me an email can have a copy of Holme's 8-bit CDs that he
> gave to me in a contest, with all those nice 8-bit games that he had on his
> website, all for the low low price of shipping, handling, and creation of
> the CDs.
>
> In most parts of the U.S. and even in many countries, I found that $9.99
> covers all the costs of doing this. There are 3 CDs total.
>
> Also note, that the CD-Writer that I use is a new one that utilizes the
> 700MB CDs. In some circumstances, I have found that the CDs do not work in
> very old CD players.
>
>
>
> "James E. King" <jamesk@xmission.xmission.com> wrote in message
> news:cp5r6q$1gb$2@news.xmission.com...
>> I'm placing some of my 8bit files online (a fraction of what is on my
>> BBS), but I get time to put everything online.
>>
>> If you'd like access, email me at atariAT@NOSPAM_utahkings.com and I'll
>> provide the ftp site and username/password.
>>
>>
>> --
>> @ @ @ ------------------------------------ @ @ @
>> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
>> @ @ @ ------------------------------------ @ @ @
>> Atari 8bit hobbyist by choice, IT Professional by accident!
>
>

4191. Re: Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 00:57:34 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA2E1F.10C82%drclu@swbell.net>
Source record: 13598

USB would be good for all things I'm guessing... If the Atari memory can handle the drivers all at once for ethernet, keyboards, mice, storage... I guess if anything can supply multiple ports it would be USB.

Doc Clu

> Hello Doc,
>
> I have the MYide cart also. Have not used it yet. What IDE drive are you
> using with it? I also have the USB cart. I have not downloaded any drivers but
> I have heard there are some for various mouses. Do you know of any others out
> there? This is all great for the 8-bit, what next? Maybe an Ethernet cart of
> some kind would be fine. I heard this is coming.
>

4192. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 01:01:09 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA2EF7.10C83%drclu@swbell.net>
Source record: 13599

If I was being obnoxious I would say X-Former for the ST/TT. :) Not a bad early go I would say.

In truth, Atari800Win and Atari800Mac are the best all around.

Doc Clu

On 12/12/04 3:59 PM, in article _N6dnYxfwsK7IiHcRVn-pA@comcast.com, "Z.Beeblebrox" <the.z.guy@comcast.net> wrote:

> What's the best 8bit emulator & which version/release?
>
> For DOS, and Windows.
>
> -z-
>
>

4193. New location for Thursday and Sunday morning Atari Chats

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 01:23:43 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA3441.10C92%drclu@swbell.net>
Source record: 13600

Due to a couple of things, but mainly the fact that I like a chat room
that my Atari 800 can reach with simple telnet and IceT... We have opted to
move the Thursday and Sunday morning chats to atarinews.org... Details
below.. Hope to see you there tomorrow..

Doctor Clu
@}>--'--,----------

Thursday 8:00 pm - 10:00 pm CST
Sunday 10:00 AM-12:00 PM CST

This event repeats every week.
Event Location: telnet:://www.atarinews.org
Notes:
Thursday night chat at the Atarinews.org chat room:

In order to be in the chat for Atarinews.org you have to telnet into it, Use
"bbs" for both the login and password.,If you haven't done it already, type
"new" at the userid prompt and pick yourself out a spiffy userid
and password.Please note that you'll still need to login as bbs even though
you've now got a userid.
Once you've picked out a userid and password, you can use it to enter into
the bbs system. Once you're "in", hit < Return >.
From the main BBS menu simply type the letter "T" and then the letter "C".

4194. ANNC: Joystick adapter (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 09:36:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0029eef9@fmlynet.org>
Source record: 13601

FamilyNet Newsgate

I like!! :)

Doctor Clu

> From: Robert Bernardo <rbernardo@iglou.com>

> ---------- Forwarded message ----------
> Date: Tue, 07 Dec 2004 06:44:11 GMT
> From: Jim Brain <brain@jbrain.com>
> Subject: ANNC: Joystick adapter

> For years, gamers have contented themselves with the venerable Atari-style
> joystick as a gaming input device. The joystick is simplistic, yet adequate
> for many games.

> However, as the games become more complex, a simple joystick is no longer
> ideal. In the arcade arena, coin operated machines sprouted new buttons for
>special functions and extra control of the player. However, on the home front
> computing platforms like the C64 and Atari have dealt with the inadequacy of
>the joystick by using the keyboard as an additional input device. However, th
>effect is sometimes distracting, taking one's eyes off the screen to fumble fo
> the correct key to press for certain actions.

>Thus, I present my latest project, which was announced and demonstrated at the
> recent TPUG World of Commodore EXPO:

> The PSXJoy adapter

>This adapter interfaces a standard PS1 or PS2 controller to machines using the
> industry-standard 9 pin Atari joystick/paddle connector.

> Features include:

> o The unit emulates the Atari joystick up, left, right, and fire buttons
> o User can configure which set of PSX buttons or which joystick maps to the
> joystick inputs
> o User can configure which fire button emulates the joystick fire button
> o Paddles are emulated on certain platforms
> o Requires no additional power source
> o Option to support additional fire buttons on Atari 7800 joysticks
> o Configuration can be set using the controller buttons
> o Works with many PSX style controllers, including wireless units

> While the above features allow one to use the PSX controller to provide
> existing joystick functionality, they do not unlock the full potential of the
> newer PSX controllers. Thus, the unit operates in two modes. One is called

>compatibility mode, and provides the above features. The second mode is calle
> expanded mode.

>In expanded mode, the unit can be instructed to send the entire controller dat
> packet to the host computer using just the 5 lines of the joystick port. By
>redefining the FIRE pin as a host generated CLOCK signal and transferring data
> via nybbles, the raw PSX controller information can be retrieved from the
>interface. In expanded mode, all PSX controller buttons and analog informatio
> is available for game use. Of course, games require modification to utilize
> this new mode.

>Data can be retrieved from the unit at 60us/byte, making it short enough to be
>used in a single scanline routine. As well, additional safeguards were added
> to allow operation on platforms that use the joystick data lines for other
> purposes (Commodore C64, for example). The unit requires a 4-step key be sent
> to the unit to switch into expanded mode. The unit can also be placed into
>into a fast "passive state" to allow systems like the C64 to scan the keyboard
> while the unit is sending raw data. Data can be sent from the host system to
> the PSX controller, enabling use of newer controller feedback modes, like the
> "rumble" function on PS2 controllers.

>Pictures of the unit and a small time sequenced picture series are available a
> http://www.jbrain.com/vicug/gallery/psxjoy

> Technical details:

> The unit is powered by an Atmel AVR MEGA8 controller, using a minumum of
> additional components. The entire interface requires just the AVR IC, 4
>resistors, the DE-9 jostick and PSX connectors, and a nominal amount of wiring
> There are plans to commercialize the unit for sale.

> All major development is completed on the unit, but I am interested in
> soliciting feedback on various options, including:

> What configurations should the unit provide?
> What additional commands should the unit's expanded mode support?
> Any issues in the code that need addressing?
> Testing on various platforms for compatibility.

> I'm also interested in hardware capable folks who want to build a unit or two
> and help me test.

>The plans, source code, and schematic are already or will be released under th
> GNU Public License (GPL).

> The interface hardware can be also used to support other types of controllers
> or alternative input devices.

> Jim

> --
> Jim Brain, Brain Innovations
> brain@jbrain.com http://www.jbrain.com
> Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4195. R: Handler for use with Ape XP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 09:39:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0029eefa@fmlynet.org>
Source record: 13602

FamilyNet Newsgate

Let me know the telnet address and me and my Atari 800 will be there. :)

Doctor Clu

> From: jameskAT@xmissionDOT.com (James E. King)

> I've setup my old 3.2c Pro! BBS, but now I need to know which R: Handler or
> waitcall.cmd I need to use to get Ape XP acting as the telnet accessible
> "modem".

> Thanks.

> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4196. Re: ATR-8000 Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 18:13:12 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <41C5C4B8.1D9B75A9@a8maestro.com>
Source record: 13603

stephensheppard@hotmail.com wrote:

> LarryWhite wrote:
> > I am making a serious attempt to get a HD working with my ATR-8000.
> The docs
> > mention a disk which accompanies the HD interface. I do have a
> bootable disk
> > called "CP/M Update with Hard Disk Utilities" but this disk does not
> include
> > several files mentioned in the docs that are supposed to be used to
> set up the
> > hard drive. HARDDISK.SYS is one of them. Another is SET.BAS (which
> sets up
> > the drive parameters in the ATR so the ATR can find data on the HD).
>
> >
> > If anyone has any info on this subject, I certainly would appreciate
> hearing
> > from them.
> > Thanks,
> > Larry
>
> Do any pictures of the HD interface for the ATR8000 exist?. I don't
> want an interface I'm just curious to see how it attached.
> Steve Sheppard

Not having much info either, I suspect it was a daughter board that plugs between the cpu and main board.
But, can you have both hard drive and Copower board in at the same time I wonder.

Rick D.

4197. APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 19:15:41 UTC
From: JGF <nospam@lycos.co.uk>
Message-ID: <41c5d35c$0$93534$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 13604

Hi,

I can't get APE/Prosystem to work on my laptop (Evo N410c) which is running XP with SP2. It doesn't think anything's connected.

I've tried obvious things such as turning off the firewall, but no luck.

I've tried the cables on another laptop running Windows 2000 Professional, and everything worked fine.

Does anyone know if there is an issue with SP2, or any other suggestions?

Thanks,
John

4198. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 23:32:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041219183232.06264.00002103@mb-m18.aol.com>
Source record: 13605

> I can't get APE/Prosystem to work on my laptop (Evo N410c) which is running XP with SP2. <

I've had video card issues with SP2, but APE continues to run fine, except of course, it still can't print to my PC inkjet. (But that's always been the case with XP.)

It is interesting, though -- I have an older laptop, a P3-650 MHz running W98 SE. I can actually hear from the SIO sound how APE runs more smoothly on it versus my Win XP desktop running an AMD 3000+.

Larry

4199. Atari 400/800 Early Ads Gallery

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 23:38:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ts3cs01n2dsvfdujnb4vao7lv3o96jj7ua@4ax.com>
Source record: 13606

Something "new" to check out: A small gallery of what are surely some of the earliest print ads by Atari for the 400/800 computers. Including two pages that appeared in the January 1979 issue of _Merchandising_ that I found particularly interesting.

Here's your URL: http://home.earthlink.net/~hunmanik/atariads/gallery.htm

This is my first use of my new, ultra-cheap Visioneer OneTouch 7100 USB scanner, so any complaints about the scanning technique, keep that in mind. :)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4200. Re: ATR-8000 Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-19 23:43:06 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041219184306.06264.00002105@mb-m18.aol.com>
Source record: 13607

> Not having much info either, I suspect it was a daughter board that plugs between the cpu and main board. But, can you have both hard drive and Copower board in at the same time I wonder. <

Yes, both can co-exist, an in fact the co-power board/MS-Dos can use the HD, according to the docs.

If anyone wants a photo, send me an email for an attached reply.

I may put one of these up on eBay...

Larry

4201. ...so it will never become obsolete

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 01:12:57 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <90321$41c626ee$50ab0125$28306@news1.surfino.com>
Source record: 13608

No, it won't! (-;

Cheers from Germany,

Frank

4202. The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 01:20:42 UTC
From: zendo_joystick_ankh_hero@yahoo.com.br
Message-ID: <9f63c9ae.0412191720.19af6c90@posting.google.com>
Source record: 13609
Cross-posted to: comp.sys.atari.8bit,scot.tld

Nobody bought this rubbish and it can only be used as a paperweight,
because it's so huge CRAP !!!!

4203. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 02:54:41 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.20.02.54.20.519182@darkforce.ky.org>
Source record: 13610

On Sun, 19 Dec 2004 17:20:42 -0800, Bruno Beam wrote:

> Nobody bought this rubbish and it can only be used as a paperweight,
> because it's so huge CRAP !!!!

A awful lot of people bought that "paperweight"... :-)

4204. Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 09:07:17 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0412200406360.15806@shell1>
Source record: 13611

I'm forwarding this article in its entirety so that you don't have to
sign up at the website to view it.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

---------- Forwarded message ----------
Date: Mon, 20 Dec 2004 02:27:50 -0500
From: news@computercollector.com
Subject: Computer Collector Newsletter

>> WELCOME TO THE COMPUTER COLLECTOR E-MAIL NEWSLETTER

>> W: http://news.computercollector.com E: news@computercollector.com

>> Vol. 3, Issue 46: Dec. 20, 2004: News/opinion, tidbits, classifieds

****
NEWS & OPINION

Product review: Atari Flashback versus Commodore 64 30-in-1

The popularity of "TV games" -- the usually battery-powered class of
devices with a fixed number of built-in videogames that plug directly
into the inputs of a television set -- has exploded over the past
couple of years. TV games have a simple plug-and-play appeal and an
impulse-purchase pricing point. The obvious mass appeal of these
devices has manufacturers looking for ways to either out-do each other
in value or to appeal to niche audiences with nostalgia. Two of the
latest, the Atari Flashback and the Commodore 64 30-in-1, accomplish
each goal with varying degrees of success.

Atari overview

The Atari Flashback comes in a colorful, oversized box, but the system
itself and the two detachable controllers are surprisingly tiny. The
console is about the size of a modern phone answering machine and
features a nice selection of 15 Atari 2600 games plus and five Atari
7800 games. The 2600 games are Adventure, Air-Sea Battle, Battlezone,
Breakout, Canyon Bomber, Crystal Castles, Gravitar, Haunted House,
Millipede, Saboteur, Sky Diver, Solaris, Sprintmaster, Warlords, and
Yars' Revenge. The 7800 games are Asteroids, Centipede, Desert
Falcon, Charley Chuck's Food Fight (originally just called Food
Fight), and Planet Smashers.

All 20 games are Atari properties, so no other manufacturer is represented in this collection, and most are easy to find for their original consoles. The exceptions are Sprintmaster and Planet Smashers, which are both notable for being among the last games officially released for their platforms, and Saboteur, the technically unreleased game from E.T. and Yars' Revenge creator Howard Scott Warshaw (although copies were available at last spring's PhillyClassic 5 event). It's also notable that the Flashback was created with the help of Curt Vendel, the well-known Atari historian (visit his site at http://www.atariage.com).

It is important to note that while the original Atari 7800 had superior visuals compared to the Atari 2600, they both shared the same sound chip. In fact, the Atari 7800 was almost completely backwards compatible with the Atari 2600, hence the logic behind modeling the system design on the 2600's lesser-known sibling and including games for both.

In a rare move for a TV game design, the Flashback does not have the ability to run on batteries, only with the included AC adapter, limiting its portability. After plugging in the AC adapter, the composite video and mono audio cables, and one or two of the joysticks, the unit is ready to be powered on. After a short introduction screen, the game selection menu is displayed. Any of the alphabetically listed 20 games is selectable, as is a brief Atari history. The included instruction manual does a nice job of explaining the operation of the unit and how to play each game.

Holding the diminutive joystick in your hand, against all logic, the first thing you'll notice is how well it seems to fit. Unlike the Atari 7800's somewhat bulky controller, the Flashback's feels just right. Also, unlike the 7800 controller's awkward stick and stiff fire buttons, the Flashback's is highly responsive, which is practically a revolution in the world of TV games, where overall controller quality is often overlooked. Even games that originally required Atari's paddle controllers, like Breakout, Canyon Bomber and Warlords, work as well with the included controllers as could be reasonably expected with a joystick, except for the paddle's unique ability to accelerate quickly. (Despite the joystick connections externally looking the same as the original systems, the internal wiring is different, so the included controllers are the only option.)

One upside to the proprietary nature of the controllers is the fact that the pause select buttons are now on the front of the joysticks rather than the console itself. The rest button makes you reach for the main console, but at least that way you can't cancel your high-scoring game by accident while playing! Finally, unlike the standard single-player nature of other TV games, the Flashback's allow authentic multiplayer gaming for every game that supports it, except for Warlords'' unique ability to originally support four simultaneous players with two sets of paddles.

Where the Flashback fails is also where other TV games fail -- the quality of the emulation of the original system's abilities. Whether it was the rumored short development cycle, insufficient processing power, or some other reason, these games are markedly different than their original 7800 and 2600 counterparts. The Flashback version of Asteroids, for example, has washed-out colors, elongated (almost oblong) asteroid graphics, and poor sound. Add to this the fact that the player's ship moves too fast and the asteroids move too slow, and you have a recipe for disappointment whether you're aware of the original version or not. The Atari 2600 games on the Flashback seem to fare a little better, but overall the presentation of all the games leaves something to be desired.

Commodore overview

The Commodore 64 30-in-1 Classic Plug & Play Video Game (or simply Commodore 64 30-in-1) comes in a pyramidal plastic housing for packaging. The instruction manual isn't as detailed and glossy as Atari's version, but then again, Atari is a bigger company and has more resources for such things. Nevertheless the C64 manual describes the system and games in sufficient detail, albeit in very tiny print.

The 30-in-1 runs exclusively on four AA batteries which makes it more portable than the Flashback but requires the use of a screwdriver to access the battery compartment. That's not a bid deal though. (As with the Atari's reset button location, you could even argue that the screwed-on cover vs. a standard slide-off cover is actually a good thing, since a player can't accidentally slip off the cover during intense game play.) After placing the batteries and connecting the included composite video and mono audio cables, the unit is ready for action.

[Continues below...]

****
ADVERTISEMENTS

>>>> Now available! "Computer Collector Newsletter's Guide to U.S. Computer Museums, 2005 Edition". The booklet includes the backgrounds, agendas, and even GPS coordinates for 21 museums around the country. The price is $6, or $10 for two (give one as a gift to a fellow traveling nerd). Mailing costs an extra $1 for every two copies you order. Currently we can only accept PayPal payments to news@computercollector.com (make sure to include your mailing address). Please allow a couple of weeks for delivery.

>>>> Buy your copy of the book "Collectible Microcomputers" direct from author Michael Nadeau: www.classictechpub.com/. This amazing book includes more than 700 computers with details and pricing. It's a must-have.

>> Special thanks to EvenLink LLC for sponsoring our domain name and e-mail hosting. They also host an extensive link library at www.computercollector.com/cgi-bin/exec/compcol/sdisp.cgi.

****
[...Continued]

When the 30-in-1 starts, after a few credit screens, the Commodore 64's familiar blue basic prompt screen appears and the classic Load"*", "8,1', and 'Run' commands are automatically typed and executed. This is where you have the epiphany: it's not emulation inside; there actually is a real Commodore 64 coded inside! (The possibilities for hackers are endless and there is a whole web site devoted to this subject at http://www.dtvhacking.info - there are details of how to add keyboards, drives, and other joysticks, and how to find Easter Eggs, etc.) However, as cool as having the "real" C64 inside is, after a while it does get annoying to have to wait for the screen just to change the game selection.

The game choices are Bull Riding, Championship Wrestling, Cyberdyne Warrior, Cybernoid, Cybernoid II, Eliminator, Exolon, Firelord, Flying Disk, Gateway to Apshai, Impossible Mission, Impossible Mission 2, Jumpman Junior, Paradroid, Pitstop, Pitstop 2, Ranarama, Silicon Warrior, Speedball, Summer Games, Super Cycle, Sumo, Surfing, Sword of Fargoal, Tower Toppler, Uridium, Winter Games, World Karate Championship (versions A and B), and Zynaps.

Technically there are 30 games, but some unusual decisions were made to reach that total. Bull Riding and Sumo are events from within World Games, and Flying Disk and Surfing are events from California Games. Neither World Games nor California Games are included in their entirety, but Summer Games and Winter Games are. There are multiple versions of other games. Regardless, it's an impressive number of games for a device of this type.

The controller itself is self-contained with all functions on the same device. There are two large main action buttons (C-64 joysticks only always had one), a smaller reset button, and four auxiliary buttons, labeled A-D, in order to replace the C-64's keyboard functions for certain games.

When the game selection menu appears - in what is surely another nod to original C-64 fans - the list of games appears on a moving star field with energetic background music and scrolling credits at the bottom, bringing to mind the demo screens pirates and hackers of the day would develop to try and outdo one another in demonstrating their mastery of the hardware.

If you're familiar with the original games, you may be surprised at what appears. For instance, with Impossible Mission, after the title screen, the famous elevator sequence displays with your nemesis Elvin's voice saying, "Another visitor. Stay a while, stay forever!" What's surprising is that everything looks and sounds almost exactly like the original, certainly better than any other TV game to date. A sure a lot of this has to do with Jeri Ellsworth's (creator of the CommodoreOne Reconfigurable Computer at http://c64upgra.de) intimate involvement in the project, since it was one of her goals to

accurately recreate the C-64 on modern hardware. Based on the accuracy of the emulation in this low cost consumer product, that's a realistic goal.

With a large and diverse selection of accurately presented games, what's not to like? Unfortunately, a classic TV game Achilles' heel has found its way into the 30-in-1. The control stick, the heart of the unit, has too much "throw" (the distance the stick has to travel to interpret a direction) and does not accurately register directions. For example, in Sword of Fargoal, moving diagonally, left or right, up or down, was often an exercise in frustration as the character would be moved left into a wall rather than up as intended. This movement inaccuracy is present in every game, though some games are slightly more forgiving of this flaw due to their basic design, such as the racing game Pitstop. In light of all the good things about this unit, including the action buttons, this is a serious let down.

The results

The Commodore 64 30-in-1 is available exclusively from QVC (http://tinyurl.com/3nond) and is priced at $30.00 for one unit or $52.00 for two. See here (http://www.mammothtoys.com/products.htm) and here (copy and past the link so it doesn't break -- http://www.commodoreworld.com/Site/DesktopDefault.aspx?tabindex=5&tabid=45&itemid=2&sitemid=9&prod=17&cat=1). Meanwhile, the Atari Flashback is available at many major retailers (ours came from Game Stop) and priced as low as $39.99. See the details at Atari's site here (again, we suggest copying and pasting the link -- http://corporate.infogrames.com/corp_pressreleases.php?op=story&sid=548).

Price: The 30-in-1 is at least $10 less, but also lacks direct support for two simultaneous players that the Flashback has. Winner: Draw

Number of Games: The 30-in-1 has more games, even though it's debatable if there are really 30. Winner: Commodore 64 30-in-1 (We didn't judge the actual game selection, because that is highly subjective, considering the huge amount of games ever made for the original systems.)

Features: The Flashback features detachable controllers, AC power, and two player simultaneous support. The 30-in-1 features an all-in-one unit, battery power, hidden content, and the ability to hack the unit for expanded functionality. Winner: Commodore 64 30-in-1

Playability: The Flashback features a simple and quick-to-access menu system and excellent control. The 30-in-1 has a slow-to-start menu and poor directional control. Winner: Atari Flashback

Hardware Construction: The Flashback, despite its small size, feels solid and works well. The 30-in-1 feels solid but the control stick lacks precision. Winner: Atari Flashback

Graphics and Sound: The 30-in-1 emulates the original games almost perfectly. The Atari Flashback fails to properly recreate the graphics, sound, and speed of the original hardware. Winner: Commodore 64 30-in-1

Overall: The 30-in-1 contains almost 30 full games whose depth benefits from originally being on a game-centric computer. The Flashback contains 20 full games that err on the simple pick-up-and-play side as befits their console origins. The Flashback supports two players at once on certain games, while the 30-in-1 does not. The 30-in-1 will be of particular interest to those who wish to hack the unit. The major downside to the 30-in-1 is the control stick, while the major downside to the Flashback is the emulation.

Final Verdict: While the Flashback controls better, the actual games are so poorly implemented that much of the fun is diminished. However some customers may find the Flashback's games more familiar. Alternately, the 30-in-1 controls poorly, but the games are presented basically as they were meant to be. With more games that are rarely available elsewhere and a price point that's at least $10 less, the Commodore 64 30-in-1 wins this review over the Flashback.

(Please see our web site, http://news.computercollector.com, for pictures of both systems.)

-- by Evan Koblentz and Bill Loguidice

[Editor's note: Bill Loguidice is editor of Armchair Arcade, on the web at http://www.armchairarcade.com. A version of the review will appear in the next issue of that publication as well.]

****
TIDBITS

If you haven't visited our web site lately, now is a good time: we recently updated the holiday buyer's guide page. Check it out at http://news.computercollector.com.

****
CLASSIFIEDS

This week's classifieds are sponsored by the Vintage Computer Forum at www.vintage-computer.com/vcforum.

For sale:
1. TEXAS INSTRUMENTS TI-99/4A:
http://marketplace.vintage.org/view.cfm?ad=1349
2. Heath Company (Heathkit) ET 3400 Microprocessor trainer:
http://marketplace.vintage.org/view.cfm?ad=1332
3. Hewlett-Packard HP-9815A:
http://marketplace.vintage.org/view.cfm?ad=1265

****
SPONSORED LINKS:

>> VintageTech provides services such as patent litigation support,
prior art research, vintage computer consulting, movie and photography
props, media and data conversion, appraisals, and sales brokering.
Visit us: http://www.vintagetech.com.

****
HAPPY VINTAGE COMPUTING!

4205. Eastern Front Atari 800 emulator problem

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 12:39:51 UTC
From: heraclius@aol.com
Message-ID: <f10086a3.0412200439.12346aea@posting.google.com>
Source record: 13612

Help from anyone who has run this great game

I've loaded an Atari emulator on my PC - all OK - but when I try the game -

- I have difficulty controlling the cursor - it jumps all over the place

- to get any sort of control - I have to select a joystick as the mouse input device (despite using only a mouse) then the cursor moves very slowly - but I am unable to issue orders to any units

any ideas anyone !

4206. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 16:06:59 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <kJCxd.1031$SI3.16137@news4.e.nsc.no>
Source record: 13613

> > Nobody bought this rubbish and it can only be used as a paperweight,
> > because it's so huge CRAP !!!!
>
> A awful lot of people bought that "paperweight"... :-)

And I for one, loves my "paperweight", more than I ever loved a thing before
(not sexually, though the cartridge port looked inviting :-/)

4207. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 17:08:30 UTC
From: Starcube <starcube@gmail.com>
Message-ID: <20041220120830485 17%starcube@gmailcom>
Source record: 13614

On 2004-12-03 20:37:00 -0500, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> said:

> FamilyNet Newsgate

How do you go about getting a username/password to log onto this BBS?

4208. Re: Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 17:54:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95C583485F943emuslor@130.133.1.4>
Source record: 13615

Despite all prevention efforts, aravan@fuse.net wrote in
news:1103564198.296088.101120@f14g2000cwb.googlegroups.com:

> I know this question has been asked, but all the threads I have found
> are a couple of years old. Anyhoots, I have been using the Atari800win
> emulator to play around with the old Atari. I found the awesome Atari
> Archives site, and have been doing some reading on assembly. I have
> found the MAC65 assembler out on the net, but it does not have BUG65
> with it and I can't seem to find it. Also, I found a version of
> Assembler Editor, but it does not seem to be the original, as it has
> some disclaimers at the beginning as well as does not match up with the
> book at all. I guess what I am asking, is there anyone out there that
> has these program(s) that work with Atari800win???
>
> Thanks for the time.
>
>

I'll send you cart images that match the MAC/65 and Assembler Editor that I
use. The MAC/65 cart includes DDT (Dunion's Debugging Tool).

--
Slor

4209. Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 18:11:52 UTC
From: aravan72@yahoo.com
Message-ID: <1103566312.067036.162070@z14g2000cwz.googlegroups.com>
Source record: 13616

I know this question has been asked, but all the threads I have found are a couple of years old. Anyhoots, I have been using the Atari800win emulator to play around with the old Atari. I found the awesome Atari Archives site, and have been doing some reading on assembly. I have found the MAC65 assembler out on the net, but it does not have BUG65 with it and I can't seem to find it. Also, I found a version of Assembler Editor, but it does not seem to be the original, as it has some disclaimers at the beginning as well as does not match up with the book at all. I guess what I am asking, is there anyone out there that has these program(s) that work with Atari800win???

Thanks for the time.

4210. Re: Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 18:22:15 UTC
From: aravan72@yahoo.com
Message-ID: <1103566935.592796.283320@f14g2000cwb.googlegroups.com>
Source record: 13617

Cool, is there anything else I need to do?

4211. Re: Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 19:06:02 UTC
From: aravan72@yahoo.com
Message-ID: <1103566799.564464.196300@z14g2000cwz.googlegroups.com>
Source record: 13618

That would be cool!! Is there anything else I need to do?

4212. Action! for Atari800win - how?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 19:17:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103570223.033786.107160@z14g2000cwz.googlegroups.com>
Source record: 13619

I own an OSS Action! cartridge (ver 3.6) but my Atari 800 is on it's last legs. How can I dump the cartridge to a ROM file, a binary file, or produce an ATR image that I can then use in Atari800win (4.0 beta)?

Alternatively, where can I download such a file? I repeat, I own an Action! cartridge (which I purchased some 20 years ago).

Steve Sheppard

4213. Re: Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 19:26:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95C592F2920CEemuslor@130.133.1.4>
Source record: 13620

Despite all prevention efforts, aravan72@yahoo.com wrote in
news:1103566799.564464.196300@z14g2000cwz.googlegroups.com:

> That would be cool!! Is there anything else I need to do?
>

Not that I'm aware of, besides reading documentation for them. Either
should run fine for you in the emulator.

--
Slor

4214. Re: Action! for Atari800win - how?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 19:31:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95C593BCC5246emuslor@130.133.1.4>
Source record: 13621

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1103570223.033786.107160@z14g2000cwz.googlegroups.com:

> I own an OSS Action! cartridge (ver 3.6) but my Atari 800 is on it's
> last legs. How can I dump the cartridge to a ROM file, a binary file,
> or produce an ATR image that I can then use in Atari800win (4.0 beta)?
>
> Alternatively, where can I download such a file? I repeat, I own an
> Action! cartridge (which I purchased some 20 years ago).
>
> Steve Sheppard
>
>

Dunno what version, but I have an image I'll send you.

--
Slor

4215. Re: Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 19:46:12 UTC
From: aravan72@yahoo.com
Message-ID: <1103571972.899080.296500@f14g2000cwb.googlegroups.com>
Source record: 13622

Great, you can send them to aravan72@yahoo.com. Thanks alot!!

4216. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 20:33:45 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.20.20.30.38.834170@darkforce.ky.org>
Source record: 13623

On Mon, 20 Dec 2004 17:06:59 +0100, Vidar Olavesen wrote:

>> > Nobody bought this rubbish and it can only be used as a paperweight,
>> > because it's so huge CRAP !!!!
>>
>> A awful lot of people bought that "paperweight"... :-)
>
> And I for one, loves my "paperweight", more than I ever loved a thing before
> (not sexually, though the cartridge port looked inviting :-/)

Ah...interfacing... :-)

4217. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 21:18:58 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10segdsd2omcmca@news.supernews.com>
Source record: 13624

On Sun, 19 Dec 2004 19:20:42 -0600, Bruno Beam wrote:

> Nobody bought this rubbish and it can only be used as a paperweight,
> because it's so huge CRAP !!!!

As opposed to say, The Timex/Sinclair .... which made a horrible
paperweight -- though, to give credit where it was due, it made a
wonderful door stopper.

/me stops feeding the troll

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

4218. Re: Action! for Atari800win - how?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 21:28:39 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103578119.663529.239140@c13g2000cwb.googlegroups.com>
Source record: 13625

Slor,

Thanks. I got it.

I can't tell which version this is. Displaying $B000 from the the
Action monitor yields $0102 which doesn't seem to be valid. Could be a
function of being a bin file vs a real cartridge.

Steve Sheppard.

4219. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-20 22:30:57 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95C5B22E73EF8emuslor@130.133.1.4>
Source record: 13626

Despite all prevention efforts, gfa <lp@mint.org> wrote in
news:BDEC1C85.B2F6%lp@mint.org:

> I collector paper weights and they had this extra cool feature over
> normal paper weights. You could power them up and do stuff. Pure
> genius!
>

Brilliant!

Hopefully, enough American Guinness commercial watchers will read that with
the correct inflections...

--
Slor

4220. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 01:18:50 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <41c779d9$0$17969$ba620dc5@nova.planet.nl>
Source record: 13627

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
news:20041219183232.06264.00002103@mb-m18.aol.com...

> It is interesting, though -- I have an older laptop, a P3-650 MHz running
> W98
> SE. I can actually hear from the SIO sound how APE runs more smoothly on
> it
> versus my Win XP desktop running an AMD 3000+.
>
> Larry

APE and windows XP is a very bad combination. I have had all problems (you know).

Ape won't work on 2 times sio speed at all, and has many troubles with the sio-sync. Unfortunately Steven Tucker doesn't has the problems on his XP system. I think it is strange.

Even stranger: when I run an Win98 emulator on Windows XP ape is working better. But my pc is too slow to run that emulator good enough (VMWARE) so that isn't a solution.

I really hope it will be fixed in the future.
Marius

4221. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 02:08:10 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <eALxd.615$206.388@newsfe5-gui.ntli.net>
Source record: 13628

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:41c779d9$0$17969$ba620dc5@nova.planet.nl...

> APE and windows XP is a very bad combination. I have had all problems (you
> know).

PCs have become more and more unsuitable for jobs that require bit-bashing
on LPT/COM ports.

They have too much to do, so more likely to miss things happening.

It really needs re-working to have a small micro to do the critical
bit-bashing, and communicate with the PC at a less critical pace.

I took this approach to listen to RDS data. A small Atmel AVR listened to
the clocked bit stream and packed it into bytes to an RS232 stream. Worked
perfectly.

Since RS232/LPT ports are being replaced by USB, I suggest APE upgrades to
use USB.

FTDI make chips that make USB interfacing easier than a UART/MAX232 chip.

I recently added a USB slave port to my own 6502 project, and I can now talk
to it through a virtual COM port as easily as if it were a real COM port.
Easier in fact, because I don't have to mess around with baud rates or RS232
level shifting.

I'm willing to chat with the author of APE, if he is interested.

4222. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 18:20:17 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10sgqb1pfqcdk04@corp.supernews.com>
Source record: 13629

I thought of this as well, but user input IS required with these programs.
You have to push Option to reboot without BASIC or Select to reboot with
BASIC. Dang!

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:3Jmwd.12551$_3.138075@typhoon.sonic.net...
> Gork <nokraygienspam@hotmail.com> wrote:
>> That's the exciting part of my post, the rest is a question. :) Does
>> anyone
>> know of a translator which works "in the background?" I have a program
>> file
>> I want to put on a disk which requires Translator A to run. I want
>> something that will allow me to boot the disk to the Translator then pass
>> control to the COM program without having to press OPTION or SELECT or
>> whatever. Make sense?
>
> I'm not familiar with the XE Translator disk you mentioned, but I'll
> stab in the dark and suggest seeing if MyDOS could help.
>
> Instead of using "AUTORUN.SYS" for the file to get executed at boot,
> you use "whatever.AR0" through "whatever.AR9", so you could set up a disk
> with:
>
> TRANSLTR.AR0
> SOMEGAME.AR1
>
> and it would run translator, and then 'some game', in that order.
>
> Of course, if the translator you have REQUIRES some kind of user input,
> then this wouldn't help at all. (I'm not 100% sure whether you meant
> this by 'option or select' up above.)
>
>
> Gotta run. Good luck!
>
> -bill!
> bill@newbreedsoftware.com Have I been
> helpful?
> http://newbreedsoftware.com/
> http://svcs.affero.net/rm.php?r=billkendrick

4223. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 18:21:41 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10sgqdm6egkbb46@corp.supernews.com>
Source record: 13630

"Mark Keates" <atari@mkeates.force9.co.uk> wrote in message
news:41c2a161$0$52974$ed2619ec@ptn-nntp-reader03.plus.net...
> What titles do you want to play? There's been a

Match Racer is the one I'm trying to get running. I found two versions of this program - one works natively with the 800XL, but the music which plays when the program starts is messed up. I found a version that is completely intact, but it requires the Translator A disk.

4224. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 18:31:01 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10sgqv4o5bv7na6@corp.supernews.com>
Source record: 13631

Mind if I ask where you obtained this software? I hadn't heard of it before
but am very interested in obtaining it. I did a few Googles but couldn't
find where I might purchase or obtain the software.

<stephensheppard@hotmail.com> wrote in message
news:1102727581.961797.76310@c13g2000cwb.googlegroups.com...
>I have this disk. When I boot it with an Atari Basic cartridge
> installed in my 800 it displays the message "Extend Basic 1.0" then
> "Ready". I know that it is some kind of enhancement to the Basic
> editor environment. The only command that I can remember is "dir.",
> which displays the directory of the disk. The DOS command has been
> surpressed. I vaguely remember that with this utility most of the DOS
> functionality is available from the Atari editor window. I just can't
> remember the commands or any other commands.
>
> Does anyone know the origin of Extended Basic for the Atari 800 or have
> any documentation of the remaining commands?
>
> I want to say that this was a utility from a magazine but I'm just not
> sure. I haven't looked at for 20 years. I only have the one working
> disk, no original, no manual
>
> All the searches that I have done have yielded irrelevent hits.
> Stephen Sheppard
>

4225. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 19:16:14 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <fqWdnd02pq6s6lXcRVn-1Q@adelphia.com>
Source record: 13632

Have you by chance tried using Windows Task Manager to boost the task
priority of the APE process to "Realtime"? Just a guess based on what you
are describing.

-Jason Harmon

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:41c779d9$0$17969$ba620dc5@nova.planet.nl...
>
> "LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
> news:20041219183232.06264.00002103@mb-m18.aol.com...
>
> > It is interesting, though -- I have an older laptop, a P3-650 MHz
running
> > W98
> > SE. I can actually hear from the SIO sound how APE runs more smoothly
on
> > it
> > versus my Win XP desktop running an AMD 3000+.
> >
> > Larry
>
> APE and windows XP is a very bad combination. I have had all problems (you
> know).
>
> Ape won't work on 2 times sio speed at all, and has many troubles with the
> sio-sync. Unfortunately Steven Tucker doesn't has the problems on his XP
> system. I think it is strange.
>
> Even stranger: when I run an Win98 emulator on Windows XP ape is working
> better. But my pc is too slow to run that emulator good enough (VMWARE) so
> that isn't a solution.
>
> I really hope it will be fixed in the future.
> Marius
>
>

4226. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 19:48:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1103658504.435315.257290@f14g2000cwb.googlegroups.com>
Source record: 13633

Gork wrote:
> Mind if I ask where you obtained this software? I hadn't heard of it
before
> but am very interested in obtaining it. I did a few Googles but
couldn't
> find where I might purchase or obtain the software.
>
> <stephensheppard@hotmail.com> wrote in message
> news:1102727581.961797.76310@c13g2000cwb.googlegroups.com...
> >I have this disk. When I boot it with an Atari Basic cartridge
> > installed in my 800 it displays the message "Extend Basic 1.0" then
> > "Ready". I know that it is some kind of enhancement to the Basic
> > editor environment. The only command that I can remember is
"dir.",
> > which displays the directory of the disk. The DOS command has been
> > surpressed. I vaguely remember that with this utility most of the
DOS
> > functionality is available from the Atari editor window. I just
can't
> > remember the commands or any other commands.
> >
> > Does anyone know the origin of Extended Basic for the Atari 800 or
have
> > any documentation of the remaining commands?
> >
> > I want to say that this was a utility from a magazine but I'm just
not
> > sure. I haven't looked at for 20 years. I only have the one working
> > disk, no original, no manual
> >
> > All the searches that I have done have yielded irrelevent hits.
> > Stephen Sheppard
> >

As I stated I'm not sure of the origin of Extended Basic 1.0. To the
best of my knowledge it was something I typed in from an article I read
20 years ago. If true the source likely would have been either
"Antic", "Analog", or "Compute!" magazine.

All I have is a binary file and a documentation file neither of which
gives any clue to the source/author. All I can tell you about Extended
Basic is it loads as an Autorun.sys file from a DOS disk. There is
also a duplicate file named EBASIC2. If I copy either file to a single
density DOS disk and name the file Autorun.sys then Extended Basic will
boot, ahead of Atari BASIC's "Ready" prompt. If I try to put the same

file onto a double density disk it will not work. If I copy the file from SD to DD and back to SD, well that doesn't work either. Something in the copy process is altering the file.

I suspect this is also why I can't make Extended Basic work in Atari800Win Plus.

Not having an APE/SIO2PC type interface I can only copy the file to the PC via a double density disk. I must use double density disks because PC floppy drives (5-1/4" of course) can't read single density Atari floppies, only double density.

Steve Sheppard

4227. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 20:13:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041221151322.21770.00002224@mb-m14.aol.com>
Source record: 13634

> Have you by chance tried using Windows Task Manager to boost the task priority of the APE process to "Realtime"? Just a guess based on what you are describing. <

Hmm... I'm not familiar with that. I know about the "Update Speed" selector, and I (sort of) remember assigning a task priority in Win 98 SE, but not specifically what you are referring to. Can you expand that a little. Or maybe this is something from XP Pro? (I have "Home Edition.")
Thanks,
Larry

4228. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 22:38:41 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cqa960$8p9$1@reader11.wxs.nl>
Source record: 13635

"Kryten" <kryten_droid_obfusticator@ntlworld.com> schreef in bericht
news:eALxd.615$206.388@newsfe5-gui.ntli.net...
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:41c779d9$0$17969$ba620dc5@nova.planet.nl...
>
>> APE and windows XP is a very bad combination. I have had all problems
>> (you know).
>
> PCs have become more and more unsuitable for jobs that require bit-bashing
> on LPT/COM ports.

True.

>
> They have too much to do, so more likely to miss things happening.

True.

> It really needs re-working to have a small micro to do the critical
> bit-bashing, and communicate with the PC at a less critical pace.

> I took this approach to listen to RDS data. A small Atmel AVR listened to
> the clocked bit stream and packed it into bytes to an RS232 stream. Worked
> perfectly.
>
>
> Since RS232/LPT ports are being replaced by USB, I suggest APE upgrades to
> use USB.

<etc.>

Ofcourse it is interesting what you are writing. But explain me: why is it
working when I EMULATE windows 98 on windows XP! I'd say if your theory is
right, it wouldn't work at all when I emulate windows 98 on an XP machine
(because in that case there are even MORE things to do)

The problem is the Interrupt Sharing in XP. Due to this NON-REALTIME
connection to the Com port, many problems occur. When that internat sharing
could be disabled and a realtime connection could be forced, everything will
work fine.

There are other programs (like atari810 emulator) that work fine. Even with
1x, 2x and 3x speed.

I hope Steven can get the problems fixed.

Thanks,
Marius

4229. Re: APE/Prosystem on XP with SP2

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 22:42:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cqa9et$8s3$1@reader11.wxs.nl>
Source record: 13636

"Jason Harmon" <jharmon@us.net> schreef in bericht
news:fqWdnd02pq6s6lXcRVn-1Q@adelphia.com...
> Have you by chance tried using Windows Task Manager to boost the task
> priority of the APE process to "Realtime"? Just a guess based on what you
> are describing.
>
> -Jason Harmon

Yes i did, but that won't work. I think the APE program is already doing
that by itself.

But that thought had crossed my mind too.

Marius

4230. Re: Atari 400/800 Early Ads Gallery

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 22:43:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cqa9eu$8sa$1@reader11.wxs.nl>
Source record: 13637

FANTASTIC!

Marius

4231. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-21 23:30:04 UTC
From: Ued <unter@der.tablen>
Message-ID: <MPG.1c327c081c1539e89896d8@news.alt.net>
Source record: 13638
Cross-posted to: alt.usenet.kooks,comp.sys.atari.8bit

In article <kJCxd.1031$Sl3.16137@news4.e.nsc.no>, olavese@online.no
says...
> > > Nobody bought this rubbish and it can only be used as a paperweight,
> > > because it's so huge CRAP !!!!
> >
> > A awful lot of people bought that "paperweight"... :-)
>
> And I for one, loves my "paperweight", more than I ever loved a thing before
> (not sexually, though the cartridge port looked inviting :-/)

Now, that was just plain wrong.

4232. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 12:33:12 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10siqc6nk9i7vde@corp.supernews.com>
Source record: 13639

The extra information you provided me helped me to find what I was looking
for. Thanks!

<stephensheppard@hotmail.com> wrote in message
news:1103658504.435315.257290@f14g2000cwb.googlegroups.com...
> Gork wrote:
>> Mind if I ask where you obtained this software? I hadn't heard of it
> before
>> but am very interested in obtaining it. I did a few Googles but
> couldn't
>> find where I might purchase or obtain the software.
>>
>> <stephensheppard@hotmail.com> wrote in message
>> news:1102727581.961797.76310@c13g2000cwb.googlegroups.com...
>> >I have this disk. When I boot it with an Atari Basic cartridge
>> > installed in my 800 it displays the message "Extend Basic 1.0" then
>> > "Ready". I know that it is some kind of enhancement to the Basic
>> > editor environment. The only command that I can remember is
> "dir.",
>> > which displays the directory of the disk. The DOS command has been
>> > surpressed. I vaguely remember that with this utility most of the
> DOS
>> > functionality is available from the Atari editor window. I just
> can't
>> > remember the commands or any other commands.
>> >
>> > Does anyone know the origin of Extended Basic for the Atari 800 or
> have
>> > any documentation of the remaining commands?
>> >
>> > I want to say that this was a utility from a magazine but I'm just
> not
>> > sure. I haven't looked at for 20 years. I only have the one working
>> > disk, no original, no manual
>> >
>> > All the searches that I have done have yielded irrelevent hits.
>> > Stephen Sheppard
>> >
>
> As I stated I'm not sure of the origin of Extended Basic 1.0. To the
> best of my knowledge it was something I typed in from an article I read
> 20 years ago. If true the source likely would have been either
> "Antic", "Analog", or "Compute!" magazine.
>

> All I have is a binary file and a documentation file neither of which
> gives any clue to the source/author. All I can tell you about Extended
> Basic is it loads as an Autorun.sys file from a DOS disk. There is
> also a duplicate file named EBASIC2. If I copy either file to a single
> density DOS disk and name the file Autorun.sys then Extended Basic will
> boot, ahead of Atari BASIC's "Ready" prompt. If I try to put the same
> file onto a double density disk it will not work. If I copy the file
> from SD to DD and back to SD, well that doesn't work either. Something
> in the copy process is altering the file.
>
> I suspect this is also why I can't make Extended Basic work in
> Atari800Win Plus.
>
> Not having an APE/SIO2PC type interface I can only copy the file to the
> PC via a double density disk. I must use double density disks because
> PC floppy drives (5-1/4" of course) can't read single density Atari
> floppies, only double density.
>
> Steve Sheppard
>

4233. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 14:54:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C98A92.780F3EF2@students.uni-mainz.de>
Source record: 13640

Well,
of course I knew it was for the A8. I have approx. 10-12 (or more)
programs that extend Atari Basic in some way or another. Many of these
are just short utilities, that have some kind of built-in help guide
(one has to press the HELP key on XL/XE computers or such). Next, most
of these utilities include the extra commands in the program itself as
plain text, so one can easily use a mentioned disk/sector editor to see
these commands (it is the same with Turbo Basic XL, one can see the
available commands at the end of the program file)... -Andreas.

P.S.: You never used a disk/sector editor to look into a text/gr.
adventure ?!? This is an easy way to find out all available commands
(and sometimes even the solution) and it works with DOS, DUP, Basic,
etc. also...

4234. Re: XL/XE Autorun Translator

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 14:57:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C98B44.D7F964E0@students.uni-mainz.de>
Source record: 13641

Well,
this does not include "Bandits" or "The Tale of Beta Lyrae" where one
still has to use the translator disk. Afaik, most if not all translators
are created in such a way, that one has to press a key (Start, Select or
Option) before booting a new program with it... so *.Ar0, *.Ar1 under
MyDOS does not work... -Andreas.

4235. Re: Extend Basic 1.0 - information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 14:59:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C98BC3.9B0B7AF0@students.uni-mainz.de>
Source record: 13642

Well,
afaik some extended Basic utilities use the RAM under the OS, thus they
cannot work with the 800 OS ROM, they require an XL or XE OS ROM...
-Andreas.

4236. Re: 800xl basic rev. b questions, and more.

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 15:06:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41C98D85.B04BB295@students.uni-mainz.de>
Source record: 13643

Well,
afaik the most common bug in rev. B Basic, was that it added 16 Bytes (garbage) when saving any Basic program. When loading and then saving it again, another 16 bytes and so on. for a programmer who often saved his work this could be really annoying, since the program would sooner or later lock up. But, since I wasn`t a programmer and my first 800XL had rev. C, I never cared much about that bug.

Besides, in many magazines they had type-in listings to overcome this bug (RevBtoC.COM it was often named on diskettes). I don`t have the program in my collection (since I don`t need it), but I guess it can easily be found on the web (it is also somewhere on the Pooldisk Too)... -Andreas.

4237. Re: 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-22 17:30:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cqcav8$ng5$2@titan.btinternet.com>
Source record: 13644
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its

"B. S. Computers" atari@araseholenet.com

> I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25%

To save you spamming again in the new year should we just assume youre going
to have a 25% off sale, its my birthday in March, 50% would be nice.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

4238. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 05:42:58 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1103780578.840492.81720@z14g2000cwz.googlegroups.com>
Source record: 13645

In Maryland, we have through the Baltimore County
Library,the Sailor Program.
You can log on (410.494.1199) with any termimal
program,at 300bps(or higher!).It will connect.
The screen will look strange,as it expects 80 col.
and VT100 emulation.
But this will do to test your modem,to make sure it will
connect.

NOW,for the good part:

If you use an Atari 8bit with a term program that
supports 80 columns and VT-100 emulation,you
can connect to the internet,with your Atari,using
the Lynx browser (text only).If your term program
supports the Kermit protocol,you can upload and
download too.

I have done this for over six or seven years,using
the OmniComm term program.I can send and receive
E-mails and upload and download files and read the
web pages (in text only-no graphics).

Until Google changed the format of this web site,I
could read and post here with this setup.

ALAS! No more. This format uses frames,which
Lynx does not support.

I am going to try:

http://news-reader.org/comp.sys.atari.8bit/

and see if that will work with the Atari,as it does not use frames.
Season's Greetings to All!

4239. Google groups and the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 06:05:44 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412222205.26f8a24c@posting.google.com>
Source record: 13646

```
If you read my last post under 1030 Modem,
I just went to the ol' A8 and yes,I can
read the posts with it,but it will not let
me log in to post.This is being sent on a PC :( !
```

4240. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 12:14:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412230410400.25592-100000@onyx.spiritone.com>
Source record: 13547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4241. Extended: 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 12:20:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412230414410.25592-100000@onyx.spiritone.com>
Source record: 13548
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm extending the 25% off Holiday Discount til the end of December! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! Questions? Call 24Hrs (503)256-9974! E-Mail Atari@aracnet.com and/or Get Catalogs at http://BensCatalogs.Atari.org Get Catalogs while it Lasts!If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4242. Reading roms from a cart

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 13:29:48 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0412230529.1c7242@posting.google.com>
Source record: 13549

Hi

I have a Centipede cart with socketed ICs. The cart has 2 chips, 8K each. I want to read the contents of both chips with an EPROM burner. I setup the EPROM burner as if I were to read the contents of a 8K EPROM (27C64).

I'm clear about the Data and Address lines connections, but what about OE (Output Enable) and CE (Chip Enable)? Should I connect both lines to pin 20 (/S4, /S5) of the ROM in order to be able to read its contents?

Regards

PS: I read about 2600 carts using A12 as an Output Enable...

_____
Dr. von Byte

4243. DD 1050 for Atari800XL

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 13:56:16 UTC
From: "IvH." <ivh.bsd-unix@_hi.htnet.hr>
Message-ID: <jcjls0levl3pkpj5bdttfjem23qjngeuoo@4ax.com>
Source record: 13550

I am new user of Atari800XL and i want to know how I can load games in
computer with 1050 disk drive 5,25 and also BASIC programs on floppyes
??? Have sombody some UserManual in PDF or HTML doc for Atari800XL,
thnx very much and sorry on my EN ;) .....

4244. Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 15:24:18 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10slop6s264gcb5@corp.supernews.com>
Source record: 13551

I'm afraid this question is going to show just how "Atari slow" I really am, but here goes anyway...

Is there a utility I can use to create a binary file, loadable from DOS or one of the many menu driven autoboot menus available, from a ROM cartridge dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the ROM of a game I own, K-Razy Shootout. I can now use the ROM image in an emulator and it works perfectly. At this point I'm trying to somehow convert it to a file which can be placed in an ATR image (or on a floppy) so I can run it on my REAL 130XE.

I realize there are images available and I don't need to go through all this, but I WANT to... Call me weird... :)

4245. FS: Atari XE interface for HDD! Brand new!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 17:16:38 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cqeui9$18t$1@atlantis.news.tpi.pl>
Source record: 13552

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=1250&item=8156805377&rd=1&ssPageName=WD2V

4246. Modem connections > 2400bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-23 17:41:33 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412230941.54e83802@posting.google.com>
Source record: 13553

I have done a lot of modeming,with various combinations of
modems and terminal programs,and have never been able to
connect to any BBS above 2400bps.

I have been using an 850 for serial I/O.
I can null-modem between two computers at 9600 but not connect
to a BBS.
A while back I read an article in the OHAUG archive,
by Alan Sharkis (a real nice guy)that mentioned that one
of the RS-232 signals is missing on the 850 and,as a work-around,
you could modify the modem initiation string and it would connect.
Unfortunately,I can't find that article!
Does anyone have any ideas about this?
If you can connect to a BBS,with only Atari equipment,at 9600
please share your method with me.

Thanks

4247. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 00:05:47 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <v3Jyd.5297$by5.3938@newssvr19.news.prodigy.com>
Source record: 13554

"Gork" <nokraygienspam@hotmail.com> wrote in message news
> I'm afraid this question is going to show just how "Atari slow" I really
am,
> but here goes anyway...
>
> Is there a utility I can use to create a binary file, loadable from DOS or
> one of the many menu driven autoboot menus available, from a ROM cartridge
> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the ROM
of
> a game I own, K-Razy Shootout. I can now use the ROM image in an emulator
> and it works perfectly. At this point I'm trying to somehow convert it to
a
> file which can be placed in an ATR image (or on a floppy) so I can run it
on
> my REAL 130XE.
>
> I realize there are images available and I don't need to go through all
> this, but I WANT to... Call me weird... :)
Uhm...
Here goes...
There may be a utility that makes a binary load out of your ROM dump, I
dunno.
To hack it yourself. Uhm.
First make a binary load file that moves the display list down under A000.
You'd put a AO in RAMTOP (decimal 106, I think). Then set up a IOCB for
either E: or S: and CLOSE, OPEN, CLOSE it. That'd move the DL and screen
memory so you can load your ROM dump. Now, you gotta put a load address in
there, so the file would have a 00,AO,FF,BF and then your ROM dump. Then
you gotta look in BF?? (I forget) for the init and run addresses of the ROM,
and finally put the init (2E0, 2E1,HI,LO) and RUN (see your Mapping the
Atari, right next to or actually 2E0, 2E1.
Then you'd have to do some serious hacking and find the copy protection that
sees if an address from A000 to BFFF changes when a byte is stored there,
and maybe some other copy protection routines of commercial carts.
I used to use OMNIMON and dump A000 to BFFF, this is for non-bankswitching
carts, which your K-Razy shootout might be. But you already dumped it and
it works fine in emulator. Good Luck.
Russg

4248. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 00:15:19 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <rcJyd.5298$by5.3141@newssvr19.news.prodigy.com>
Source record: 13555

Oops I forgot, your load file needs a FF,FF at the beginning, before the load address of your DL moving routine. All binary load files have to have this FF,FF. Your file would have to load the DL mover, INIT, then load the dump. Maybe INIT again, and finally RUN at your RUN address you got from BF??. (Too lazy to look up the BF?? RUN address for carts.)
"Gork" <nokraygienspam@hotmail.com> wrote in message news:10slop6s264gcb5@corp.supernews.com...
> I'm afraid this question is going to show just how "Atari slow" I really am,
> but here goes anyway...
>
> Is there a utility I can use to create a binary file, loadable from DOS or
> one of the many menu driven autoboot menus available, from a ROM cartridge
> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the ROM of
> a game I own, K-Razy Shootout. I can now use the ROM image in an emulator
> and it works perfectly. At this point I'm trying to somehow convert it to a
> file which can be placed in an ATR image (or on a floppy) so I can run it on
> my REAL 130XE.
>
> I realize there are images available and I don't need to go through all
> this, but I WANT to... Call me weird... :)
>
>

4249. Br0derbund's A.E. on disk, will it run on the XL XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 02:28:02 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10smvlhj7n3sie6@corp.supernews.com>
Source record: 13556

I have a original disk of A.E. from Br0derbund, (c) 1982. Does this game only run on the Atari 400/800? I cannot get it to run on the 800XL or 130XE!

Tim

4250. Re: Br0derbund's A.E. on disk, will it run on the XL XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 03:01:59 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <HELyd.5317$by5.791@newssvr19.news.prodigy.com>
Source record: 13557

"Tim" <tjlazer@nospam.mail.com> wrote in message news:
> I have a original disk of A.E. from Br0derbund, (c) 1982. Does this game
> only run on the Atari 400/800? I cannot get it to run on the 800XL or
> 130XE!
>
> Tim
You could try a translator disk, you can download from ftp.spudster.org
It might be your disk drive, some drives just won't load some commercial
games. Or the disk just may be bad. You can probably find the game also at
the spudster site. With the translator and 800XL/130XE, you'd have to hold
OPTION. You are holding OPTION? That is if it isn't a BASIC program.

4251. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 05:23:45 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.24.05.23.45.55703@darkforce.ky.org>
Source record: 13558

On Thu, 23 Dec 2004 23:17:07 -0500, Me wrote:

> Why are you so persistant?

Thats just typical for an Atarian... :-)

> I have most every rom known to man. I have an emulator for each source to
> play them.

Good for you.

> I've got a 64 bit jaguar collecting dust with all the games... From myst,
> rayman,blue thunder,mortal combat,flip out etc... and the cd player...

Waste of a good machine. Ever consider selling it? Or donating it to a
family that will use/appreciate it?

> ATARI SUCKS! Why Pitch The Shit.... I don't want to relive my "8bit" youth...

Then why are you here, bothering us? :-)

4252. FS: Atari XE interface for HDD! Brand new

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 07:58:53 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412232358.4bc04c3b@posting.google.com>
Source record: 13559

This is the real deal!

A *very* professional made interface to connect a modern IDE
hard drive to the Atari 8bit.

Jerzy Dudek is pretty well known in the european Atari community
and is a good guy.I have corresponded with him quite a bit,and
he is friendly and answers his E-mails promptly.

Don't be worried about ordering from Poland,I had no trouble
receiving my shipment.

I ordered one from Jerzy and,allowing foe time for shipment from
Poland,received it pretty soon. It comes with a printed manual,
setup software on a floppy,and a CD of Atari programs,many from
Europe.I haven't had time to set it up yet,but I am very pleased
with what I have received.

When I get it up and running,I will post a review here.

Happy Holidays to all!

4253. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 14:09:47 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10so8pi546hc469@corp.supernews.com>
Source record: 13560

While I DO have OMNIMON, owning it and being able to use it are two different things. I spent a good chunk of time on it encompassing many hours yesterday in an attempt to do what you're describing but with no success. I've not worked with this type of stuff before and it is, frankly, way above my head. I printed up your messages, though, so that as I continue down this learning path I might be able to use it.

That said, I was mainly looking for a utility that would dump the cartridge to a binary file. Yes, I did use "Cartridge Dumper 2.0" to create a ROM image which works fine in the emulator when loaded as a cartridge. I also was finally able to get a binary image dumped using both "Cartrdige Copier" and the tool on Scanalyzer, but I had to downgrade to OS B to get it to work, for some reason. (Maybe just chance, I don't know.) The resulting binary file loads fine to the starting screen of the program, but when I hit START to begin a game the screen goes completely blank. Would this signify the copy protection techniques you were describing? If so, trying to do this is going to be an effort best tried further down the line... I need to start with smaller potatoes and work my way up! I'm only doing this as a learning experience, not because I need this game to work on the emulator or whatever...

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:rcJyd.5298$by5.3141@newssvr19.news.prodigy.com...
> Oops I forgot, your load file needs a FF,FF at the beginning, before the
> load address of your DL moving routine. All binary load files have to
> have
> this FF,FF. Your file would have to load the DL mover, INIT, then load
> the
> dump. Maybe INIT again, and finally RUN at your RUN address you got from
> BF??. (Too lazy to look up the BF?? RUN address for carts.)
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10slop6s264gcb5@corp.supernews.com...
>> I'm afraid this question is going to show just how "Atari slow" I really
> am,
>> but here goes anyway...
>>
>> Is there a utility I can use to create a binary file, loadable from DOS
>> or
>> one of the many menu driven autoboot menus available, from a ROM
>> cartridge
>> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the ROM
> of
>> a game I own, K-Razy Shootout. I can now use the ROM image in an
>> emulator
>> and it works perfectly. At this point I'm trying to somehow convert it

>> to
> a
>> file which can be placed in an ATR image (or on a floppy) so I can run it
> on
>> my REAL 130XE.
>>
>> I realize there are images available and I don't need to go through all
>> this, but I WANT to... Call me weird... :)
>>
>>
>
>

4254. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 16:12:31 UTC
From: big_d_316@yahoo.com
Message-ID: <1103904751.914888.237080@c13g2000cwb.googlegroups.com>
Source record: 13561

Well, I do know that shootout does run from a binary image on the
Atari. I know this becuase long time ago I dumped it onto a cassette
tape and managed to boot it from tape. I can't remember how I did it,
but it worked. Another thing that can be done is to split track Star
Raiders, and have the Star Wars theme being played over the TV speaker
while Star Raiders boots from tape. Cool huh?

4255. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 16:40:31 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <3EXyd.5514$by5.1736@newssvr19.news.prodigy.com>
Source record: 13562

"Gork" <nokraygienspam@hotmail.com> wrote in message news:
> While I DO have OMNIMON, owning it and being able to use it are two
> different things. I spent a good chunk of time on it encompassing many
> hours yesterday in an attempt to do what you're describing but with no
> success. I've not worked with this type of stuff before and it is,
frankly,
> way above my head. I printed up your messages, though, so that as I
> continue down this learning path I might be able to use it.
>
> That said, I was mainly looking for a utility that would dump the
cartridge
> to a binary file. Yes, I did use "Cartridge Dumper 2.0" to create a ROM
> image which works fine in the emulator when loaded as a cartridge. I also
> was finally able to get a binary image dumped using both "Cartrdige
Copier"
> and the tool on Scanalyzer, but I had to downgrade to OS B to get it to
> work, for some reason. (Maybe just chance, I don't know.) The resulting
> binary file loads fine to the starting screen of the program, but when I
hit
> START to begin a game the screen goes completely blank. Would this
signify
> the copy protection techniques you were describing? If so, trying to do
> this is going to be an effort best tried further down the line... I need
to
> start with smaller potatoes and work my way up! I'm only doing this as a
> learning experience, not because I need this game to work on the emulator
or
> whatever...
I'm not familiar with the three programs you mention, cartridge dumper,
cart. copier and scanalyser.
I wrote, or copied the commands for use of OMNIMON, I'll probably send you a
copy. You mention one of your programs made a binary load out of the cart,
but it freezes on you, and you have to use OS B to get it to work.
Many of the old 'hacking' tools require OS B, because they were written
before the XL/XE machines and didn't follow good programming practice of not
jumping directly into OS routines.
So, I can't help you with your quest, except to tell you a little about
using OMNIMON.
You can plug the cart in, then hit RESET and SELECT, I think to get into the
monitor. Then you do a command (I don't remember it, it will be in the doc
I send you.) .. a command to dump memory to sectors on a floppy. There may
be a way to dump memory to a file, but I don't remember it. You then have
to move the sectors to a file to get your cart dump. I wrote a program to
send raw sectors to a file to do that. Anyways, I'll send you the doc if I

can fix your reply address.
Regards,
Russg

4256. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 17:14:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <J7Yyd.5547$by5.5451@newssvr19.news.prodigy.com>
Source record: 13563

It's me again...
It wouldn't be too hard to write a program to create a binary load file from a ROM dump. My problem is the INIT in carts. If the cart doesn't INIT, then it would just jump to the RUN address, AND it can't be a bank switching ROM.
Here would be the steps:
1. Put the FF,FF
2. Put the address of the move DL routine, say 00,06:40,06 then INIT (a load INIT, not a cart INIT) E2,2:E3,2:0,6
3. Put the address of the cart, always 00,A0:FF,BF, followed by the 8K ROM dump, which you'd pull in off a file on disk.
4. Now the RUN command E0,02:E1,02:00,A0 (If the cart runs at A000). (you'd get the cart RUN address when you load the dump from file).
That's it. Except I don't know much about the INIT for carts.
But I ramble.
Russg

"Gork" <nokraygienspam@hotmail.com> wrote in message news:
> While I DO have OMNIMON, owning it and being able to use it are two
> different things. I spent a good chunk of time on it encompassing many
> hours yesterday in an attempt to do what you're describing but with no
> success. I've not worked with this type of stuff before and it is, frankly,
> way above my head. I printed up your messages, though, so that as I
> continue down this learning path I might be able to use it.
>
> That said, I was mainly looking for a utility that would dump the cartridge
> to a binary file. Yes, I did use "Cartridge Dumper 2.0" to create a ROM
> image which works fine in the emulator when loaded as a cartridge. I also
> was finally able to get a binary image dumped using both "Cartrdige Copier"
> and the tool on Scanalyzer, but I had to downgrade to OS B to get it to
> work, for some reason. (Maybe just chance, I don't know.) The resulting
> binary file loads fine to the starting screen of the program, but when I hit
> START to begin a game the screen goes completely blank. Would this signify
> the copy protection techniques you were describing? If so, trying to do
> this is going to be an effort best tried further down the line... I need to
> start with smaller potatoes and work my way up! I'm only doing this as a
> learning experience, not because I need this game to work on the emulator or

> whatever...
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:rcJyd.5298$by5.3141@newssvr19.news.prodigy.com...
> > Oops I forgot, your load file needs a FF,FF at the beginning, before the
> > load address of your DL moving routine. All binary load files have to
> > have
> > this FF,FF. Your file would have to load the DL mover, INIT, then load
> > the
> > dump. Maybe INIT again, and finally RUN at your RUN address you got
from
> > BF??. (Too lazy to look up the BF?? RUN address for carts.)
> > "Gork" <nokraygienspam@hotmail.com> wrote in message
> > news:10slop6s264gcb5@corp.supernews.com...
> >> I'm afraid this question is going to show just how "Atari slow" I
really
> > am,
> >> but here goes anyway...
> >>
> >> Is there a utility I can use to create a binary file, loadable from DOS
> >> or
> >> one of the many menu driven autoboot menus available, from a ROM
> >> cartridge
> >> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the
ROM
> > of
> >> a game I own, K-Razy Shootout. I can now use the ROM image in an
> >> emulator
> >> and it works perfectly. At this point I'm trying to somehow convert it
> >> to
> > a
> >> file which can be placed in an ATR image (or on a floppy) so I can run
it
> > on
> >> my REAL 130XE.
> >>
> >> I realize there are images available and I don't need to go through all
> >> this, but I WANT to... Call me weird... :)
> >>
> >>
> >
> >
>
>

4257. Re: Br0derbund's A.E. on disk, will it run on the XL XE?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-24 20:17:32 UTC
From: Kevin <"remover #'s">
Message-ID: <e8uos0tfnsjn77c40gf724o4h639v4af9p@4ax.com>
Source record: 13564

On Thu, 23 Dec 2004 18:28:02 -0800, "Tim" <tjlazer@nospam.mail.com>
wrote:

>I have a original disk of A.E. from Br0derbund, (c) 1982. Does this game
>only run on the Atari 400/800? I cannot get it to run on the 800XL or
>130XE!
>
>Tim
>

it's been a VERY long time, but I seem to rem it does not work with
the later Atari 8bits. Like someone else mentioned running the
translator disk or XL-FIX should do the trick.

4258. Disks for OSS Writer's Tool Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 01:30:58 UTC
From: ron fucci <rfucci@maine.rr.com>
Message-ID: <mp3zd.76475$Uf.7739@twister.nyroc.rr.com>
Source record: 13565

Anyone have these to share ? I have the cart but need the disks to run the software. Tks

Ron

4259. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 05:20:09 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1103951996@rtfm.mit.edu>
Source record: 13566
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4260. Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 07:53:56 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <baf003.990ebc@fmlynet.org>
Source record: 13571

Typical... Atari vs. Commodore. And the comparison is not neccessarily
cross comparison. The Atari has had the battery powered controller just
like this Commodore device. Also, we are comparing a computer console
to a gaming console. Hardly a fair comparison.

All things considered, the Flashback did great all things considered.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4261. Re: The ATARI 8 Bit was a MEGA - FLOP ! ! ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 07:57:22 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <0af004.990f2b@fmlynet.org>
Source record: 13568

> I collector paper weights and they had this extra cool feature over normal
> paper weights. You could power them up and do stuff. Pure genius!

You know in my Atari 800 setup I have a working 800 and 850, and everything else might as well be a paper weight. Mainly I use the shells of other devices to keep with the theme. I have a 835 shell around my Supra modem, and I have a 410 recorder here that is basically a paper weight. And I have a 825 printer I want to throw into the display somewhere... not sure what I will use it for.

And somewhere I have a 810 drive... :)

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4262. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 08:06:16 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <aaf005.9910c8@fmlynet.org>
Source record: 13570

> From: Starcube <starcube@gmail.com>

> On 2004-12-03 20:37:00 -0500, "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> said:

>> FamilyNet Newsgate

> How do you go about getting a username/password to log onto this BBS?

Ever been on a BBS before? When I logged on for the first time in like
2000 it was simply a matter of registering the first time you log in. You
can do this by dialing up, (972-496-0650) or by registering at the web
log-in at www.family-bbs.net.

Great service. Has the dialip, telnet (telnet://www.family-bbs.net) and
the web page (http://www.family... yadda yadda)

Let me know if you have any difficulties. I use this BBS for checking the
newsgroups (like am doing now) and for logging on to Closer to Home and
the Boot Factory BBS.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4263. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 08:14:02 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <aaf006.9911c1@fmlynet.org>
Source record: 13567

> From: "Ed Shepherd" <dinosaur@corner.net>

> In Maryland, we have through the Baltimore County
> Library,the Sailor Program.
> You can log on (410.494.1199) with any termimal
> program,at 300bps(or higher!).It will connect.
> The screen will look strange,as it expects 80 col.
> and VT100 emulation.
> But this will do to test your modem,to make sure it will
> connect.

Thanks for the advice. Actual dialup numbers are hard to come by. I am trying to find such services for people to hit the internet as I try to get more and more Atari users and their Atari computers on the net and over to the Atari BBS's!! (Personal goal for 2005 which some of you may have read on Atariage.com)

As for reading this newsgroup, subscribe to telnet://www.family-bbs.net

It is very seemless for a Atari8 to read it here. It is like reading messages in a BBS.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4264. Modem connections > 2400bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 08:28:48 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <caf007.991398@fmlynet.org>
Source record: 13569

> From: dinosaur@corner.net (Ed Shepherd)

> I have done a lot of modeming,with various combinations of
> modems and terminal programs,and have never been able to
> connect to any BBS above 2400bps.

> I have been using an 850 for serial I/O.
> I can null-modem between two computers at 9600 but not connect
> to a BBS.
> A while back I read an article in the OHAUG archive,
> by Alan Sharkis (a real nice guy)that mentioned that one
> of the RS-232 signals is missing on the 850 and,as a work-around,
> you could modify the modem initiation string and it would connect.
> Unfortunately,I can't find that article!
> Does anyone have any ideas about this?
> If you can connect to a BBS,with only Atari equipment,at 9600
> please share your method with me.

> Thanks

Ed,

Glad to help, since modeming and BBS'ing are 90% of what I do on the Atari 800. And I use 9600 baud daily.

Ok, works something like this... the 850 interface has a different wiring scheme than the regular serial ports of today, but (looking at setup...) yep.. port 1 is what I use. I think I once used port 4 for a printer connection back in nineteententacky, but haven't used that in ages. Never have used 2 and 3. Each have a funky pin out. Hehehe..

But weird or not, port 1 works good with the right cable. I've hacked together some of these, but Rick D. / A8Mastro of "More Than Games" sells a adaptor that makes the right cable, and usually shows up at the Atari Chat on Sunday mornings at 10 am at www.atarinews.org ... com... geezz.. forgot that ending extension. Will advertise the chat later today though, so no problem there.

The top speed, sadly for the 850 is 9600 for a modem connection. There is a device out there that will let it do 19.2K, and devices like the Black Box and Ape connection will let it buffer speeds up to 56K! Mind you, I don't think the I/O port is able to do beyond 19.2K actually, but with external help, it's possible.

What helps with speed is the program. I used to use Express850 in 1986, and I was convinced that my Atari 400/800 could only do 2400 baud unreliably. Well, has all to do with the programming. These days I use

the Atari 800 version of Ice-T for 80 column ANSI, and Bobterm for ATASCII connections. And I am told the XEP-80 allows Bobterm to handle 80 column as well. Can't wait to try that later this week. :) (Just ordered a XEP-80).

And there you go Ed, 9600 baud is there and common on the Atari8.

With that, see you on the Boot Factory and Closer to Home! :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4265. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 13:34:47 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10sqr3untapf35c@corp.supernews.com>
Source record: 13572

FWIW, those three programs, Cartridge Dumper, Cartridge Copier and Scanalyzer.. One dumps a cartridge to a ROM image, one dumps a cartridge to a BIN image (by adding the necessary header and whatever) and Scanalyzer is a hex utility, a disk scanner (looks for protection as well), and includes a utility to create a binary file from a cartridge.

Thanks for the info regarding using OS B for some of the old hacking tools - I didn't realize...

GETting and PUTting sectors is something I never did in BASIC when I dabbled in such things when I was younger. All this INIT, RUN and etc by saving bytes to a disk is something which is completely new to me. I am DEFINITELY low on programming ladder, and even lower on the "hacking" ladder... Between your help and a bunch of help from someone met through this newsgroup who contacted me offline I now have a grasp of the IDEAS, though, as well as some Assembly code to analyze and work with. I'm not sure how far I'm going to be able to implement these ideas, but I'm currently mulling them over in my head. From what <big_d_316@yahoo.com> wrote in message news:1103904751.914888.237080@c13g2000cwb.googlegroups.com... concerning their past luck with creating a binary "file" loadable from a program drive from the K-Razy Shootout cartridge, I'm confused as to why the "cartridge dumper" I used rendered a binary file which didn't work properly, though.

So, I'm at an impass. Instead of "publish or perish," it's "learn more or perish!" I have some building blocks now, though, and I thank you.

In the meantime, if anyone else knows of a different utility which might work to do this all at once, do tell, it'd be nice to have that information in addition.

Sean

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:J7Yyd.5547$by5.5451@newssvr19.news.prodigy.com...
> It's me again...
> It wouldn't be too hard to write a program to create a binary load file
> from
> a ROM dump. My problem is the INIT in carts. If the cart doesn't INIT,
> then it would just jump to the RUN address, AND it can't be a bank
> switching
> ROM.
> Here would be the steps:
> 1. Put the FF,FF
> 2. Put the address of the move DL routine, say 00,06:40,06 then INIT (a
> load INIT, not a cart INIT) E2,2:E3,2:0,6
> 3. Put the address of the cart, always 00,A0:FF,BF, followed by the 8K ROM

> dump, which you'd pull in off a file on disk.
> 4. Now the RUN command E0,02:E1,02:00,A0 (If the cart runs at A000).
> (you'd
> get the cart RUN address when you load the dump from file).
> That's it. Except I don't know much about the INIT for carts.
> But I ramble.
> Russg
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message news:
>> While I DO have OMNIMON, owning it and being able to use it are two
>> different things. I spent a good chunk of time on it encompassing many
>> hours yesterday in an attempt to do what you're describing but with no
>> success. I've not worked with this type of stuff before and it is,
> frankly,
>> way above my head. I printed up your messages, though, so that as I
>> continue down this learning path I might be able to use it.
>>
>> That said, I was mainly looking for a utility that would dump the
> cartridge
>> to a binary file. Yes, I did use "Cartridge Dumper 2.0" to create a ROM
>> image which works fine in the emulator when loaded as a cartridge. I
>> also
>> was finally able to get a binary image dumped using both "Cartrdige
> Copier"
>> and the tool on Scanalyzer, but I had to downgrade to OS B to get it to
>> work, for some reason. (Maybe just chance, I don't know.) The resulting
>> binary file loads fine to the starting screen of the program, but when I
> hit
>> START to begin a game the screen goes completely blank. Would this
> signify
>> the copy protection techniques you were describing? If so, trying to do
>> this is going to be an effort best tried further down the line... I need
> to
>> start with smaller potatoes and work my way up! I'm only doing this as a
>> learning experience, not because I need this game to work on the emulator
> or
>> whatever...
>>
>> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>> news:rcJyd.5298$by5.3141@newssvr19.news.prodigy.com...
>> > Oops I forgot, your load file needs a FF,FF at the beginning, before
>> > the
>> > load address of your DL moving routine. All binary load files have to
>> > have
>> > this FF,FF. Your file would have to load the DL mover, INIT, then load
>> > the
>> > dump. Maybe INIT again, and finally RUN at your RUN address you got
> from
>> > BF??. (Too lazy to look up the BF?? RUN address for carts.)
>> > "Gork" <nokraygienspam@hotmail.com> wrote in message

>> > news:10slop6s264gcb5@corp.supernews.com...
>> >> I'm afraid this question is going to show just how "Atari slow" I
> really
>> > am,
>> >> but here goes anyway...
>> >>
>> >> Is there a utility I can use to create a binary file, loadable from
>> >> DOS
>> >> or
>> >> one of the many menu driven autoboot menus available, from a ROM
>> >> cartridge
>> >> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the
> ROM
>> > of
>> >> a game I own, K-Razy Shootout. I can now use the ROM image in an
>> >> emulator
>> >> and it works perfectly. At this point I'm trying to somehow convert
>> >> it
>> >> to
>> > a
>> >> file which can be placed in an ATR image (or on a floppy) so I can run
> it
>> > on
>> >> my REAL 130XE.
>> >>
>> >> I realize there are images available and I don't need to go through
>> >> all
>> >> this, but I WANT to... Call me weird... :)
>> >>
>> >>
>> >
>> >
>>
>>
>
>

"Gork" <nokraygienspam@hotmail.com> wrote in message news:
> While I DO have OMNIMON, owning it and being able to use it are two
> different things. I spent a good chunk of time on it encompassing many
> hours yesterday in an attempt to do what you're describing but with no
> success. I've not worked with this type of stuff before and it is,
frankly,
> way above my head. I printed up your messages, though, so that as I
> continue down this learning path I might be able to use it.
>
> That said, I was mainly looking for a utility that would dump the
cartridge
> to a binary file. Yes, I did use "Cartridge Dumper 2.0" to create a ROM
> image which works fine in the emulator when loaded as a cartridge. I also

> was finally able to get a binary image dumped using both "Cartrdige
Copier"
> and the tool on Scanalyzer, but I had to downgrade to OS B to get it to
> work, for some reason. (Maybe just chance, I don't know.) The resulting
> binary file loads fine to the starting screen of the program, but when I
hit
> START to begin a game the screen goes completely blank. Would this
signify
> the copy protection techniques you were describing? If so, trying to do
> this is going to be an effort best tried further down the line... I need
to
> start with smaller potatoes and work my way up! I'm only doing this as a
> learning experience, not because I need this game to work on the emulator
or
> whatever...
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:rcJyd.5298$by5.3141@newssvr19.news.prodigy.com...
> > Oops I forgot, your load file needs a FF,FF at the beginning, before the
> > load address of your DL moving routine. All binary load files have to
> > have
> > this FF,FF. Your file would have to load the DL mover, INIT, then load
> > the
> > dump. Maybe INIT again, and finally RUN at your RUN address you got
from
> > BF??. (Too lazy to look up the BF?? RUN address for carts.)
> > "Gork" <nokraygienspam@hotmail.com> wrote in message
> > news:10slop6s264gcb5@corp.supernews.com...
> >> I'm afraid this question is going to show just how "Atari slow" I
really
> > am,
> >> but here goes anyway...
> >>
> >> Is there a utility I can use to create a binary file, loadable from DOS
> >> or
> >> one of the many menu driven autoboot menus available, from a ROM
> >> cartridge
> >> dump? Specifically, I just used Cartridge Dumper 2.0 and dumped the
ROM
> > of
> >> a game I own, K-Razy Shootout. I can now use the ROM image in an
> >> emulator
> >> and it works perfectly. At this point I'm trying to somehow convert it
> >> to
> > a
> >> file which can be placed in an ATR image (or on a floppy) so I can run
it
> > on
> >> my REAL 130XE.
> >>

> >> I realize there are images available and I don't need to go through all
> >> this, but I WANT to... Call me weird... :)
> >>
> >>
> >
> >
>
>

4266. Re: Cartridge dump to binary file

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 13:39:09 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10sqrc4autasuad@corp.supernews.com>
Source record: 13573

Thanks for the information... Knowing that it's at least POSSIBLE goes a long way to providing me with the "umph" to continue.

I am aware that the program recorder could play back a sound track while simultaneously loading a data track, but how interesting that you'd create a tape to load Star Raiders while playing Star Wars! Cool, indeed...

<big_d_316@yahoo.com> wrote in message news:1103904751.914888.237080@c13g2000cwb.googlegroups.com...
> Well, I do know that shootout does run from a binary image on the
> Atari. I know this becuase long time ago I dumped it onto a cassette
> tape and managed to boot it from tape. I can't remember how I did it,
> but it worked. Another thing that can be done is to split track Star
> Raiders, and have the Star Wars theme being played over the TV speaker
> while Star Raiders boots from tape. Cool huh?
>

4267. Re: 8bit Files online via FTP

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 13:43:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0301@comcast.net>
Source record: 13576

> Ooooo!! Ooo!! You take paypal? :D
>
> Doctor Clu

Doc those Holmes CD's are great. I have them. Well worth the money.
Merry Christmas...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4268. Re: Additional cartridge ports

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 13:44:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0302@comcast.net>
Source record: 13574

> USB would be good for all things I'm guessing... If the Atari memory can
>handle the drivers all at once for ethernet, keyboards, mice, storage... I
>guess if anything can supply multiple ports it would be USB.
>
> Doc Clu

It will be interesting to see just what comes out for the USB cart.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4269. Re: Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 13:44:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0303@comcast.net>
Source record: 13575

> I'm forwarding this article in its entirety so that you don't have to
>sign up at the website to view it.
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug
>

You know this review is sickening. I went through a lot of the Commodore vs Atari stuff and I got sick of it. Who really cares about this? Not me. You have not changed my mind at. I am an Atarian and will buy the Flashback and avoid the 30-in-1. I am sure the Commodore people will do the opposite.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4270. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 17:04:32 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <byeab%0%ely/gbbcyzd%0010158061@rtfm.mit.edu>
Source record: 13579
Cross-posted to: de.alt.test,bit.listserv.test,comp.sys.atari.8bit,comp.answers,news.answers

boiling the whole time.
Cover the pot and simmer till vegetables are tender
(2 hours approximately).
Continue seasoning to taste.
Before serving, add butter and pasta,
serve piping with hot bread and butter.

Offspring Rolls

Similar to Vietnamese style fried rolls, they have lots of meat
(of course this can consist of chicken, beef, pork, or shrimp).
Who can resist this classic appetizer; or light lunch served with
a fresh salad? Versatility is probably this recipe?s greatest virtue,
as one can use the best part of a prime, rare, yearling, or the
morticians occasional horror: a small miracle stopped short by a
drunk driver, or the innocent victim of a drive-by shooting...

2 cups finely chopped very young human flesh
1 cup shredded cabbage
1 cup bean sprouts
5 sprigs green onion, finely chopped
5 cloves minced garlic
4-6 ounces bamboo shoots
Sherry
chicken broth
oil for deep frying (1 gallon)
Salt
pepper
soy & teriyaki
minced ginger, etc.
1 tablespoon cornstarch dissolved in a little cold water
1 egg beaten

Make the stuffing:
Marinate the flesh in a mixture of soy and teriyaki sauces
then stir fry in hot oil for till brown - about 1 minute, remove.
Stir-fry the vegetables.
Put the meat back into the wok and adjust the seasoning.
De-glaze with sherry, cooking off the alcohol.
Add broth (optional) cook a few more minutes.
Add the cornstarch, cook a few minutes till thick,

4271. ping Mathy v. N: what's your current email address?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 17:54:18 UTC
From: Christopher Lang <christoxyz231pher.lang@plus.cab098qaylesurf.de>
Message-ID: <cqk9g8aq1@news.gatel.net>
Source record: 13578

Mathy,

for some reason your "landgraaf" email address does not work. Would you mind
mailing your current email address?

many thanks
Chris

4272. Re: Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 17:59:03 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <go9rs05697dgrn5vfoqf2lng2oir7omclr@4ax.com>
Source record: 13577

The reviewer compares mangos and grapefruits here, because the Atari 2600 and 7800 were strictly games systems but the C64 was a personal computer.

I think the C64 unit is a step forward for items of the type, not only because it's the first computer to be recereated in this form, but also because you're reputed to be able to hack it and add a keyboard and peripherals. I read that this takes some soldering and rewiring and so forth. It would have been really groundbreaking to include a USB port.

If they ever do one of these for the Atari 8bit (and the C64 one has been successful so far evidently, so maybe) then we should all write the manufacturer to ask for the USB port or other expandibility options.

I bought the Intellivision model of these. It was a little harder to find. It's an interesting novelty but I would add the usual criticism directed at these things, that they don't faithfully capture the original games for whatever reason, that the gameplay or graphical or sound elements of the games never seems to be fully baked and that features of the originals seem to be missing.

But It would be most awesome to have a device that essentially recreated an Atari 8bit but added the ability to have today's peripherals like keyboard and CD-R drives and even network gear!

On Mon, 20 Dec 2004 04:07:17 -0500, Robert Bernardo
<rbernardo@iglou.com> wrote:

>NEWS & OPINION
>
>Product review: Atari Flashback versus Commodore 64 30-in-1

4273. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-25 20:54:42 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <dycbe_7$cyj/vdcbzuf%2853416235@rtfm.mit.edu>
Source record: 13580
Cross-posted to: de.alt.test,bit.listserv.test,de.alt.test,bit.listserv.test,comp.sys.atari.8bit,comp.answers,news.answers

more efficient and inexpensive than buying pieces.

1 tiny human, cut into pieces
2 cups flour
Onion, garlic
Salt
pepper
garlic powder
cayenne pepper
hot sauce, etc.
Oil for frying

Mix milk, eggs, hot sauce in a bowl, add chopped onion and garlic.
Season the meat liberally, and marinate for several hours.
Place seasoned flour in a paper or plastic shopping bag,
drop pieces in a few a time, shake to coat thoroughly,
then deep fry in hot oil (350�) for about 15 minutes.
Drain and place on paper towels.

Miscarriage with Mustard Greens

Why waste it? Otherwise, and in general, use ham or salt pork to season greens.
The technique of smothering greens can be used with many vegetables;
green beans work especially well. Meat is not necessary every day, don?t
be afraid to alter any dish to vegetarian tastes.

1 premature baby, born dead
Large bunch of mustard greens
2 white onions, 1 cup chopped celery
Vegetable oil (or hog fat)
Salt, pepper, garlic, etc.

Lightly brown onions, celery, garlic and meat in large heavy pot.
Add a little water and the greens (which should be thoroughly cleaned and washed).
Smother slowly for at least 2 hours, adding small amounts of water
when it starts to stick.
Stir frequently.
When ready - serve with rice, grilled smoked sausage, green salad, and iced tea.
Coffee and apple pie then brandy.

Maternity Ward Pot Luck Dinner

If you can?t get anything fresh from the hospital, nursery, or morgue;
you can at least get rid of all the leftovers in your refrigerator.

1 - 2 lbs. cubed meat (human flesh, chicken, turkey, beef...)
1 -2 lbs. coarsely chopped vegetables
(carrots, potatoes, turnips, cauliflower, cabbage...)
Bell pepper
onions
garlic
ginger
salt pepper, etc.
Olive oil
butter

Brown the meat a

4274. Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-26 11:04:38 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412260304.e8a2767@posting.google.com>
Source record: 13581

Dr.Clu you missed the point of this message.

I am familiar with the specs of the 850 serial ports and have made a couple of dozen cables for myself and friends.

I can connect reliably,with a null-modem cable,between an Atari and a PC(or any computer)at 9600bps with a variety of term programs (BobTerm,OmniComm,et.al.)

The problem is with the modems.

The problem is,that I can't get a modem to connect to a BBS (or another modem)at 9600bps properly.I get garbage.

I really believe the problem is in the modem initiation string. Can anyone who connects reliably at 9600bps tell me what modem initiation they use?

4275. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-26 19:56:57 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <dIEzd.6718$by5.4629@newssvr19.news.prodigy.com>
Source record: 13582

"Ed Shepherd" <dinosaur@MUNGEcorner.net> wrote in message
> Dr.Clu you missed the point of this message.
>
> I am familiar with the specs of the 850 serial ports and have
> made a couple of dozen cables for myself and friends.
>
> I can connect reliably,with a null-modem cable,between an Atari
> and a PC(or any computer)at 9600bps with a variety of term
> programs (BobTerm,OmniComm,et.al.)
>
> The problem is with the modems.
>
> The problem is,that I can't get a modem to connect to a BBS (or
> another modem)at 9600bps properly.I get garbage.
>
> I really believe the problem is in the modem initiation string.
> Can anyone who connects reliably at 9600bps tell me what
> modem initiation they use?
Here's some of my old notes:
ATN0 forces rate specification in S37.
So you would do an:
AT
OK (OK should be seen in term screen after each AT command.)
ATN0
s37=9 (for 9600, 8 for 4800, you might want to try 4800 first)
I think you'd do a AT S37=9, I don't remember how to set the S registers.
AT&Q0 (send result codes to the computer, computer and modem same speed)
AT%m0 (turn off compression)
AT&K0 (turn off flow control)
These settings worked for me.
Oh, and if you want to reset the modem to defaults, ATZ.
Most 9600 and up modems will seem to automatically match the computer rate,
I'm not sure.

4276. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-26 20:06:29 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <9REzd.6721$by5.5282@newssvr19.news.prodigy.com>
Source record: 13583

Oh, also:
I used BobTerm mostly.
You'd have to set BobTerm to ASCII before the AT commands will work.
And set BobTerm to 4800 first, see if that works then try 9600. I think
BobTerm will also go 19.2k, I don't think I ever got that to work.

4277. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-26 20:23:49 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <p5Fzd.6724$by5.2904@newssvr19.news.prodigy.com>
Source record: 13584

While I'm at it:
ATZ
AT&Q0
AT&T1 will cause the computer to 'connect' to the modem and tell you the
speed.
AT&T8 is a local analog loopback test.
AT%Q will do a line quality test, should be less than 15, must be <30.
My modem book I'm looking at suggests an init string of:
AT&C1&D2&Q5W1 and I've added E1S95=47.
Instead of me looking all these up, I bet a Google search of Modem AT
commands will let you see all the Hayes commands.

4278. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-26 20:36:39 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <rhFzd.6729$by5.1598@newssvr19.news.prodigy.com>
Source record: 13585

Also.
+++ (3 pluses) will force your modem into command mode when it is
connected to another modem. I think ATA will take you back to term
mode. ATA is 'answer', ATO 'originate' may be the correct on to go back
to term mode. With a ATO, your modem will try to negotiate a connection.
ATA will answer an ATO.
Of course if the other modem isn't set to not respond to +++, it to will
enter command mode, I think.

4279. Modem Connection > 2400bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 06:09:52 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412262209.857cd2d@posting.google.com>
Source record: 13586

Thanks Russ,

Again you went to the heart of the problem.

I have several good modem books that contain
the entire Hayes (AT) command set.

I meeded to know where to begin modifying the
init. string to get RELIABLE modem-to-modem
connections at 9600bps.

ATZ doesn't help much,if the modem (bought used)
was last used with a PC. :(

Right now (my busy season), I'm up to my gluteus maximus
in alligators,but after the New Year,I have lots of
things to work on (i.e.,Jerzy Dudek's fine IDE interface)!

Happy New Year to the whole Intel Outside gang!
Atari Forever!

4280. Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 12:16:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041227071615.08186.00002558@mb-m05.aol.com>
Source record: 13587

What software is used to backup your Atari hard drives? And do you backup to floppies, another partition, a seperate HD, ZIP, floppies, APE, or? (Anyone use tape?) Are you backing up Sparta or MyDos Drives? Just surveying the landscape...
-Larry

4281. Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 13:48:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041227084815.08086.00002650@mb-m05.aol.com>
Source record: 13588

Is anyone aware of a utility that can rebuild a main directory on a MyDos disk?
I've done this before manually with a sector editor, but automated would be a
whole lot nicer... The disk in question has two or three subdirectory entries
in sector 361. I'm sure that's all that's there, but sector 361 is no longer
readable.
Thanks,
Larry

4282. Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 20:28:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <d3501c.9b7396@fmlynet.org>
Source record: 13590

> From: dinosaur@corner.net (Ed Shepherd)

> Dr.Clu you missed the point of this message.

:(Sorry I tried.

As for the initialization string, I asked the same question years ago and
was advised "at&k0" and it has worked like a charm since.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4283. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 20:31:28 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <13501d.9b73ee@fmlynet.org>
Source record: 13589

> From: "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>

> Oh, also:
> I used BobTerm mostly.
> You'd have to set BobTerm to ASCII before the AT commands will work. And set
> BobTerm to 4800 first, see if that works then try 9600. I think BobTerm will
> also go 19.2k, I don't think I ever got that to work.

I use Ice-T and Bobterm, but I am on the Atari 800. Ice-T 128K I
understand is woderful if you have a 130 XE.

9600 Baud is the max for the 850 interface.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4284. Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-27 20:33:40 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <33501e.9b7434@fmlynet.org>
Source record: 13591

As someone once said "I don't know the answer but I appreciate the problem."
Being a MyDos user I'd love to know what you find.

Doc Clu 800

> From: llppwhite@aol.comnsp (LarryWhite)

>Is anyone aware of a utility that can rebuild a main directory on a MyDos disk
> I've done this before manually with a sector editor, but automated would be a
>whole lot nicer... The disk in question has two or three subdirectory entries
> in sector 361. I'm sure that's all that's there, but sector 361 is no longer
> readable.
> Thanks,
> Larry

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4285. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 00:24:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cqq9od$4aa$1@reader08.wxs.nl>
Source record: 13592

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
news:20041227071615.08186.00002558@mb-m05.aol.com...
> What software is used to backup your Atari hard drives? And do you backup
> to
> floppies, another partition, a seperate HD, ZIP, floppies, APE, or?
> (Anyone
> use tape?) Are you backing up Sparta or MyDos Drives? Just surveying the
> landscape...
> -Larry
>

I am using HARDBACK

And mostly I backup to an ATR (65535 sectors double density -> 16mb) on ape.
It works PERFECT!

Marius

4286. Re: Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 00:29:03 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041227192903.07944.00002447@mb-m07.aol.com>
Source record: 13593

> Being a MyDos user I'd love to know what you find. <

Well, not quite automated, but it turned out to be one of my easier "catastrophes." All sectors on the disk were OK *except* 360 and 361. So I formatted a new disk (2880 DD sectors) and then sector-copied all the good sector data to the new disk.

Since all of the actual files were in two subdirectories, I found the beginning sectors of the two subd's. and copied the 1st subdirectory sectors to the main directory on the new disk. MyDos ate this right up -- so I could then copy all of the files from the 1st subd. Then I repeated the process for the 2nd subdirectory.

I was able to save everything on the disk -- which was about 2000 sectors of data!
Whew!

-Larry

4287. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 05:12:07 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cqqpv7$fv4$1@news.xmission.com>
Source record: 13594

I use SDX 4.22 and "hardback". I mainly backup from my blackbox based HD
to either a 44mb Syquest removable or a 135mb Syquest removable drive.

I used to backup to diskette, but to backup 8 x 16mb partitions took a ton
of 5.25 diskettes!

LarryWhite <llppwhite@aol.comnsp> spit out...:
> What software is used to backup your Atari hard drives? And do you backup to
> floppies, another partition, a seperate HD, ZIP, floppies, APE, or? (Anyone
> use tape?) Are you backing up Sparta or MyDos Drives? Just surveying the

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4288. MyIDE and 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 12:22:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041228072204.08281.00003123@mb-m04.aol.com>
Source record: 13595

IIRC, someone had a special version of the MyIDE made for the 800 (not XL).
Does it work correctly? What (in general) had to be changed to get it to work?
I remembered when I saw a Corvus on eBay not long ago. (Wow! That older stuff
was BIG!)
-Larry

4289. Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 13:53:07 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0412280553.12fb1d6c@posting.google.com>
Source record: 13596

The problem with the Atari flashback & the orginal atari 10 in 1 games jobbie is two fold

Firatly, the design concept behind these products mock and insult the idea and technology behind what these productsa are supposed to be 'emulating'

I say this because if you look at the design concept properly, it suggests that the 7800 and 2600 were technologically nothing more then dedicated tv game systems i.e... like the multiple pong game, game systems that proliferated the 1970's, like hanimex, philips and binatone for instance

And correct me if I am wrong but wasn't the idea behind the 7800 and 2600, to advance videogaming from the dedicated gaming systems technologies, in that you could program (as in to plug in a new game rom) the 7800 and 2600 to play differrent games, thus making these systems more advanced then the dedicated game systems they replaced

And yet if would appear that the flashback/10 in one joystick concept, makes the 7800/2600 look no better then a dedicated games system (which clearly wasn't the case) therefore giving the consumer the wrong impression of Atari technology, as before the atari 2600/7800, Atari did very little in the area of dedicated game systems, the only games of note were atari pong (and atari's variations) video pinball and stuntbike are the only ones i can remember

The other problem is the flashback and 10 in one joystick jobbie was that, the marketeers/manufacturer (not ATARI) severely restricted the audience or market for this particular product range, they chose to market it predominantly to the market interested in emulation and classic/retro computers/video games, which, like the way Atari (under the tramiels) and CBM chose to market their products, namely to very small, niche markets, and miss out the mainstream or majority

The last problem with the flashback and 10 in one joystick jobbie was that it's another case of someone trying to cash in on atari's name and making a big bulls up of it, in other words they had/have no credibility in the marketplace, i.e using atari's name and technology and sticking someone elses name on it, which is a bit like asking microsoft to market linux to ms's clients/customers or asking nintendo to market sonic the hedgehog to nintendo customers, theres no credibility in that way of marketing, as you donm't get the same feeling of originality and product use, unlike the original, after all if this form of marketing was successful, why is it that those companies formerly and presently engaged in manufacturing, marketing

and selling 3rd party versions of the atari st/tt and falcon, why aren't these machines selling in the millions, like the originals were... very simply because, it's atari's technology in someone elses box... therefore proving my point

The only way that things like Atari flashback and the 10 in one joystick jobbie could have been successfull, was if they had launched it as a proper console/game system (not as a 'dedicated game system'), similar to the vcsp project of a few years back, and Atari allowing someone else to manuf. it and sold under the atari banner, at least that way, the product would have had more credibility in the marketplace, marketed to a wider audience/market and lastly selling in larger quantities then what the present flashback/10 in one has shifted/sold

4290. Ymodem / file transfer via Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 14:47:24 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cqrrlr$709$1@news.xmission.com>
Source record: 13497

I have not yet tried yet, but will thsi evening. In the interim, the question I pose is this:

If I have my 8bit connected to either a Lantronix serial-to-ethernet adapter or via null modem to a W2K server, can I download files directly to the 8bit via that telnet based interface?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4291. Re: Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 16:15:10 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF6E2AD.11438%drclu@swbell.net>
Source record: 13498

On 12/27/04 6:29 PM, in article
20041227192903.07944.00002447@mb-m07.aol.com, "LarryWhite"
<llppwhite@aol.comnsp> wrote:

>> Being a MyDos user I'd love to know what you find. <
>
> Well, not quite automated, but it turned out to be one of my easier
> "catastrophes." All sectors on the disk were OK *except* 360 and 361. So I
> formatted a new disk (2880 DD sectors) and then sector-copied all the good
> sector data to the new disk.
>
> Since all of the actual files were in two subdirectories, I found the
> beginning
> sectors of the two subd's. and copied the 1st subdirectory sectors to the main
> directory on the new disk. MyDos ate this right up -- so I could then copy
> all
> of the files from the 1st subd. Then I repeated the process for the 2nd
> subdirectory.
>
> I was able to save everything on the disk -- which was about 2000 sectors of
> data!
> Whew!
>
> -Larry

Good good!

I have a text file that I was not able to transfer by simply copying.
Sector copying made it possible to copy it, but alas, still cannot be read.
:(It was part 20 of a ongoing series from Atari BBS stories back in the
80's. Hope I can figure out something.

Doc Clu

4292. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 16:30:39 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cqs1nf$df6$1@sparta.btinternet.com>
Source record: 13499
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

> http://www.arseholenet.com/

> I cant read your mind, so fill out the survey so I can get to know you.

You cant read english either or you'd have got the message sooner

SPAM fuk off SPAM

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

4293. Re: MyIDE and 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 16:38:51 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF6E83A.1143A%drclu@swbell.net>
Source record: 13500

On 12/28/04 6:22 AM, in article
20041228072204.08281.00003123@mb-m04.aol.com, "LarryWhite"
<llppwhite@aol.comnsp> wrote:

> IIRC, someone had a special version of the MyIDE made for the 800 (not XL).
> Does it work correctly? What (in general) had to be changed to get it to
> work?
> I remembered when I saw a Corvus on eBay not long ago. (Wow! That older
> stuff
> was BIG!)
> -Larry

That was Mr. Atari's mod for me. :) There is a website at...

http://www.mr-atari.com/hardware-A800.htm

It was more of a dare. Being the stubborn Atari 800 user that I am I
asked Mr. Atari if he could make a Atari 800 version and that I would send
him a NTSC Jaguar if he did (he wanted better frame rate playing Dragon's
Lair)
In the time he took making the 800 specific version of the MyIde he
could had bought a Jaguar himself, but he did it!

Always love telling that story. Let me know if you are able to make a
800OSCLU version of the MyIde. I think once I make a second one as backup I
will use it more often. It works fairly well, and what is really great is
that since it uses the rom board, it frees up both cartridge ports!

Doc Clu 800

4294. U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 16:44:15 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF6E97D.1143C%drclu@swbell.net>
Source record: 13501

I am very new to the printer interface idea. The MPP 1100, the U Print, the ApeFace, the AT Graphics interface... I must have like eight of these printer interfaces, and I have no idea how they work. :)

In the 80's I used the 850 interface or the 1025 printer. I have that and the 825 printers, but I would like to get a printer going that can do some graphics (the plotter doesn't count in my book...) heheheh..

I like the U printer because of the printer buffer and IO port where you can plug in a device through it. This is great since the APE drive setup is a dead end on the IO chain.

My question here is, did anyone make a Y connector for the I/O ports, or does anyone know anything about the U Print A64 by Digital Devices?

Thanks!

Doc Clu 800

4295. MyIDE and 800

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 18:43:21 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412281043.4e9050a5@posting.google.com>
Source record: 13502

Back in the day,Dave Small used a Corvus extensively.
Later on,he mentioned that he set it up for games for
his children.

Ah! The days!

4296. Modem connections > 2400bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 18:52:09 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412281052.32ff8cff@posting.google.com>
Source record: 13503

Dr. Clu:
My humble apologies,my response to you sounds very harsh.
I did not mean to be rude,I was just trying to clarify the
problem.

Thank you for your help,and I hope we are STILL friends?

4297. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 19:10:10 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <mciAd.8154$by5.1854@newssvr19.news.prodigy.com>
Source record: 13504

"Greg Goodwin" <drclu@MUNGEswbell.net> wrote in message
> I am very new to the printer interface idea. The MPP 1100, the U
> Print, the ApeFace, the AT Graphics interface... I must have like eight of
> these printer interfaces, and I have no idea how they work. :)
>
> In the 80's I used the 850 interface or the 1025 printer. I have that
> and the 825 printers, but I would like to get a printer going that can do
> some graphics (the plotter doesn't count in my book...) heheheh..
>
> I like the U printer because of the printer buffer and IO port where
you
> can plug in a device through it. This is great since the APE drive setup
is
> a dead end on the IO chain.
>
> My question here is, did anyone make a Y connector for the I/O ports,
or
> does anyone know anything about the U Print A64 by Digital Devices?
>
> Thanks!
>
> Doc Clu 800
I remember the U-Print 64 and the APE interfaces. They were both interfaces
so you could go SIO to Centronics (standard PC printer port). I think the
APE had a port to daisy chain SIO with, ie. you could hook SIO drives to the
interface. No, I don't think there is a 'Y' adapter to allow more than one,
Oh, wait, actually I think Bob Puff made a multiple SIO adapter.
The U-Print wasn't my favorite because it ALWAYS converts 155s to 13/10s, so
you couldn't do any graphics printing with it. The Star SG-10 would allow
you to use either 155s or 13/10s with a dip switch, but that didn't help if
you used the U-Print.
If you're thinking you can print jpegs or something with an Atari, I don't
think such a program exists. Atari graphics printing for like .PIC files
(touch tablet) and .GR9 pictures used the Epson command set for graphics.
Today's printers use maybe postscript or HP PCL language, or I think Windows
has its' own bitmap printing thru the printer drivers for Windows.
Russg

4298. Re: Ymodem / file transfer via Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 19:23:21 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <JoiAd.8156$by5.7586@newssvr19.news.prodigy.com>
Source record: 13505

"James King" <jamesk@ATxmissionDOT.com> wrote in message
news:cqrrlr$709$1@news.xmission.com...
> I have not yet tried yet, but will thsi evening. In the interim, the
question I
> pose is this:
>
> If I have my 8bit connected to either a Lantronix serial-to-ethernet
adapter or
> via null modem to a W2K server, can I download files directly to the 8bit
via
> that telnet based interface?
Hey, Jim.
I don't know what your W2K server can do, I guess provide a shell connection
for another computer to connect to using a term program. If the Atari term
program has y-modem, then it might work. I'm not sure I understand what
you're trying to do.
If you want to null modem Atari<>PC you can use an old DOS term program,
like Procomm or Telix on the PC. There is a zmodem program for the Atari as
well, I think it is receive only, tho. I used to use Procomm and BobTerm.
There were more than one Y-Modem. I think one was called ymodem-g.
Ice-T may have zmodem. X-modem, I avoided because it added bytes to the
last section of the file. I still have Procomm for the PC, if you wanna try
it, lemme know. Then I think there's a kermit for Atari, I know there is
for PC, I have that too.
Russg.

4299. Re: Modem connections > 2400bps

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 20:28:57 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF71E28.11463%drclu@swbell.net>
Source record: 13506

On 12/28/04 12:52 PM, in article
7a61c6b3.0412281052.32ff8cff@posting.google.com, "Ed Shepherd"
<dinosaur@corner.net> wrote:

> Dr. Clu:
> My humble apologies,my response to you sounds very harsh.
> I did not mean to be rude,I was just trying to clarify the
> problem.
>
> Thank you for your help,and I hope we are STILL friends?

Just visit the Boot Factory and post a little and all will be better.
>:) LOL

Boot Factory
telnet://Bfbbs.no-ip.com

(And Closer to Home if that ever comes back up... Cth.dtdns.net)

Doc Clu 800

4300. Re: Ymodem / file transfer via Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 20:42:26 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cqsgfi$n61$1@news.xmission.com>
Source record: 13507

I'd like to be able to download files from the Internet, directly to the 8bit via
that Telnet session, rather than have to pull them down to a PC, then null modem
them over to the 8bit.

Russ Gilbert <russgilb@mungesbcglobal.net> spit out...:
> well, I think it is receive only, tho. I used to use Procomm and BobTerm.
> There were more than one Y-Modem. I think one was called ymodem-g.
> Ice-T may have zmodem. X-modem, I avoided because it added bytes to the
> last section of the file. I still have Procomm for the PC, if you wanna try
> it, lemme know. Then I think there's a kermit for Atari, I know there is
> for PC, I have that too.
> Russg.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4301. Re: Ymodem / file transfer via Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 20:50:20 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cqsgt6$904$1@reader13.wxs.nl>
Source record: 13508

With a Lantronix it will work.

But make sure you are connected to a REAL telnet connection. When you are connected with a RAW connection it won't work.

The REAL telnet protocol has a Binary mode (auto set). The RAW connection is ascii only so transfer won't work.

The Lantronix has those two options too. Make sure you use the realtelnet.

Marius

"James King" <jamesk@ATxmissionDOT.com> schreef in bericht news:cqsgfi$n61$1@news.xmission.com...
> I'd like to be able to download files from the Internet, directly to the
> 8bit via
> that Telnet session, rather than have to pull them down to a PC, then null
> modem
> them over to the 8bit.
>
>
>
> Russ Gilbert <russgilb@mungesbcglobal.net> spit out...:
>> well, I think it is receive only, tho. I used to use Procomm and
>> BobTerm.
>> There were more than one Y-Modem. I think one was called ymodem-g.
>> Ice-T may have zmodem. X-modem, I avoided because it added bytes to the
>> last section of the file. I still have Procomm for the PC, if you wanna
>> try
>> it, lemme know. Then I think there's a kermit for Atari, I know there is
>> for PC, I have that too.
>> Russg.
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

4302. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 23:03:32 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF74262.1147F%drclu@swbell.net>
Source record: 13510

On 12/28/04 1:10 PM, in article
mciAd.8154$by5.1854@newssvr19.news.prodigy.com, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote:

>
> "Greg Goodwin" <drclu@MUNGEswbell.net> wrote in message
>> I am very new to the printer interface idea. The MPP 1100, the U
>> Print, the ApeFace, the AT Graphics interface... I must have like eight of
>> these printer interfaces, and I have no idea how they work. :)
>>
>> In the 80's I used the 850 interface or the 1025 printer. I have that
>> and the 825 printers, but I would like to get a printer going that can do
>> some graphics (the plotter doesn't count in my book...) heheheh..
>>
>> I like the U printer because of the printer buffer and IO port where
> you
>> can plug in a device through it. This is great since the APE drive setup
> is
>> a dead end on the IO chain.
>>
>> My question here is, did anyone make a Y connector for the I/O ports,
> or
>> does anyone know anything about the U Print A64 by Digital Devices?
>>
>> Thanks!
>>
>> Doc Clu 800
> I remember the U-Print 64 and the APE interfaces. They were both interfaces
> so you could go SIO to Centronics (standard PC printer port). I think the
> APE had a port to daisy chain SIO with, ie. you could hook SIO drives to the
> interface. No, I don't think there is a 'Y' adapter to allow more than one,
> Oh, wait, actually I think Bob Puff made a multiple SIO adapter.
> The U-Print wasn't my favorite because it ALWAYS converts 155s to 13/10s, so
> you couldn't do any graphics printing with it. The Star SG-10 would allow
> you to use either 155s or 13/10s with a dip switch, but that didn't help if
> you used the U-Print.
> If you're thinking you can print jpegs or something with an Atari, I don't
> think such a program exists. Atari graphics printing for like .PIC files
> (touch tablet) and .GR9 pictures used the Epson command set for graphics.
> Today's printers use maybe postscript or HP PCL language, or I think Windows
> has its' own bitmap printing thru the printer drivers for Windows.
> Russg
>
>

Thanks! So... How do you set up the drivers for a STAR SG-10 or other printer on anything other than Atari Writer Plus... Which is pissing me off because it is copy protected.

Doc Clu 800

4303. Break Type movies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-28 23:04:25 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF74298.1147F%drclu@swbell.net>
Source record: 13509

Would like to create some break type movies. Anyone remember how it was done?

Doc Clu 800

4304. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 01:21:23 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDF762B1.1149A%drclu@swbell.net>
Source record: 13511

On 12/28/04 5:03 PM, in article BDF74262.1147F%drclu@swbell.net, "Greg Goodwin" <drclu@swbell.net> wrote:

> On 12/28/04 1:10 PM, in article
> mciAd.8154$by5.1854@newssvr19.news.prodigy.com, "Russ Gilbert"
> <russgilb@MUNGEsbcglobal.net> wrote:
>
>>
>> "Greg Goodwin" <drclu@MUNGEswbell.net> wrote in message
>>> I am very new to the printer interface idea. The MPP 1100, the U
>>> Print, the ApeFace, the AT Graphics interface... I must have like eight of
>>> these printer interfaces, and I have no idea how they work. :)
>>>
>>> In the 80's I used the 850 interface or the 1025 printer. I have that
>>> and the 825 printers, but I would like to get a printer going that can do
>>> some graphics (the plotter doesn't count in my book...) heheheh..
>>>
>>> I like the U printer because of the printer buffer and IO port where
>> you
>>> can plug in a device through it. This is great since the APE drive setup
>> is
>>> a dead end on the IO chain.
>>>
>>> My question here is, did anyone make a Y connector for the I/O ports,
>> or
>>> does anyone know anything about the U Print A64 by Digital Devices?
>>>
>>> Thanks!
>>>
>>> Doc Clu 800
>> I remember the U-Print 64 and the APE interfaces. They were both interfaces
>> so you could go SIO to Centronics (standard PC printer port). I think the
>> APE had a port to daisy chain SIO with, ie. you could hook SIO drives to the
>> interface. No, I don't think there is a 'Y' adapter to allow more than one,
>> Oh, wait, actually I think Bob Puff made a multiple SIO adapter.
>> The U-Print wasn't my favorite because it ALWAYS converts 155s to 13/10s, so
>> you couldn't do any graphics printing with it. The Star SG-10 would allow
>> you to use either 155s or 13/10s with a dip switch, but that didn't help if
>> you used the U-Print.
>> If you're thinking you can print jpegs or something with an Atari, I don't
>> think such a program exists. Atari graphics printing for like .PIC files
>> (touch tablet) and .GR9 pictures used the Epson command set for graphics.
>> Today's printers use maybe postscript or HP PCL language, or I think Windows
>> has its' own bitmap printing thru the printer drivers for Windows.

>> Russg
>>
>>
> Thanks! So... How do you set up the drivers for a STAR SG-10 or other
> printer on anything other than Atari Writer Plus... Which is pissing me off
> because it is copy protected.
>
> Doc Clu 800
>

Oh sweet lord Atariwriter Plus is crap!!!

If it's not copy protected, then when I finally get past that, it doesn't want to work with APE all that well. Geezz...

All I want is a word processor that will recognize (or can input in) the values to use a STAR SG-10 printer... Or whatever the hell... I love the pdriver.bas .. Which I believe is a Atariwriter utility. But is seems like Atari did everything they could to make Atariwriter user unfriendly.

... Yeh... It's been one of those days... Off... Looking at my Atari and about to scream. Been a good actually.

Ok, anything else out there anyone would suggest that works will with a hard drive system (like APE) and exits gracefully to the dos when done? And one where the printer can be configured?

Washing my hands of Atariwriter Plus...

Doctor Clu 800

4305. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 02:57:33 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <x2pAd.8235$by5.7425@newssvr19.news.prodigy.com>
Source record: 13512

"Greg Goodwin" <drclu@MUNGEswbell.net> wrote in message
news:BDF762B1.1149A%drclu@swbell.net...
SNIP
> > Thanks! So... How do you set up the drivers for a STAR SG-10 or other
> > printer on anything other than Atari Writer Plus... Which is pissing me
off
> > because it is copy protected.
> >
> > Doc Clu 800
> >
>
> Oh sweet lord Atariwriter Plus is crap!!!
>
> If it's not copy protected, then when I finally get past that, it
doesn't
> want to work with APE all that well. Geezz...
>
> All I want is a word processor that will recognize (or can input in)
the
> values to use a STAR SG-10 printer... Or whatever the hell... I love the
> pdriver.bas .. Which I believe is a Atariwriter utility. But is seems
like
> Atari did everything they could to make Atariwriter user unfriendly.
>
> ... Yeh... It's been one of those days... Off... Looking at my Atari
and
> about to scream. Been a good actually.
>
> Ok, anything else out there anyone would suggest that works will with
a
> hard drive system (like APE) and exits gracefully to the dos when done?
And
> one where the printer can be configured?
>
> Washing my hands of Atariwriter Plus...
>
> Doctor Clu 800
There were 'drivers' for Atariwriter, never understood what they did.
I think what you're doing is just writing documents and want to do the stuff
that used to be done with printers, underline, italics, bold, dbl. strike.
I think that's all you could do. Except you could do bit-map graphics on
9pin (24pin) printers. I used Paper Clip and it had a config file that
you'd put your printer's codes in for the above mentioned features. I guess
an A8 'printer driver' would be a file that contained the codes for a

particular printer, Epson codes were pretty standard. In some printers, you could set some dip switches or front end buttons to cause the printer to do dbl. strike or bold.
Oh, yes, you could also select the font, if the printer had more than one, and the size of the font, 8, 10, 12, 16 pitch. You could also do proportional printing sometimes. That's all the choices you had, and each one required a set of codes to be embedded in the text to cause the feature, which you'd put into the word processor configuration.
Word processors today are what desktop publishing was, even more. What we called word processors then would be called text editor today I guess.
There were special codes to do bit-map printing.
Are you trying to do some text editing or print pictures?
Russg

4306. Re: Break Type movies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 06:36:29 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <NfsAd.9238$hc7.4598@trnddc06>
Source record: 13513

I used "Lebreak" - it's on my BBS or I can send it to you.

"Greg Goodwin" <drclu@swbell.net> wrote in message
news:BDF74298.1147F%drclu@swbell.net...
> Would like to create some break type movies. Anyone remember how it was
> done?
>
> Doc Clu 800
>

4307. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 06:40:22 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <qjsAd.9239$hc7.875@trnddc06>
Source record: 13514

Hardback to an ATR thru APE.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20041227071615.08186.00002558@mb-m05.aol.com...
> What software is used to backup your Atari hard drives? And do you backup
> to
> floppies, another partition, a seperate HD, ZIP, floppies, APE, or?
> (Anyone
> use tape?) Are you backing up Sparta or MyDos Drives? Just surveying the
> landscape...
> -Larry
>

4308. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 06:43:52 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <ImsAd.9240$hc7.2325@trnddc06>
Source record: 13515

I always used TextPro, TextWiz and the Action editor for my WP needs. Even Paperclip sometimes - anything but AtariWriter.

4309. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 11:26:49 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041229062649.21640.00002392@mb-m12.aol.com>
Source record: 13516

It looks like MyDos users with hard drives don't backup their drives! ;-) Ok, I'll post for the MyDos camp.

I normally use "The Hard Drive Backup Pro" from CSS and backup from my HD partition to an Atari-based Zip cart. But I have also used the Black Box "Taskmaster" to do a sector copy backup to Zip cart. That really flies!

But as a result of the replies here, I've just tried backing up to an ATR image. I use APE a lot, but hadn't considered using it for HD backups. Thanks for the posts and idea!

-Larry

4310. Re: U Print and other printer interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 14:07:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <235037.9d40f1@fmlynet.org>
Source record: 13518

> printers. I used Paper Clip and it had a config file that you'd put your
> printer's codes in for the above mentioned features. I guess an A8 'printer
> driver' would be a file that contained the codes for a particular printer,
> Epson codes were pretty standard. In some printers, you could set some dip
> switches or front end buttons to cause the printer to do dbl. strike or bold.
>Oh, yes, you could also select the font, if the printer had more than one, and
> the size of the font, 8, 10, 12, 16 pitch. You could also do proportional
> printing sometimes. That's all the choices you had, and each one required a
> set of codes to be embedded in the text to cause the feature, which you'd put
> into the word processor configuration. Word processors today are what desktop
>publishing was, even more. What we called word processors then would be calle
>text editor today I guess. There were special codes to do bit-map printing. Ar
> you trying to do some text editing or print pictures? Russg

Might try Paperclip. I've heard that suggested before.

I would like to text editing.

I would like to make breaktype movies. :)

I would like to be able to print the screen contents using the unique
cartridge "Magic Dump II"... but that one specifically says that it works
with all Epson, Gemini, Prowriter Okidata printers and the N.E.C. PC8023A
printers. I'm told the Star SG-10 is like the Gemini 10X basically, and
under Magic Dump you use the Epson codes for all Gemini computers. But
that is too much of a stretch, and finding one of these printers is a bit
of a stretch/ :)

So yeh, text editing.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4311. Re: Break Type movies

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 14:08:26 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <035038.9d410d@fmlynet.org>
Source record: 13517

> From: "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net>

> I used "Lebreak" - it's on my BBS or I can send it to you.

> "Greg Goodwin" <drclu@swbell.net> wrote in message
> news:BDF74298.1147F%drclu@swbell.net...
>> Would like to create some break type movies. Anyone remember how it was
>> done?
>>
>> Doc Clu 800
>>

I'll check that out on my next visit there at the Boot Factory.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4312. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 14:11:04 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b35039.9d4162@fmlynet.org>
Source record: 13519

Mr Atari once wanted to make a utility to have multiple hard drives. But
when it came time to back up my hard drives, I used the APE setup.

Recently I've been amazed how much fun a old PC laptop can add to the 800.
:)

-Doc Clu 800

> From: "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net>

> Hardback to an ATR thru APE.

> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20041227071615.08186.00002558@mb-m05.aol.com...
>> What software is used to backup your Atari hard drives? And do you backup
>> to
>> floppies, another partition, a seperate HD, ZIP, floppies, APE, or?
>> (Anyone
>> use tape?) Are you backing up Sparta or MyDos Drives? Just surveying the
>> landscape...
>> -Larry
>>

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4313. Looking for Atari Portfolio RAM cards 32 to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 16:20:09 UTC
From: Narfman69 <Narfman96@yahoo.com>
Message-ID: <1104337209.660864.111020@z14g2000cwz.googlegroups.com>
Source record: 13520

Hi, Does anyone have any 32 to 128k RAM cards they want to sell. I'm looking for several of these battery backed up RAM cards. Thank you, Narfman96@yahoo.com

4314. Re: Looking for Atari Portfolio RAM cards 32 to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 17:47:44 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cquqk0$dp2$1@news.xmission.com>
Source record: 13521

There are a couple on eBay right now.. including a 256mb card.

http://search-desc.ebay.com/Atari-Portfolio_W0QQcatrefZC3QQfromZR2QQsojsZ0QQsosortpropertyZ1QQsotextsearchedZ2

Narfman69 <Narfman96@yahoo.com> spit out...:
> Hi, Does anyone have any 32 to 128k RAM cards they want to sell. I'm
> looking for several of these battery backed up RAM cards. Thank you,
> Narfman96@yahoo.com

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

4315. Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 18:08:27 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10t5skshtl0tf3f@corp.supernews.com>
Source record: 13522

I've recently gone on a spending spree for Atari items from eBay and have ended up with some extras I'd like to impart to someone who can use them. If nobody in the group is interested I'll eventually end up posting them for sale on eBay...

I'm looking for about $60 for the following package (buyer pays actual shipping):
http://home.gci.net/~gork/atari2

And maybe $40 for this one (buyer pays actual shipping):
http://home.gci.net/~gork/atari1

Let me know if you're interested!

Sean
kraygien at hot mail dot com

4316. Atari 1050 disk drive cardboard and polystyrene packaging

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 19:37:59 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <rIDAd.2166$0M3.617@newsfe1-gui.ntli.net>
Source record: 13523

Anybody want this?

It has been opened, contents used and the box stashed for decades.

Just thought someone might like it to replace a tatty one.

Yours for the postage (which should not be much, it is empty of course).

If no takers, into the bin it goes.

K.

4317. Re: Atari 1050 disk drive cardboard and polystyrene packaging

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-29 22:32:31 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <3gGAd.667$vs.556@newsfe6-gui.ntli.net>
Source record: 13524

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:rIDAd.2166$0M3.617@newsfe1-gui.ntli.net...
> Anybody want this?

Hi, I would love this to replace my old one, I am in Dorset, if you still
have it, please get in touch

Rich

>
> It has been opened, contents used and the box stashed for decades.
>
> Just thought someone might like it to replace a tatty one.
>
> Yours for the postage (which should not be much, it is empty of course).
>
> If no takers, into the bin it goes.
>
> K.
>
>

4318. Re: Atari 1050 disk drive cardboard and polystyrene packaging

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 00:03:11 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <3BHAd.334$0F6.140@newsfe5-gui.ntli.net>
Source record: 13525

"Richard Daley" <richard.daley3@ntlworld.com> wrote in message
news:3gGAd.667$vs.556@newsfe6-gui.ntli.net...
>
> "Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
> news:rIDAd.2166$0M3.617@newsfe1-gui.ntli.net...
>> Anybody want this?
>
> Hi, I would love this to replace my old one, I am in Dorset, if you still
> have it, please get in touch

Ah, um, I didn't manage to post that message before returning from my
parents' home.
Blasted NTL world would not answer the phone...
It is currently in the heap of things in the hall that I said could be
slung!

I can ring them tomorrow to save it (if they have not slung it already) but
I may not be up there to post it to you until next Christmas.

Then again, after 20 odd years will another one matter much? :-)

4319. Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 02:14:10 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b39041.9da1c5@fmlynet.org>
Source record: 13528

Those are actually good starter packages! I like that!

Doc Clu 800

> From: "Gork" <nokraygienspam@hotmail.com>

>I've recently gone on a spending spree for Atari items from eBay and have ende
> up with some extras I'd like to impart to someone who can use them. If nobody
> in the group is interested I'll eventually end up posting them for sale on
> eBay...

> I'm looking for about $60 for the following package (buyer pays actual
> shipping):
> http://home.gci.net/~gork/atari2

> And maybe $40 for this one (buyer pays actual shipping):
> http://home.gci.net/~gork/atari1

> Let me know if you're interested!

> Sean
> kraygien at hot mail dot com

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4320. Hot 22 Year Old Looking For Love Or More.....Please Contact Me..... X0WQ

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 03:53:32 UTC
From: gmpnsbcm@freedvd.com
Message-ID: <13133724653806080@freedvd.com>
Source record: 13527

Hi

Im 22 and I really need someone to take care of me. Please take a look at my home page, you can email me and maybe we could get in touch and have some fun.

My home page is here http://www.sonicboards.com/dianehome.htm - Please get in touch soon :)

Xacilof pa nafarep vupegula fe .

4321. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 03:53:36 UTC
From: melee5@my-deja.com
Message-ID: <1104378816.014283.216140@z14g2000cwz.googlegroups.com>
Source record: 13526

LarryWhite wrote:
> It looks like MyDos users with hard drives don't backup their drives!
;-) Ok,
> I'll post for the MyDos camp.
>
> I normally use "The Hard Drive Backup Pro" from CSS and backup from
my HD
> partition to an Atari-based Zip cart. But I have also used the Black
Box
> "Taskmaster" to do a sector copy backup to Zip cart. That really
flies!
>
> But as a result of the replies here, I've just tried backing up to an
ATR
> image. I use APE a lot, but hadn't considered using it for HD
backups. Thanks
> for the posts and idea!
>
> -Larry

Fellow MyDOS user, but I don't backup in a normal manner at all. I'm using 200 meg Syquest drives and when I feel the urge, I take them to the PC and a SCSI drive tester program to sector copy the whole shebang to another 200meg cartridge - 8 minutes total time for that. Then the duplicate cart goes on the shelf. Takes longer to set it all up.

The configuation of the cartridge is such that I can double drive it on the Atari as well and do copies from one partition on one drive to another partition on the other drive, but that happens at Atari speeds so I've never actually done it - just nice to have it such that I could if I ever had to.

And I was going to mention that as far I knew, HardBack was for SpartaDOS partitions only and I thought it only backed up to floppy which is just not going to happen here due the vast numbers of them required. I wasn't even aware that there were non-Sparta alternatives, thanks for the heads up there.

4322. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 04:23:34 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <apLAd.12263$tG3.8692@trnddc02>
Source record: 13529

As long as it is SpartaDOS and is addressable as an atari drive (Dn:),
Hardback doesn't care what it is. Of course you don't want Hardback to
format a 16MEG ATR, but otherwise it works great.

<melee5@my-deja.com> wrote in message
news:1104378816.014283.216140@z14g2000cwz.googlegroups.com...
>
> LarryWhite wrote:
>> It looks like MyDos users with hard drives don't backup their drives!
> ;-) Ok,
>> I'll post for the MyDos camp.
>>
>> I normally use "The Hard Drive Backup Pro" from CSS and backup from
> my HD
>> partition to an Atari-based Zip cart. But I have also used the Black
> Box
>> "Taskmaster" to do a sector copy backup to Zip cart. That really
> flies!
>>
>> But as a result of the replies here, I've just tried backing up to an
> ATR
>> image. I use APE a lot, but hadn't considered using it for HD
> backups. Thanks
>> for the posts and idea!
>>
>> -Larry
>
> Fellow MyDOS user, but I don't backup in a normal manner at all. I'm
> using 200 meg Syquest drives and when I feel the urge, I take them to
> the PC and a SCSI drive tester program to sector copy the whole shebang
> to another 200meg cartridge - 8 minutes total time for that. Then the
> duplicate cart goes on the shelf. Takes longer to set it all up.
>
> The configuation of the cartridge is such that I can double drive it on
> the Atari as well and do copies from one partition on one drive to
> another partition on the other drive, but that happens at Atari speeds
> so I've never actually done it - just nice to have it such that I could
> if I ever had to.
>
> And I was going to mention that as far I knew, HardBack was for
> SpartaDOS partitions only and I thought it only backed up to floppy
> which is just not going to happen here due the vast numbers of them
> required. I wasn't even aware that there were non-Sparta alternatives,
> thanks for the heads up there.

>

4323. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 09:27:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412300124180.12334-100000@onyx.spiritone.com>
Source record: 13531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4324. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 09:30:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412300127200.12334-100000@onyx.spiritone.com>
Source record: 13530
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4325. 1230XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 11:18:11 UTC
From: Graham <dsgf@gf.ds>
Message-ID: <41D3E3F3.A34216A4@gf.ds>
Source record: 13532

Just bought a Defender cartridge on Ebay (serial CXL4025).

Doesn't seem to load up on a 130XE. Anything I might be doing wrong?

Or is it just not compatible?

Are there any sites with compatibility info on cartridges?

Thanks...

4326. Re: 1230XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 11:19:35 UTC
From: Graham <dsgf@gf.ds>
Message-ID: <41D3E447.35DBE686@gf.ds>
Source record: 13533

Shoot, I fuzk0red up the subject line. Should read: "130XE cartridge compatibility?"

But you probably knew that already...:)

Graham wrote:
>
> Just bought a Defender cartridge on Ebay (serial CXL4025).
>
> Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
>
> Or is it just not compatible?
>
> Are there any sites with compatibility info on cartridges?
>
> Thanks...

4327. Re: Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 11:51:26 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10t7qts7staqm91@corp.supernews.com>
Source record: 13534

I *tried* to put them together like that... The time had come to finally do something with the excess, though, 'cuz after my Atari spending spree I ended up with 50+ boxes all over my livingroom with new (to me) Atari things cluttering all the space not taken up by the boxes! It's MUCH better to be back to "clean and organized." (With the exception of the two big boxes for these two lots still sitting here, ready to be shipped out. :)

Sean

<Greg.Goodwin@family-news.org> wrote in message
news:b39041.9da1c5@fmlynet.org...
> Those are actually good starter packages! I like that!
>
> Doc Clu 800
>
>
>
>> From: "Gork" <nokraygienspam@hotmail.com>
>
>>I've recently gone on a spending spree for Atari items from eBay and have
>>ende
>> up with some extras I'd like to impart to someone who can use them. If
>> nobody
>> in the group is interested I'll eventually end up posting them for sale
>> on
>> eBay...
>
>> I'm looking for about $60 for the following package (buyer pays actual
>> shipping):
>> http://home.gci.net/~gork/atari2
>
>> And maybe $40 for this one (buyer pays actual shipping):
>> http://home.gci.net/~gork/atari1
>
>> Let me know if you're interested!
>
>> Sean
>> kraygien at hot mail dot com
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4328. Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 12:45:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20041230074550.07145.00002278@mb-m10.aol.com>
Source record: 13535

Is anyone actually using a Flash Memory Device as a HD with their XL/XE? I have read that the service life is an expected 100,000 writes. (Presumably to the same cells, and probably varies by mfg.) Read/Write speeds would not be much of an issue -- just life, especially to the VTOC/FAT/Directory areas. Still, at 100,000 writes, I would think that would be several years for a typical Atari user.

Another possibilty is the micro-drive. It has some advantages and disadvantages as compared to flash memory -- is anyone using one of those?

-Larry

4329. Want some extra cash, try this

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 15:45:44 UTC
From: adamhum@gmail.com
Message-ID: <1104421544.865366.188890@c13g2000cwb.googlegroups.com>
Source record: 13536

want some extra cash, try this

THIS REALLY CAN MAKE YOU EASY MONEY!!
A little while back, I was on my computer having a grand old time, just like you are now and came across an article similar to this that said you could make thousands dollars within weeks with only an initial investment of $6.00! So I thought, "Yeah, right, this must be a scam", but like most of us, I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at #6, and post the article in at least 200 newsgroups. No catch, that was it. So after thinking it over, and talking to few people first, I thought about trying it. I figured what have I got to lose
except 6 stamps and $6.00, right? Like most of us I was a little skeptical and a little worried about the legal aspects of it all, So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Then I invested the measly $6.00. Well GUESS WHAT!!?. Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about $25.00. By the end second week I had made a total over $1,000.00! In the third week I had over $10,000.00 and it's still growing. Its Certainly worth $6.00, and 6 stamps, I have spent more than that on the lottery!! Let me tell you how this works and most importantly, why it works?.
STEP 1: Get 6 separate pieces of paper and write the following

on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST."

Now get 6 US $1.00 bills and place ONE inside EACH of the 6

pieces of paper so the bill will not be seen through the

envelope to prevent thievery. Next, place one paper in each

stating the above phrase, your name and address, and a $1.00

bill. What you are doing is creating a service by this. THIS IS

ABSOLUTELY LEGAL! Mail the 6 envelopes to the following

addresses:

#1) Jason Barone P.O. Box 1015 Glen Burnie, MD 21060-1015
#2) Jonathon Markwood 3308 Birdsong Way Birmingham, AL 35242
#3) Eben Mcgee 1876 #C Locust, Las Cruces, NM 88001
#4) Ricky DeMaio 471 McCutcheon rd, Hudson WI 54016
#5) P. Ortner 29 Briarlee Dr. Tonawanda, NY 14150
#6) O. Humphrey 8452 E. Louise Dr, Tucson, AZ 85730

STEP 2: Now take the #1 name off the list that you see above,

move the other names up
and add YOUR Name as number 6 on the list. STEP 3: Change

anything you need to, but try to keep this article as close to

original as possible. Now, post your amended article to at

least 200 newsgroups, message board. All you need is 200, but

remember, the more you post, the more money you make!----
Just copy this message, paste it in Word or Notepad, find

message boards like this and paste away.

Congratulations? THAT'S IT! All you have to do is jump to

different newsgroups and post away, after you get the hang of

it, and it will take about 30 seconds for each newsgroup! *

REMEMBER, THE MORE NEWSGROUPS OR MESSAGE BOARD YOU POST IN, THE

MORE MONEY YOU EILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF

200* That's it! You will begin receiving money from around the
world within days!

4330. Re: 1230XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 16:57:43 UTC
From: Somebody <noemail@nospam.com>
Message-ID: <bsWAd.12296$tG3.9941@trnddc02>
Source record: 13537

AFAIK you should have no problem. The game should work just fine. Do other cartridges work ok on that 130XE? Can you test the Defender cart on someone elses machine? If the cart works fine on another machine, then the problem is in the computer.

This should give you a starting point to isolate the problem.

Another thing to consider is the cartridge might have some oxidation buildup on the cart connector. Atari used gold plated cart connector most of the time. But they also did produce some tin plated carts and these are more prone to oxidation.

Glenn

"Graham" <dsgf@gf.ds> wrote in message news:41D3E3F3.A34216A4@gf.ds...
> Just bought a Defender cartridge on Ebay (serial CXL4025).
>
> Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
>
> Or is it just not compatible?
>
> Are there any sites with compatibility info on cartridges?
>
> Thanks...

4331. Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 17:01:43 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412300901.6b2a4c54@posting.google.com>
Source record: 13538

Hey Gork!

NOW I know who to hate for outbidding me on the auctions! (SMILE!)

4332. Re: Atari 1050 disk drive cardboard and polystyrene packaging

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 17:50:46 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <WdXAd.265$X%2.129@newsfe1-gui.ntli.net>
Source record: 13539

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:3BHAd.334$0F6.140@newsfe5-gui.ntli.net...
> "Richard Daley" <richard.daley3@ntlworld.com> wrote in message
> news:3gGAd.667$vs.556@newsfe6-gui.ntli.net...
> >
> > "Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
> > news:rIDAd.2166$0M3.617@newsfe1-gui.ntli.net...
> >> Anybody want this?

Hi, if it is still there I would love to have it, perhaps we can sort out a
deal for your parents to post it ?

hope it is still there :-)

Richard
> >
> > Hi, I would love this to replace my old one, I am in Dorset, if you
still
> > have it, please get in touch
>
> Ah, um, I didn't manage to post that message before returning from my
> parents' home.
> Blasted NTL world would not answer the phone...
> It is currently in the heap of things in the hall that I said could be
> slung!
>
> I can ring them tomorrow to save it (if they have not slung it already)
but
> I may not be up there to post it to you until next Christmas.
>
> Then again, after 20 odd years will another one matter much? :-)
>
>

4333. Free Printers

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-30 20:40:40 UTC
From: esok <esok127@yahoo.com>
Message-ID: <1104439240.436165.210400@z14g2000cwz.googlegroups.com>
Source record: 13540

I am giving away a couple of printers for use with Atari 8-bit computers. Both were working the last time I tried them a couple of years ago. Buyer pays shipping. If they are not claimed by Monday morning, January 3, they are going to the dumpster. They are located in Utah, and local delivery is negotiable.

1. Atari XDM121 direct connect letter quality (daisy wheel) printer. Includes spare ribbon.

2. Star NX1000 multifont dot matrix printer. Needs separate interface to work with Atari computers. I have an Ape Face printer interface that could be included for an extra shipping fee.

4334. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 01:13:47 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <4p99t0t2k1vun6um3m3o4usb7um4cu6vt3@4ax.com>
Source record: 13541

llppwhite@aol.comnsp (LarryWhite):
>Is anyone actually using a Flash Memory Device as a HD with their XL/XE?

I know several people are using one with the MyIDE upgrade with an CF-card to IDE adapter. I have been in email contact with a few people who are using one with my MyIDE Image Manager software for that upgrade... so they have it built into their machine with dozens and dozens of games and demos copied to their IDE drive.

I don't have one (yet) though.

Shawn Jefferson
(fix reply to for email)

4335. Re: Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 01:49:07 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <cr2b6j0gb0@news3.newsguy.com>
Source record: 13542

carmel <carmel_andrews@hotmail.com> wrote:
> And correct me if I am wrong but wasn't the idea behind the 7800 and
> 2600, to advance videogaming from the dedicated gaming systems
> technologies, in that you could program (as in to plug in a new game
> rom) the 7800 and 2600 to play differrent games, thus making these
> systems more advanced then the dedicated game systems they replaced

And this is what they did wrong with the flashback. They should've
recreated a 7800, put the 15 games on it internally, but also leave
a cartridge slot on it. Add the capability to use paddles and you have
a winner!

I got my C64 DTV, and it is pretty cool. I would love a XL version, but
make it accept cartridges and additional joysticks/paddles. Portable
Castle Crisis would rock (although I did get the 2 player Atari paddle
all-in-one game for Christmas, and it includes the arcade version of
Warlords).

--
Ryan 'Goz' Collins

4336. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 04:19:41 UTC
From: krap@zwieracz.krap.pl
Message-ID: <cr2k0t$1tt7$1@zwieracz.krap.pl>
Source record: 13543

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
> I know several people are using one with the MyIDE upgrade with an CF-card
> to IDE adapter. I have been in email contact with a few people who are

i'm using CF adapter with KMK/JZ IDE interface without any problems.
i've been using CF in my PC for two or three years for storing (among
others) the outlook files (updated many times a day) and never
experienced any problems. i think that atari is a little bit more
conservative about writing than the rampage outlook, so i don't
afraid of anything wrong that may happen.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

4337. Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 05:48:09 UTC
From: secretspam@ihatespam.net
Message-ID: <41d5e7e3.1537046@nntp.charter.net>
Source record: 13544

Wouldn't you rather see a topic like that instead of spam? :)

4338. Hard drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 07:57:46 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0412302357.2a197c6c@posting.google.com>
Source record: 13545

Actually,an old laptop can be a BLAST for an 8 bitter!

I have an old AST 486DX4/100 laptop that runs PCXformer 3.8
under DOS 6.22. (autoexec.bat file)

When you boot up,it displays a Fuji .gif,(GIF2EXE.COM),
plays a .wav file: (PLAY.EXE)

"Welcome to the wonderful world of Atari." and goes right to
the SpartaDos prompt: "D1:"

Blows peoples minds to see an Atari 8 bit laptop! (GRIN!)

Atari Forever,
and Happy New Year!

4339. Re: Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 09:20:57 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ta6frf4819m91@corp.supernews.com>
Source record: 13546

And *I* who to hate for making me PAY SO MUCH! hehe

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0412300901.6b2a4c54@posting.google.com...
> Hey Gork!
>
> NOW I know who to hate for outbidding me on the auctions! (SMILE!)

4340. Re: Hard drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 15:39:26 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <OoeBd.12648$L7.4351@trnddc05>
Source record: 13447

Speaking of OLD laptops, dos and emulators... I have a 486 Toshiba machine like this up for auction on ebay. Maybe if it doesn't sell, I will set it up like you are talking about!!

"Ed Shepherd" <dinosaur@corner.net> wrote in message news:7a61c6b3.0412302357.2a197c6c@posting.google.com...
> Actually,an old laptop can be a BLAST for an 8 bitter!
>
> I have an old AST 486DX4/100 laptop that runs PCXformer 3.8
> under DOS 6.22. (autoexec.bat file)
>
> When you boot up,it displays a Fuji .gif,(GIF2EXE.COM),
> plays a .wav file: (PLAY.EXE)
>
> "Welcome to the wonderful world of Atari." and goes right to
> the SpartaDos prompt: "D1:"
>
> Blows peoples minds to see an Atari 8 bit laptop! (GRIN!)
>
> Atari Forever,
> and Happy New Year!

4341. Re: Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 17:21:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.31.17.21.04.909725@darkforce.ky.org>
Source record: 13448

On Fri, 31 Dec 2004 05:48:09 +0000, SgtSilicon wrote:

> Wouldn't you rather see a topic like that instead of spam? :)

<roflol!>

4342. Atari 8-bit asm development tools

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 20:33:37 UTC
From: jimbo@radiks.net
Message-ID: <41d5b6de.7913656@news.west.earthlink.net>
Source record: 13449

Greetings, all.

What were the earliest assembly-language development tools available
for the 400/800? Other 6502 computers I've used had some sort of
machine-language monitor cartridge or firmware available prior to
having a decent label-based / macro assembler available.

Did an Atari machine-language monitor cart precede the full assembler?

Thanks!

Jim Lawless
jimbo@radiks.net
http://www.radiks.net/~jimbo

4343. Re: Atari 8-bit asm development tools

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 20:49:55 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <TXiBd.3513$Cc.474@newsread3.news.pas.earthlink.net>
Source record: 13450
Body handling: HTML body converted to readable text

Jim Lawless wrote:
> Greetings, all.
>
> What were the earliest assembly-language development tools available
> for the 400/800? Other 6502 computers I've used had some sort of
> machine-language monitor cartridge or firmware available prior to
> having a decent label-based / macro assembler available.
>
> Did an Atari machine-language monitor cart precede the full assembler?

If I have it right, most of the early assemblers for VCS/8 bits were on DEC mainframes.

That is one of the excuses why we don't have good source listings for various programs/OS anyway. Rumor is one of the first things the Tramiels did after the take over is sell off the mainframes w/o saving the programs.

The first program I remember that was on the 8 bit was the ASM/ED cart. I still have mine and like it for simple assembly programming. It did have a debugger but no macro ability.

There was the MAC/65 and Atarti Macro Assembler that came out later.

I don't have a copyright date on hand but I have used OMNIMON since the mid 80s. I also used TASM macro cross assembler
and really liked it. After getting
used to making a sandwich will my programs went through an Atari assembler it was a pleasure to see an 8mHz '286 spit out the binary in less time then it take to type this.

4344. Re: 1230XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 20:51:29 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <lZiBd.12679$d5.109454@newsb.telia.net>
Source record: 13451

"Graham" <dsgf@gf.ds> skrev i meddelandet news:41D3E3F3.A34216A4@gf.ds...
> Just bought a Defender cartridge on Ebay (serial CXL4025).
>
> Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
> ...

Graham, that game cartridge should work on a 130XE computer.

You could always try to clean the surface of the cartridge's connector with some alcohol based cleaning liquid. I use alcohol based products made for cleaning windows. Be careful and do not pour liquid on the cartridge or the computer. Make sure it is dry before you start up the system.

Anders

4345. Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 22:18:21 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1104531501.899788.122090@c13g2000cwb.googlegroups.com>
Source record: 13452

I'm happily puttering away with a 130XE and the KMK/JZ IDE interface, trying to load a whole lot of games onto an IDE drive, and I'm curious about a lot of the utilities and DOSes out there.

How do menu makers work? Which ones are compatible with large drives which have multiple MyDOS subdirectories?

What is Multiboot? How do you use it?

Are there any ways to automatically load a bunch of full-disk images (say, as DCMs) into directories on a large partition and rotate them out into smaller partitions to play - in other words, any image managers?

Why hasn't anyone yet written a DOS to support D9: through D15:?

And my 130XE has one odd phenomenon - it will only ever see disk drives on the second try. The first boot always goes to the self test. Then, if I hit option-reset, it always goes to the disk drive and boots properly. This is without the IDE interface in. What's going on? Thanks!

4346. Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 23:03:18 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <73905b.9f8869@fmlynet.org>
Source record: 13455

Well, I know the 28 year old creator of the C=1 (current Commodore computer) is kinda cute.

I'm sure there are other ones out there. Yeh true we tend to be a 30's and up club, but some people have kids that have grow up and given it a try. I am one of those people more or less. Played games back in the day, but thanks to dad, got the more technical help.

And there are others.

And when you said "hot 22 year old" I would assume you are talking female, though it does not specify. ;)

Doc Clu 800

> From: secretspam@ihatespam.net (SgtSilicon)

> Wouldn't you rather see a topic like that instead of spam? :)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

4347. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 23:27:02 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <monbt05rnbd8o0e1qsigggpbjt77fijoif@4ax.com>
Source record: 13453

"The Wanderer" <wandererstill@yahoo.com>:

>Are there any ways to automatically load a bunch of full-disk images
>(say, as DCMs) into directories on a large partition and rotate them
>out into smaller partitions to play - in other words, any image
>managers?

I wrote one for the MyIDE interface (http://www.mr-atari.com). I have just
completed version 2 and will release it very soon. It does exactly what
you want, albeit for different hardware. :)

>Why hasn't anyone yet written a DOS to support D9: through D15:?

I thought that some version of SpartaDOS did?

Shawn Jefferson
(fix reply to for email)

4348. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2004-12-31 23:37:28 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1104536248.760960.129790@c13g2000cwb.googlegroups.com>
Source record: 13454

Hm, how hard would it be to rewrite your image manager for KMK/JZ?
Anyone? Jerzy?